

Tips for DT Face Bone Posing

These infographics were created by and provided to this wiki by [@StrayCatte_xiv](#) on twitter.

Here are some tips and tricks for posing the new facial bones/skeletons as of the Dawntrail expansion. Please feel free to incorporate this knowledge into your own posing, and we hope it will help.

The images in this page are using the Ktisis plugin, however, the general concept should be possible via any posing plugin. If you have further questions about this resource, please contact [straycatte](#). We will continue to update this page as they create more helpful information!

General

GENERAL

Most new face bones use **POSITION** as the main posing category
ROTATION is still used for some, plus fine tuning of others

Primarily **POSITION**:
Lips
Cheeks
Eyebrows

Primarily **ROTATION**:
Eyes
Eyelids
Jaw

Most new face bones use **POSITION** as the main posing category. **ROTATION** is still used for some, plus fine tuning of others.

Primarily **POSITION**:

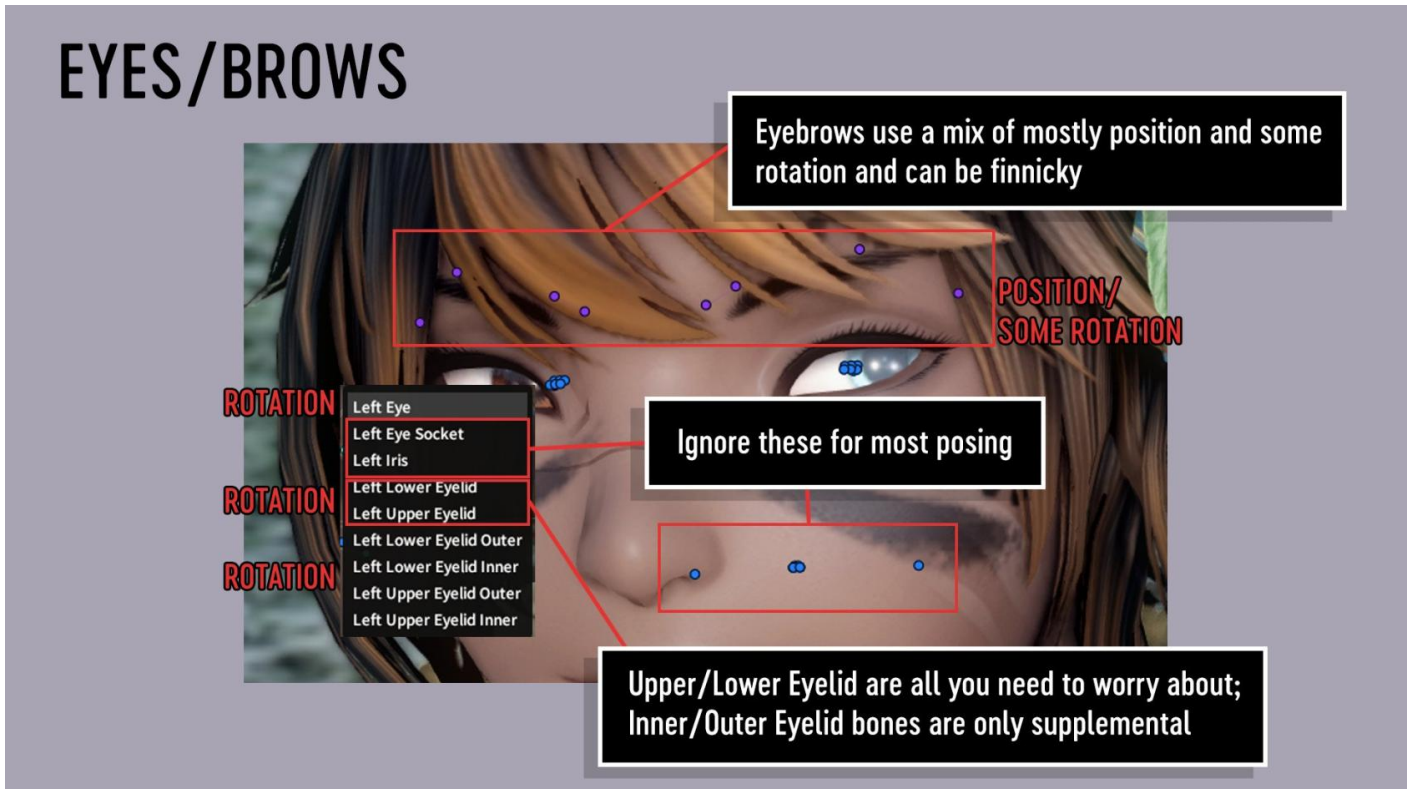
- Lips

- Cheeks
- Eyebrows

Primarily ROTATION:

- Eyes
- Eyelids
- Jaw

Eyes/Brows



Eyebrows use a mix of mostly position and some rotation, and can be finicky.

