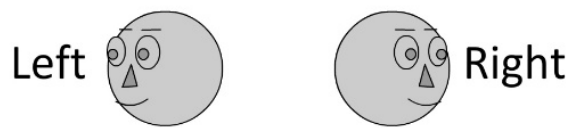
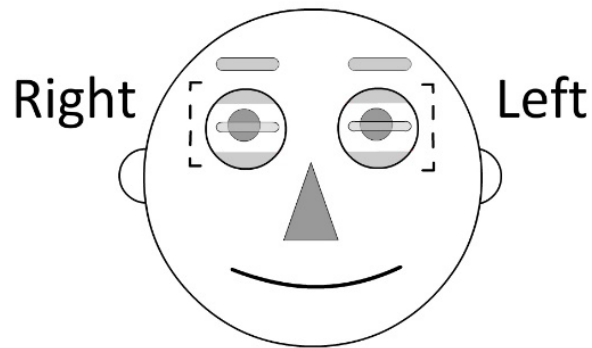


Adobe Character Animator Layer Structure

+PuppetName

- **Head**
 - **+Right Eyebrow** (Optional; Folder with frames, Trigger Swap Set)
 - Worried (Optional; with Trigger)
 - Angry (Optional; with Trigger)
 - Normal
 - **+Left Eyebrow** (Optional; Folder with frames, Trigger Swap Set)
 - Worried (Optional; with Trigger)
 - Angry (Optional; with Trigger)
 - Normal
 - **+Right Eye**
 - **Right Blink** or
 - Lids (Optional Animated; Folder with frames, Cycle Behavior)
 - **Right Blink**
 - 1
 - 2
 - 3
 - **Right Eyelid Top**/Right Eyelid Top Size (Optional Behavior)
 - **Right Eyelid Bottom**/Right Eyelid Bottom Size (Optional Behavior)
 - **+Right Pupil** (Optional Clipping Mask)
 - **Right Eyeball**/Right Pupil Range
 - **+Left Eye**
 - **Left Blink** or
 - Lids (Optional Animated; Folder with frames, Cycle Behavior)
 - **Left Blink**
 - 1
 - 2
 - 3
 - **Left Eyelid Top**/ Left Eyelid Top Size (Optional Behavior)
 - **Left Eyelid Bottom**/ Left Eyelid Bottom Size (Optional Behavior)
 - **+Left Pupil** (Optional Clipping Mask)
 - **Left Eyeball**/Left Pupil Range
 - **Nose**
 - **Mouth**
 - **Neutral**
 - **Smile**
 - **Surprised**
 - **Ah** (Optional; Animated; Folder with frames, Cycle Behavior)
 - 1
 - 2
 - **D**
 - **Ee**
 - **L**
 - **M**
 - **Oh**
 - **R**
 - **S**

- Uh (Optional; Animated; Folder with frames, Cycle Behavior)
 - 1
 - 2
- W-Oo (Optional; Animated; Folder with frames, Cycle Behavior)
 - 3
 - 2
 - 1
- Background
 - Hair Top Front
 - Clip
 - Unnamed-2
 - Face Background
 - Hair Top Back
 - +Hair1 (Optional Behavior Dangle)
 - +Hair2 (Optional Behavior Dangle)
- **Body**
 - **+Right Arm**
 - Sleeve
 - Hands (Optional; Folder with frames, Trigger Swap Set)
 - Point2 (Optional; with Trigger)
 - Point1 (Optional; with Trigger)
 - Switch (Optional; with Trigger)
 - Default
 - Arm
 - **+Left Arm**
 - Sleeve
 - Hands (Optional; Folder with frames, Trigger Swap Set)
 - Point2 (Optional; with Trigger)
 - Point1 (Optional; with Trigger)
 - Switch (Optional; with Trigger)
 - Default
 - Arm
 - Body BG



Left Profile Left Quarter Frontal Right Quarter Right Profile

Structure for Head Turns

+PuppetName

- **Head**
 - **+Left Profile or +Left Quarter or +Frontal or +Right Quarter or +Right Profile**
 - **+Right Eyebrow** (Optional; Folder with frames, Trigger Swap Set)
 - **+Left Eyebrow** (Optional; Folder with frames, Trigger Swap Set)
 - **+Right Eye**
 - **Right Blink**
 - **Right Eyelid Top/Right Eyelid Top Size** (Optional Behavior)
 - **Right Eyelid Bottom/Right Eyelid Bottom Size** (Optional Behavior)
 - **+Right Pupil** (Optional Clipping Mask)
 - **Right Eyeball/Right Pupil Range**
 - **+Left Eye**
 - **Left Blink**
 - **Left Eyelid Top/ Left Eyelid Top Size** (Optional Behavior)
 - **Left Eyelid Bottom/ Left Eyelid Bottom Size** (Optional Behavior)
 - **+Left Pupil** (Optional Clipping Mask)
 - **Left Eyeball/Left Pupil Range**
 - **Nose**
 - **Mouth**
 - **Neutral**
 - **Smile**
 - **Surprised**
 - **Ah** (Optional; Animated; Folder with frames, Cycle Behavior)
 - 1
 - 2
 - **D**
 - **Ee**
 - **L**
 - **M**
 - **Oh**
 - **R**
 - **S**
 - **Uh** (Optional; Animated; Folder with frames, Cycle Behavior)
 - 1
 - 2
 - **W-Oo** (Optional; Animated; Folder with frames, Cycle Behavior)
 - 3
 - 2
 - 1
 - **Head Background**
- **Body**
 - (And so on)