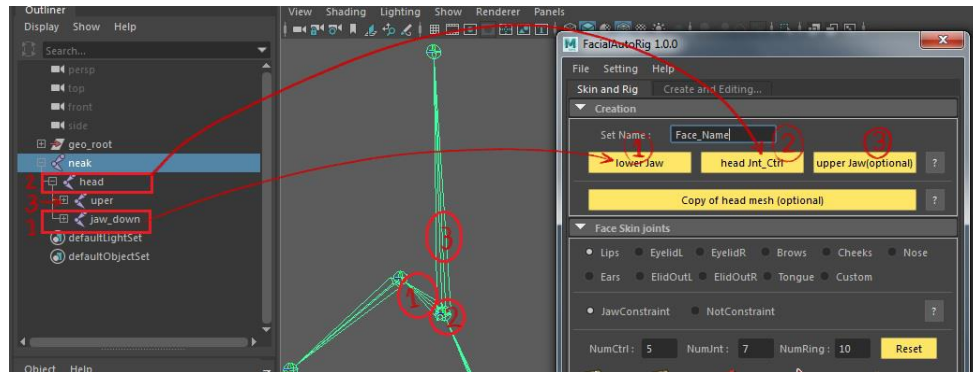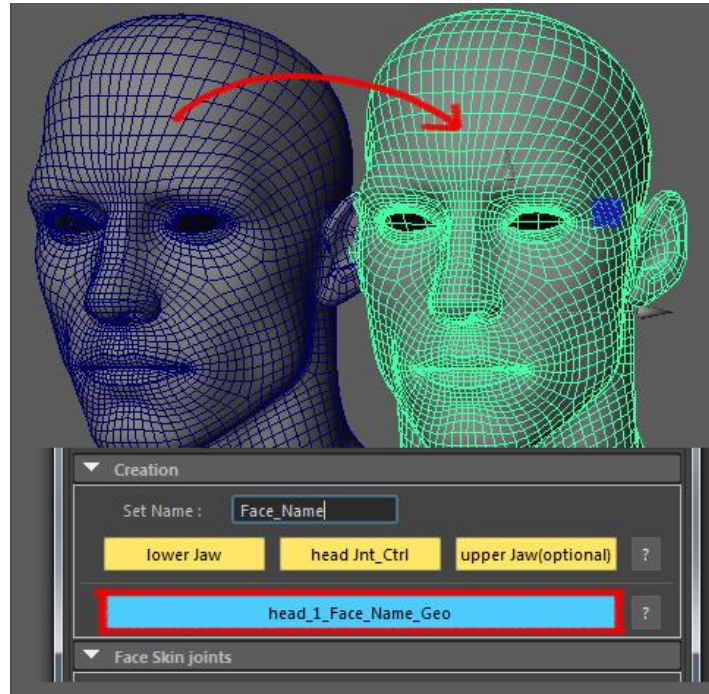**The steps of rigging and controlling the script (FacialAutoRigV1)**

1. Select joints or controls.

It is necessary to choose the head joint, and the choice of the upper joint is required and optional if available, and enter the lower jaw joint if you have a lower jaw, but if your model does not have a lower jaw, you must choose the (NotConstraint) option so that the lower jaw is not required.But the second way is that you choose a fake joint so that the rig is done, but it does not affect your rig..',
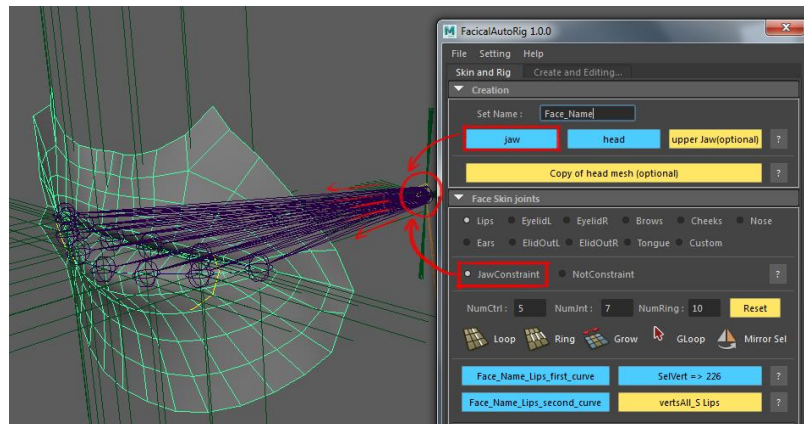
2. Select the head mesh and press the button.

By selecting the head mesh and pressing the button, a copy is taken from the head mesh and the original model is hidden.This copy comes with the skin of the original model, and the joints that are
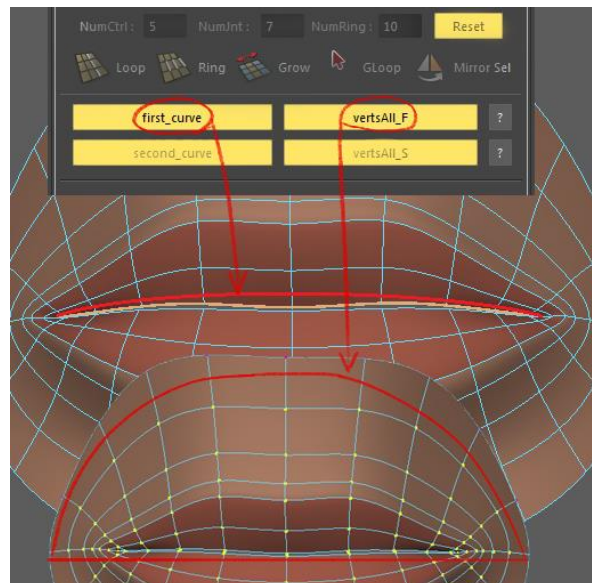
already attached to the first head model are also attached to this new model. By moving the joints or controls, the copied model follows them as before, with this copy, if you change the skin of the new model, the original skin model will not change.',

