Headcase 2

Basic Usage

Analyze does not work in this beta. Analyze Headlock does not work either. The tracking models are not in this download. Do not click Analyze.

Track the shot on the website, then load that track into the plugin.

1. Track the shot on headcase3d.com

- Open https://headcase3d.com and sign in. The app is at https://headcase3d.com/app.

- Drop the shot on the dashboard. A free beta shot can be up to 350 frames. A longer shot is refused before tracking starts. Trim it and send it again.

- If the shot has more than one head, pick the head you want.

- When the shot says Done, click Download all and unzip it.

- Keep the .hctrack file. If a .attracks file with the same name is in that zip, leave it in the same folder as the .hctrack. That is the Headlock correction, and Load Track picks it up automatically.

2. Install the plugin

This download has two host folders. Use one of them, not both, on a given machine.

- After Effects and Premiere: open the After Effects folder and follow INSTALL.txt.

- DaVinci Resolve, Nuke, and Flame: open the OFX folder and follow INSTALL.txt.

Copy the Headcase2 folder. Leave this PDF and INSTALL.txt out of the host plugin directory.

3. Load the track

- Apply Headcase 2 to the same shot you uploaded. It is in the VFX Tools category.

- Open Utilities and click Load Track.

- Choose the .hctrack you downloaded. The identity, the per-frame pose, and the camera load into the effect, the same as a finished Analyze.

- Turn on Show Mesh. The head should sit on the plate. The plugin does not run the tracking model. It only imports the track.

If the .hctrack was solved on a smaller proxy and this layer is the full-res plate, Load Track scales the camera from the size stored in the file. Leave Reference Width and Reference Height at 0 unless that stored size is wrong. Set both, or neither. One alone refuses the load.

Parameters you will use

Utilities

- Load Track. Imports a .hctrack from headcase3d.com. This is how every shot gets into the beta plugin.

- Export Track. Writes the track now on this layer back out to a .hctrack.

- Export ABC. Writes an Alembic mesh of the loaded head.

- Create Head Null. Builds a null that follows the loaded head. After Effects only.

- Reference Width / Reference Height. Override for the plate size the track was solved against. Leave both at 0.

Head Tracking

These are the pose keyframes Load Track wrote. You can nudge them.

- Head Position. Where the head sits, as a percent of the frame.

- Position Sensitivity. How far a hand edit of Head Position actually moves. Default 15. Lower is a finer nudge. 100 is the full edit. Tracked position is unchanged until you edit it.

- Pitch, Yaw, Roll. Head rotation.

- Scale. Head size.

Display

- Show Mesh. Draws the head. Turn this on after Load Track to confirm the track landed.

- Mesh Color and Opacity. Look of that overlay.

- Display Mode. Wireframe is the normal overlay. Vertices draws points. Texture maps the Add Texture layer onto the mesh. The other modes (Seg Map, Confidence, Canonical Position, Correspondence Gate, Detection + Landmarks, Headlock) need an Analyze that this beta cannot run. Leave them on Wireframe.

- Vertex Size, Render Every N. Vertices mode only.

- Wire Thickness, Hide Backfaces. Wireframe only. Hide Backfaces stops the far side of the head drawing through the near side.

- Add Texture. A layer mapped onto the mesh when Display Mode is Texture.

- Render Backplate. Texture mode only. Off outputs the textured mesh on transparency.

Smooth Pose and Smooth Expressions

Smooth Pose filters head position, scale, and rotation. Smooth Expressions filters mouth, brow, and the other expression values. 0 is the raw track. 1 is light. 2 to 4 get heavier and will lag a fast move. They restyle keyframes already on the layer. They do not track anything.

Reshape

Warps the finished frame from the loaded track. Enable Reshape, then Face Slimming or Double Chin Lift. Show Reshape Guides draws the hold and the warp. It does not track. It needs a loaded track.

Model Adjustments

Shape sliders on the loaded mesh: Neck Shape, Neck Size, Jowl / Chin Coverage, Chin Drop, Fat / Skinny, Long / Short Neck. Zero Expressions shows a neutral face. Zero Jaw holds the jaw shut. These change the mesh you see. They do not re-track the shot.

Does not work in this beta

- Analyze. The button is there. The models are not. Nothing is tracked.

- Analyze Headlock, and the rest of the Headlock group (Enable, References, Strength, Falloff, Field Smoothing, Headlock Source Resolution). A Headlock that was made on the website still loads, from the .attracks beside the .hctrack.

- Footage Color, Live Preview, Confidence, Head Select, and Use GPU. Those only feed Analyze.

- Beauty zones. They need an Analyze this build cannot do.

A local install that runs the tracking model is for enterprise customers. This beta plugin imports tracks made on headcase3d.com.

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