# Red Monster 3D Character Animator Puppet

Adobe Character Animator’s loveable mascot, Red Monster, has stepped…err, waddled, into the third dimension! Red Monster 3D (RM3(D) for short) is a new puppet that make use of several of Character Animator’s unique features. He has five “Head Turns” or positions; several adorable props; pre-recorded animations or “Replays,” some of which have sound effects; and these can all be controlled with “Triggers,” which can be activated with keyboard shortcuts or icon-based buttons. Red Monster is a unique puppet because he was first modeled as a fully 3D character in Maxon Cinema 4D, as opposed to more traditional puppets which are made in Adobe Photoshop and Illustrator.

### Triggers (Keyboard shortcuts in parenthesis)

1. Head Turns [Swap Set]
   1. Left Profile (1)
   2. Left Quarter (2)
   3. Frontal (3)
   4. Right Quarter (4)
   5. Right Profile (5)
2. Yawn (6)
3. Surprise Turn (7)
4. Shock (8)
5. Hide and Seek (9)
6. Smitten (0)
7. Blink (B)
8. Surprise (S)
9. W-Oo (O)
10. Adventure Mode (A)
11. Glasses (G)
12. Ties [Swap Set]
    1. Bowtie (W)
    2. Necktie (N)
13. Hearts (H)

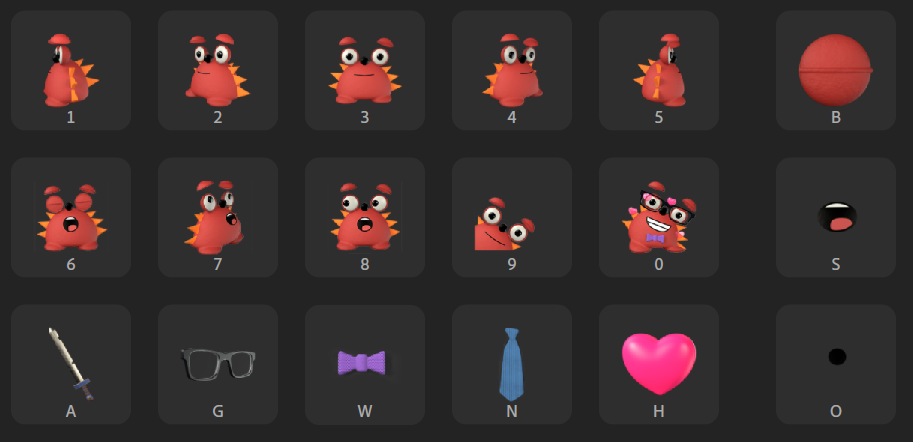
### Replays

1. **Yawn:** Eyes close; mouth opens; sound effect plays
2. **Surprise Turn:** Turns to “Right Quarter” view; tilts head up; mouth opens; eyebrows raise; sound effect plays
3. **Shock:** Eyes close, then open in surprise while looking left; mouth opens, sound effect plays
4. **Hide and Seek:** Combination of keyframed and face-tracked animation; RM3(D) appears from the bottom of the screen, disappears, then reappears in different parts of the screen
5. **Smitten:** “Glasses” and “Bowtie” props activate; “Hearts” particle Replay plays; eyes blink rapidly because RM has found someone that makes him feel butterflies in his stomach (or stomachs, we’re not sure how many he has)
6. **Hearts:** Particle system that is triggered with the (H) key or during the “Smitten” Replay

### Props

1. **Adventure Mode:** Red Monster’s headlining feature! He has a sword, bow, and quiver; activating Adventure Mode also enables realistic shadows created by the props; in Frontal view only, both the sword’s hilt and top of the blade have Draggers that allow you to swing the sword; the “Motion Lines” Behavior is also on the sword and moving it via the draggers or facial tracking will show Motion Lines
2. **Glasses:** Red Monster is ready to pay attention! These hip prescription glasses allow RM3(D) to concentrate all day long without getting a headache (again, we’re unsure about anatomically correct terminology, does he have a head or *is* he a head?)
3. **Ties:** Ready to attend a swanky cocktail party or business meeting, Red Monster is dressed for the occasion. This Swap Set includes both a bowtie and a Necktie
4. **Additional Triggers:** While not explicitly props, there are three additional triggers that help give Red Monster character. Each of these work in all five views: “Blink” (B), “Surprise” (S), and “W-Oo” (O). These triggers toggle the Blink layers, the “Surprise” mouth shape, as well as the three-layer “W-Oo” cycle animation, respectively

### Controls

1. All of Red Monster’s Triggers and Replays can be activated with icon-based buttons in the Controls panel. The Replay icons have custom artwork giving the user an idea of the animation that will occur when toggled
2. In addition to the buttons, there are several sliders the allow the user to conveniently control Red Monster’s position and size, as well as the strength of head movements
   1. **Position X/Y, and Scale:** Standard Transform controls
   2. **Head Position/Scale/Tilt Strength:** The amount that the user’s head movements, via facial tracking, will affect Red Monster
   3. **Global Head Strength:** A group that combines the previous three sliders for one simple control

