



# Illustration Guidebook Ver.3

IRIAM

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## About This Guide

With IRIAM's Illustration Animator Ver. 3, you only need to prepare one illustration, practice moving your eyes and mouth, and then you can live stream as your character!

Currently, it is difficult to support all illustrations perfectly. Recognizability differs depending on the illustration.

We will provide you with basic specifications and specific examples of each part to show how parts should move. This information will be helpful for creating your illustrations.

# Basic Specifications

## Image Size

**2000x4000** (width x height) or fewer pixels

## Image Format

**PNG** format using characters with a transparent background only

## File Size

**20MB** or less

## Resolution

**350 dpi** (recommended)

In addition to the data used for streaming, we recommend also having high-resolution data. Who knows? You might just win an event award where your illustration gets enlarged for creating life-sized (or larger) prints/posters!

## Recommended Image Size

**5000 - 7000 pixels (height)**

**2500 - 3500 pixels (width)**

[Download Template](#)



## Other

- Simple and anime-like styles are easily recognized, while painterly styles are more difficult to recognize.
- Avoid eye-covering glasses or other accessories that cover the eyes or mouth.



Animals will not be recognized.



Avoid accessories that cover the eyes or mouth.

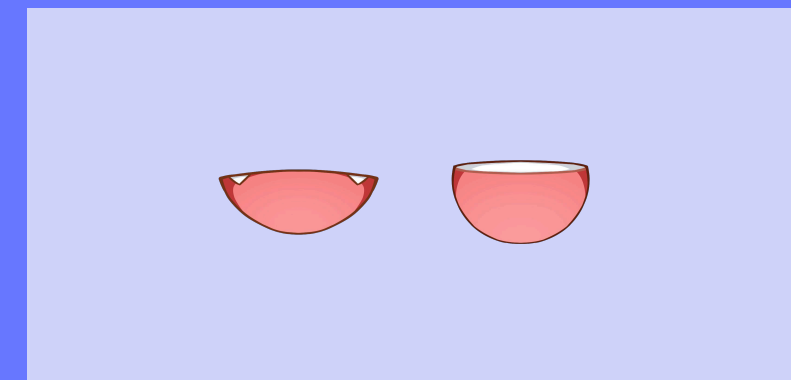
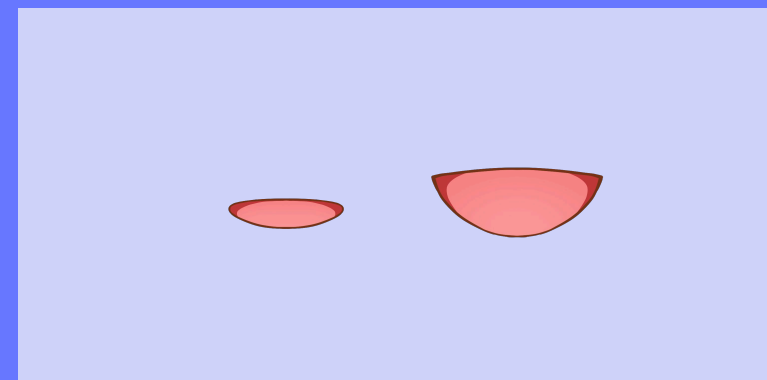
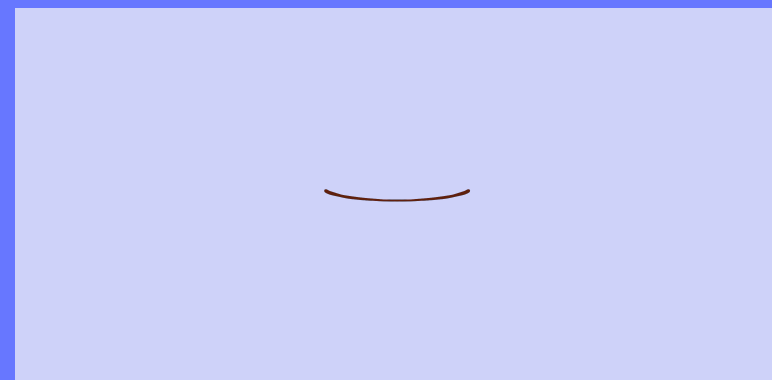
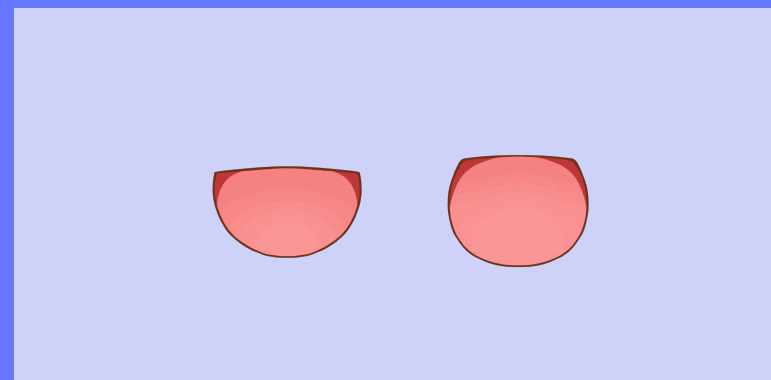