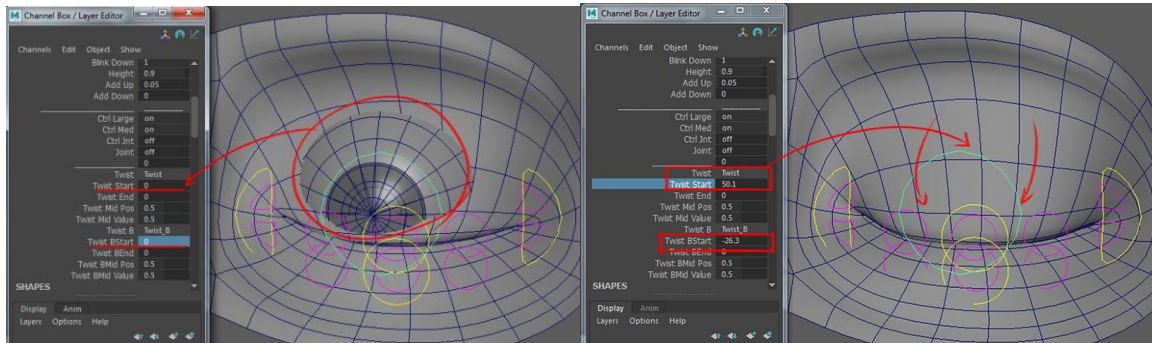3. Select JawConstraint or NotJawConstraint.

You should enter the selected edges in the first button and the vertices corresponding to the same part should be entered in the opposite button.',

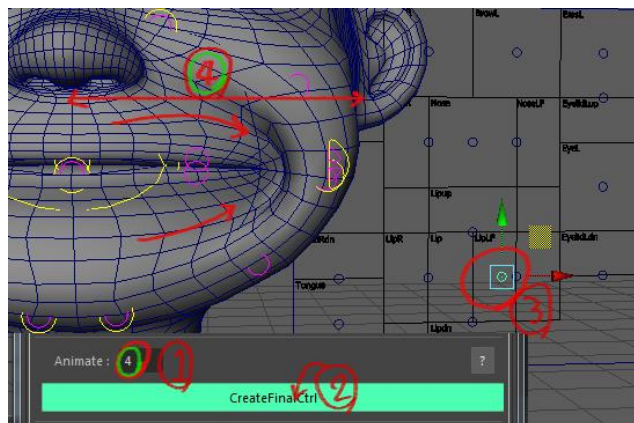4. In the first button, select the edges and the button in front of it, select the range of vertices.

You should enter the selected edges in the first button and the vertices corresponding to the same part should be entered in the opposite button.',

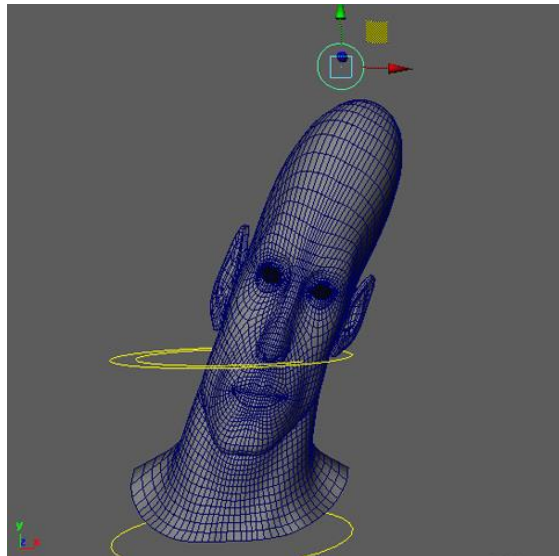5. By selecting this checkbox, rotation is added to the controls.

By selecting this option you have more options to rotate the controls, for example you can rotate the lips in kiss mode or rotate the eyelids if the eyes are protruding.',
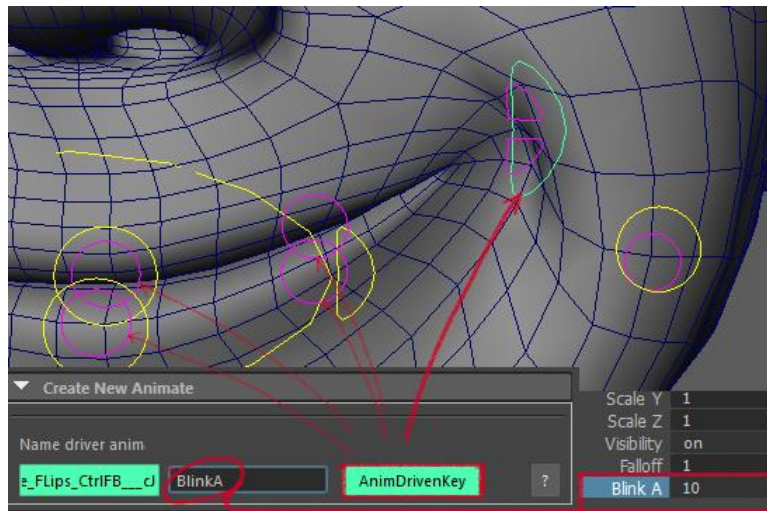
6. Change the animation range.

By changing this number, more range will be animated in the controls.',

7. Select the mesh group and press the button.

Please select the group of mesh first, then press the button to make squash, stretch, and bend.',

8. Change the animation range.

First, select the control you are going to act on, then move the desired controls and create the desired mimic, then select the controls you moved and press the (AnimDrivenKey) button.',