

VaM Character Generator

Custom Morph Measurements — Collaboration Brief

Each morph should move **only** the listed feature, with no visible effect on any other facial area. Neutral position = morph value 0. Positive values increase, negative values decrease. Items marked (*optional*) are lower priority but welcome.

Total: 26 core morphs + 7 optional = 33 total

Face Shape

- Face width (cheekbone to cheekbone)
- Jaw width
- Jaw angle (sharp vs rounded)
- Face height (forehead to chin)
- Forehead height

Eyes

- Eye width (inner to outer corner)
- Eye height (upper to lower lid)
- Eye spacing (inner corner to inner corner)
- Eye tilt (outer corner up/down relative to inner)
- Eye depth / hooding (upper lid crease visibility) (*optional*)

Brows

- Brow height (above eye)
- Brow spacing (inner ends)
- Brow arch (peak height relative to ends)

Nose

- Nose width (nostril to nostril)
- Nose length (bridge to tip)
- Nose bridge height
- Nose tip width
- Nostril shape (flared vs narrow) (*optional*)
- Nose projection (depth — side view)
- Nose tip angle (upturned vs downturned — side view)

Mouth & Lips

- Mouth width
- Lip fullness (upper to lower)
- Upper lip height
- Lip bow shape (cupid's bow definition) (*optional*)
- Upper lip fullness separately (*optional*)
- Lower lip fullness separately (*optional*)
- Lip projection (depth — side view)
- Upper/lower lip balance (side view)

Cheeks

- Cheek fullness / cheekbone prominence (*optional*)

Chin

- Chin height (mouth to chin)
- Chin projection (depth — side view)

Forehead

- Philtrum length (nose base to upper lip) (*optional*)
- Forehead slope (side view)