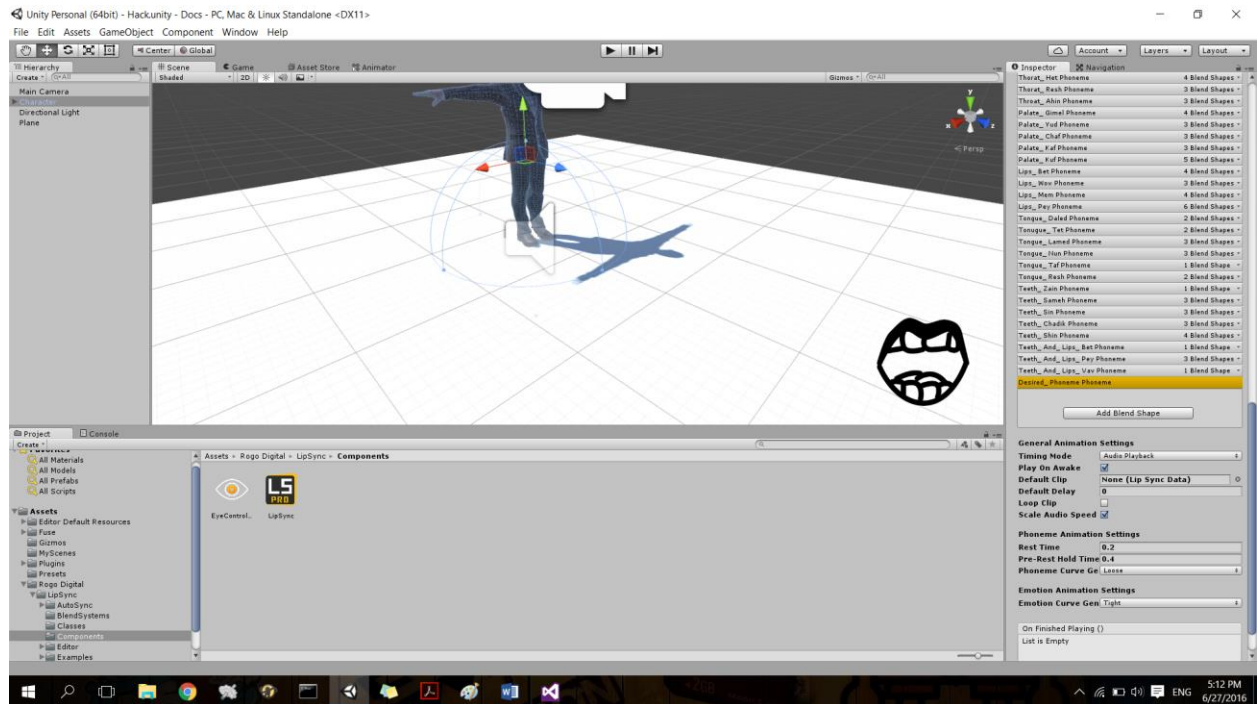
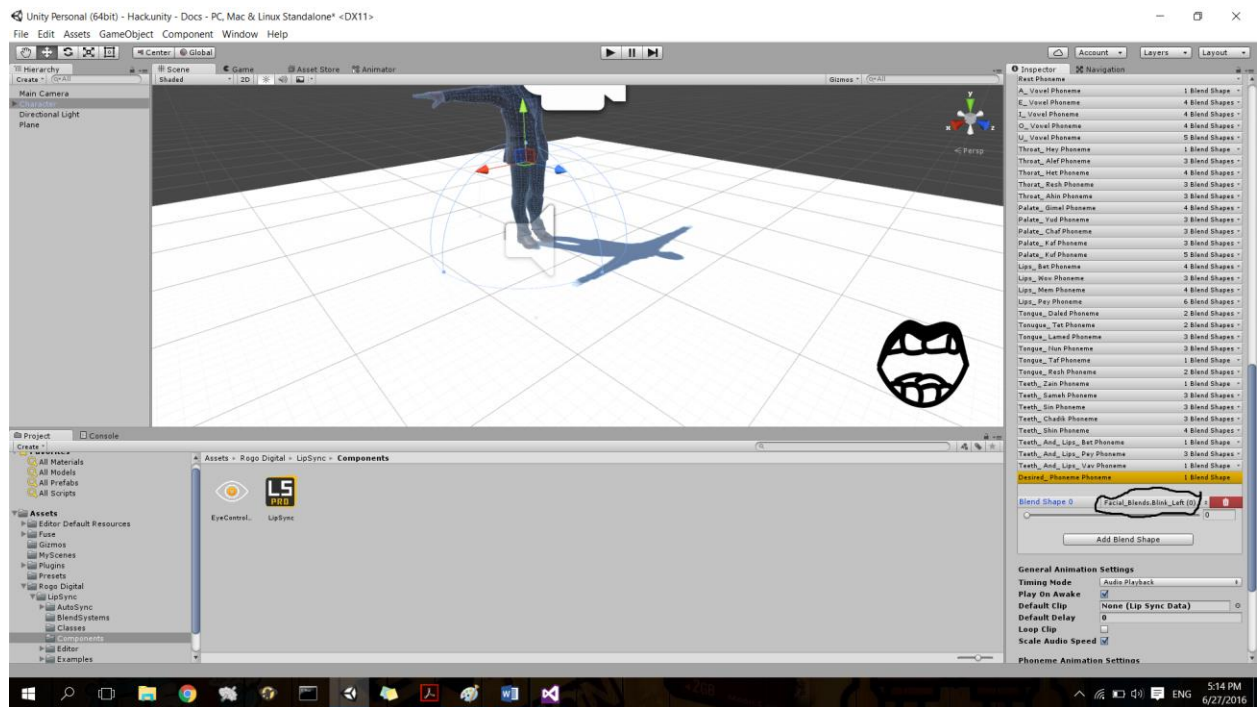