Upper/Lower Eyelid are all you need to worry about; Inner/Outer Eyelid bones are only supplemental.

Mouth

MOUTH

Rotate jaw to open/close mouth. Jaws can realistically hinge *slightly* with position and rotation on all axis, but keep it light

The four main lip bones have an A and B. Just move A around; B is only for fine tuning

ROTATION

Mouth corners generally will get moved the most when making heavy expressions

POSITION

POSITION

POSITION

Stick to moving the main center four lip bone pairs around the X and Y axis, unless you have a reason to use Z

Rotate jaw to open/close mouth. Jaws can realistically hinge *slightly* with position and rotation on all axes, but keep it light.

The four main lip bones have an A and B. Just move A around; B is only for fine tuning.

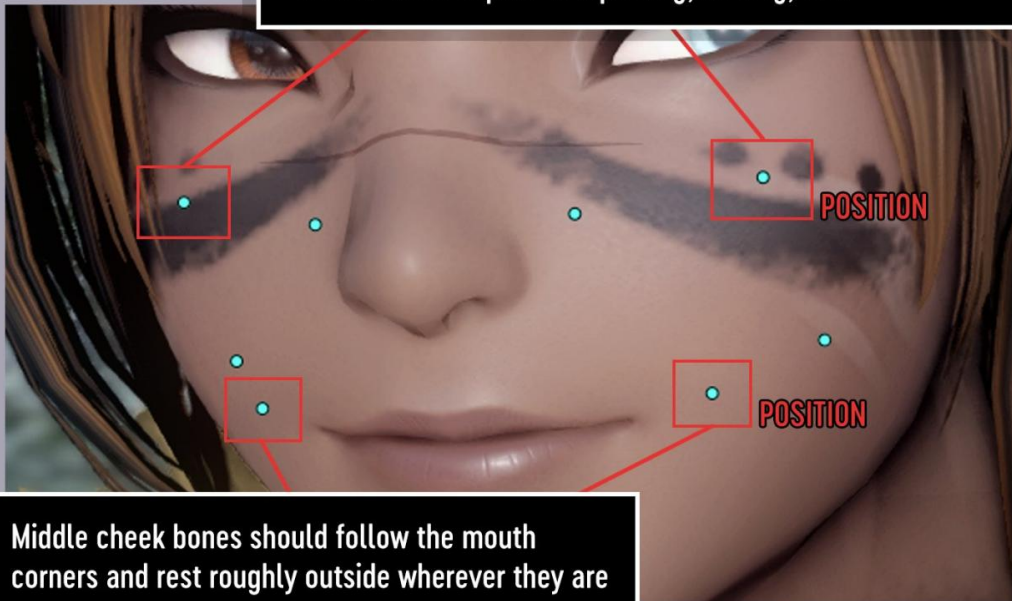
Mouth corners will generally get moved the most when making heavy expressions.

Stick to moving the main center four lip bone pairs around the X and Y axis, unless you have a reason to use Z.

Cheeks

CHEEKS

Simply moving left/right cheek up and down can add a nice vertical cheek squish to squinting, smiling, etc.



Middle cheek bones should follow the mouth corners and rest roughly outside wherever they are

Simply moving left/right cheek up and down can add a nice vertical cheek squish to squinting, smiling, etc.

Middle cheek bones should follow the mouth corners and rest roughly outside wherever they are.

Video Example: <https://x.com/i/status/1817007484730486972>

“ An example to follow along with. Regardless of your tool of choice, here's using all the bones from the reference guide to create a simple smile from scratch. I tried to select and move single bones to keep things clear and easy to follow but stay within the video time limit. pic.twitter.com/Nos1XSIA9h

— Catte Next Door (@StrayCatte_xiv) [July 27, 2024](#)

Revision #4

Created 2024-07-27 15:52:32 UTC by gwyneth_allora

Updated 2024-07-28 00:00:16 UTC by Stoia