

Specifications of Face Gen Modeller Core

Face Gen Modeller is a powerful and efficient 3D face modelling fast generation Windows program published by Singular Inversions Inc. being part of the category design and photography software with subcategory 3D Design and Modelling.

It is easy to use and needs less free space than the average program in the section of Design and Photography Software.

It is used to create three-dimensional models of human faces. These faces can be created through several modes like Random Generation Mode and Manual Mode.

The program includes over 150 different modifiers for different facial areas, such as eyebrow level, nose length, chin width, mouth and many other parts. In addition, there is a separate editor of facial expressions, such as anger, smile, surprise, fear, and so on. The Expression Editor has a Phoneme section where you can customize the facial expression to match the sound you are making. You can put glasses and other accessories on the model, change your hair and apply textures.

- the ability to create and represent realistic 3D models of human faces from one or more photos digitally;
- the ability to adjust relevant parameters like age, race, gender, and more and represent realistic features;
- the ability to prepare face models for printing on a 3D printer;
- the ability to prepare models for animation with expression and tones;
- more than 150 modifiers for different parts of the head;
- wide application possibilities of the program and simple UI;
- the converted 3D head mesh can be imported into Cinema 4D, 3ds Max, Maya, and other 3D software for use, so it is mostly suitable for all kinds of users who have 3D character production needs.
- it can be stored as BMP, JPG, TGA, TIF and other formats of images, or be exported to FBX, OBJ, 3DS, WRL and other 3D file formats.

FaceGen Modeller can be configured with more than 110 facial morphing objects, includes the entire Facial Action Coding System (FACS), and all facial expressions and accessory models are automatically adapted to each face, all the resulting 3D head models can be directly exported to FilmBox (FBX), 3D Studio (3DS), Maya ASCII (MA), Lightwave LWO2 (LWO), Wavefront (OBJ), Softimage dotXSI (XSI), VRML (WRL), or STL containing all expressions. In short, FaceGen Modeller lets you design and create 3D faces with ease.

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