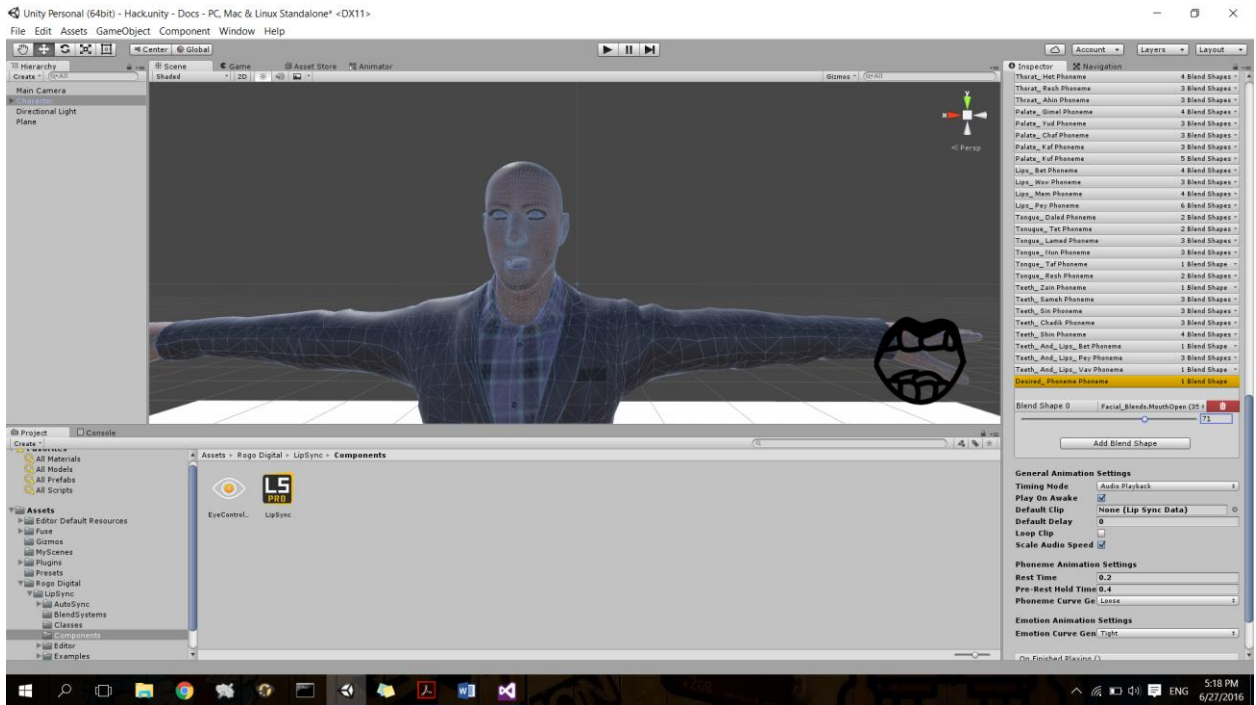
1. Select your character and scroll to your phonemes.
2. Click on the desired phoneme.
3. Click on add blend shape.



