

Face Rig How to

Mouth/Jaw Controls

Phoneme Control - (Blue)

This sphere control morphs the mouth into different phonemes. The phonemes are labelled on the controller for reference.

- Y-axis up: MBP
- Y-axis down: O
- X - axis left: EE
- X - axis right: U
- Z - axis forward: OO
- Z - axis back - FV
- Scale Y: CH
- Scale x: Tounge extrusion

These two sidebar controls sit next to the phoneme control.

- Sidebar 1: Sets the influence of the phoneme control on the mouth
- Sidebar 2: Sets the influence of the ACT control on the mouth

Jaw Primary - (Green)

This controls the overall jaw movement.

- Any axis: Moves the jaw without affecting the mouth

Jaw ACT - (Blue)

This is a macro for opening and closing the jaw.

- Y-axis: Opens and closes the jaw
- X-axis: Twists the jaw

Mouth Primary - (Green)

- Outer controls: Move the lips as a whole
- Inner controls: Adjust more granular parts of the lips; corners, tips etc

Mouth Secondary - (Red)

These controls position the mouth on the face.

- Any axis: Moves the placement of the whole mouth

Stretch - (Yellow)

These are tweak controls for fine-tuning. The jaw and lips have their own chains.

- Move in pairs: Especially at the chain ends, where stretch bones can resize areas drastically
- Y-axis scale: Controls the tangent of the deformation bones

Mouth - (Orange)

Controls for the teeth and tounge

- Any axis: Moves the placement of the bottom/top teeth and tongue
- The tounge also has a minor stretch layer

Eye Controls

ACT - (Blue)

This is a macro for the eyelid action constraints. Each eyelid has a separate top and bottom control, and moving them together works seamlessly.

- Y-axis toward the eye: Blinks the eyelid
- Y-axis away from the eye: Widens the eyelid

Primary - (Green)

This controls the iris independently of the eye target aiming system, and is used to fine-tune iris position at any angle. Its children include a pupil control (only on models with a separate pupil) and highlight controls.

- Any axis: Fine-tunes the iris position

Eye Target - (Green)

These controls sit in front of the face and aim the eyes.

- Master target (large rectangle): Controls the position of both eyes
- Individual eye target, move: Controls that eye's position

- Individual eye target, scale: Controls the iris scale

Stretch - (Yellow)

These are standard stretch bones, with no alternative behaviours from other stretch bones. Each eyelid is made of two chains, with the chain ends marked by half spheres.

- Caution: Don't pull these too far from the preceding bone, as the heavy scaling warps the weighting

Eyebrow Controls

ACT - (Blue)

This is a macro for the eyebrow action constraints. Combining axes produces a wide range of poses.

- X-axis: Adjusts the horizontal angle of the eyebrow
- Y-axis: Adjusts the bend of the chain

Primary - (Green)

This is the master control for the entire eyebrow bone chain.

- Any axis: Moves the whole chain as one

Stretch - (Yellow)

These are standard stretch bones, with no alternative behaviours from other stretch bones.

Eyebrow Stretch - (Purple)

This controls the secondary chain, which is deformed by the primary chain but deforms only the eyebrow mesh, not the face.

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