

MP Animator JavaScript Sample Program

Operation Manual

Ver. 1.0

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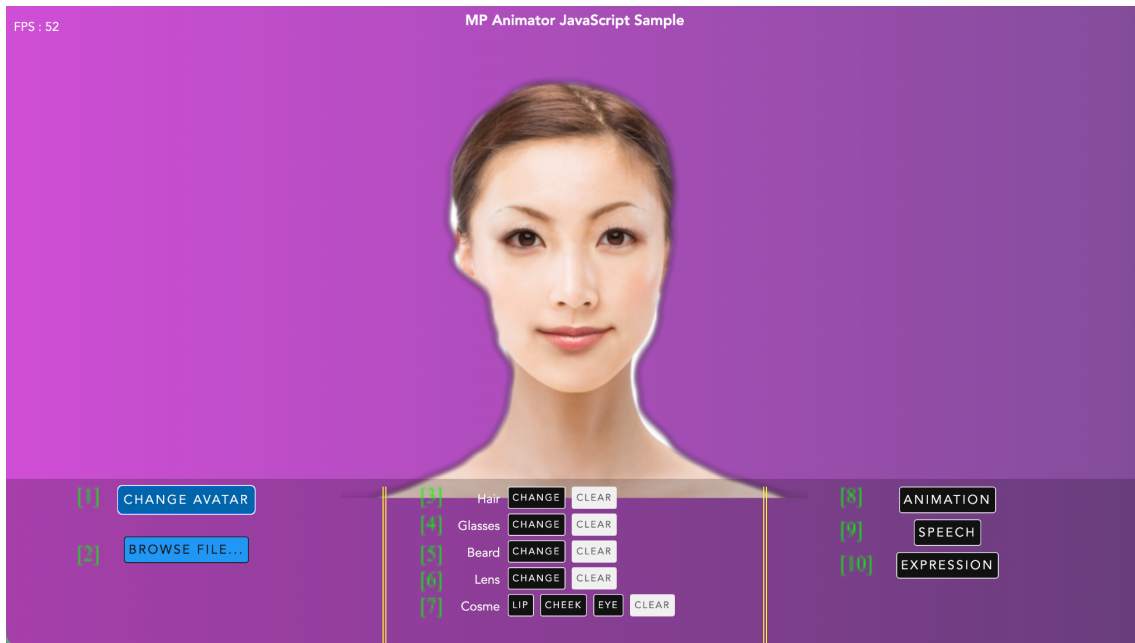
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1. Purpose

This document explains how to operate the JavaScript sample program of MP Animator.

2. How to Operate the Sample Program

Below is a screenshot of the sample program running in a web browser.



The functions of each GUI element [1]-[10] are described below.

[1] [CHANGE AVATAR] button

- Each press cycles through the pre-set avatars.

[2] [BROWSE FILE...] button

- Displays a dialog for selecting an input image file.
- An avatar is generated based on the selected image.

[3] Hair [CHANGE/CLEAR] buttons

- Each press of CHANGE applies a different type of hair.
- Pressing CLEAR removes the applied hair.

[4] Glasses [CHANGE/CLEAR] buttons

- Each press of CHANGE applies a different type of glasses.
- Pressing CLEAR removes the applied glasses.

[5] Beard [CHANGE/CLEAR] buttons

- Each press of CHANGE applies a different type of beard.
- Pressing CLEAR removes the applied beard.

[6] Lens [CHANGE/CLEAR] buttons

- Each press of CHANGE applies a different type of contact lens.
- Pressing CLEAR removes the applied contact lens.

[7] Cosme [LIP/CHEEK/EYE/CLEAR] buttons

- Each press of LIP/CHEEK/EYE applies a different makeup to the lips, cheeks, or eyes respectively.
- Pressing CLEAR removes all applied makeup.

[8] [ANIMATION] button

- Each press starts or stops the animation.
- Available only for pre-set avatars.
- Each time you start or stop it, a different animation is selected.

[9] [SPEECH] button

- Each press starts or stops the lip-sync synchronized to the audio.
- Each time you start or stop it, a different audio track is selected.

[10] [EXPRESSION] button

- Each press switches the facial expression.

The features [3]-[10] above vary in type or availability depending on the avatar.

The following additional features are also implemented:

- The avatar turns its head to face the direction in which the mouse pointer moves on the screen.
- The FPS is displayed in real time in the upper-left corner of the screen.