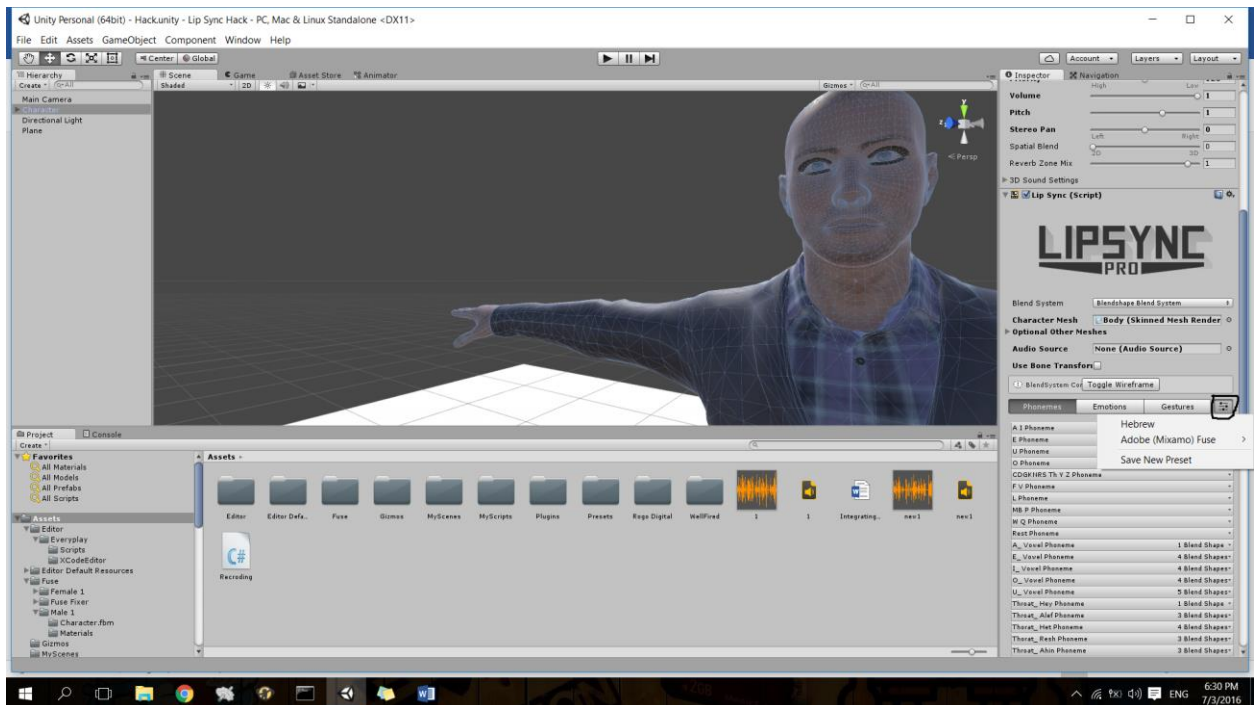
4. To change the default blend shape, click on the tab with the name of the default blend shape.



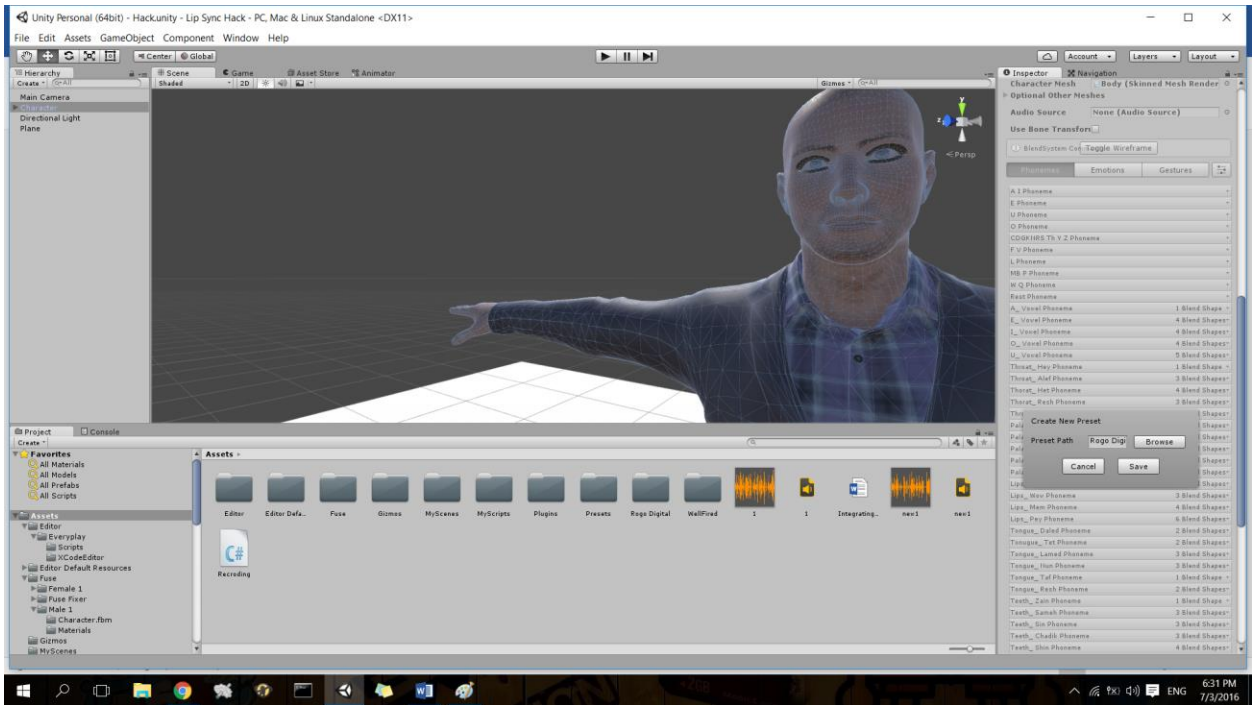
5. A list of possible blend shape would appear, choose the desired one.
6. Scroll in the scroll menu of the blend shape to choose the desired shape.



7. To add an extra blend shape repeat from 3.
8. After you finished blend shapes to phoneme, save your work by pressing:



Then press save New Preset, this window will pop up:



Click on browse, go to Presets folder, choose file name (better to run over the previous Hebrew.Asset file) and save and save again in the window from the picture above.