## ● Mouth

A simple expression with a firmly open or closed smiling mouth is easy to recognize. The teeth should either be left out or added sparingly. Shadows or heavy makeup also make it difficult to recognize.

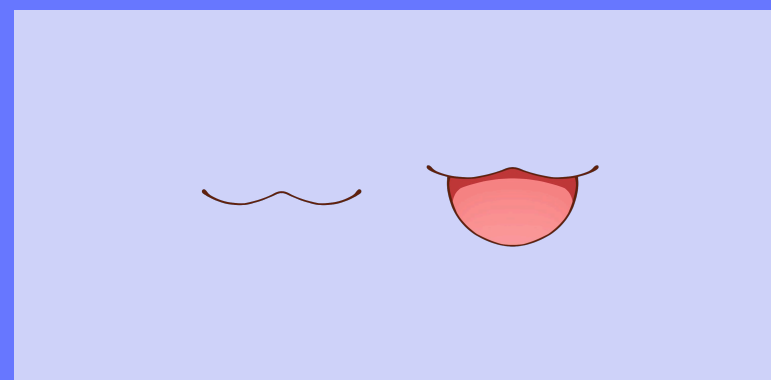
### Mouths that are easy to recognize

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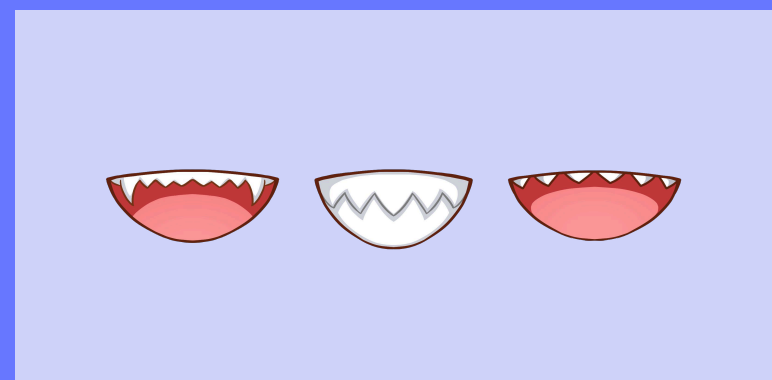


### Mouths that are hard to recognize

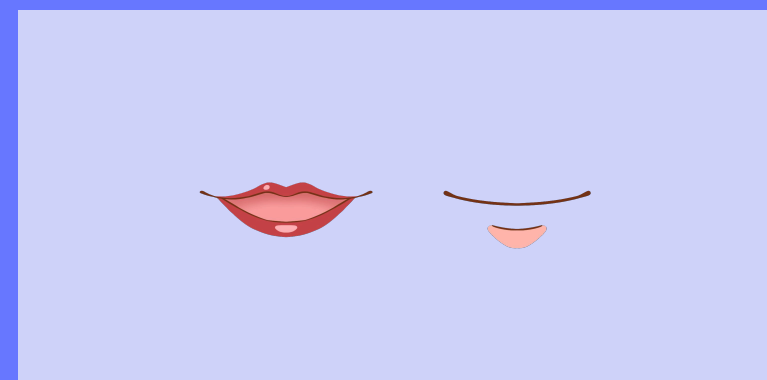
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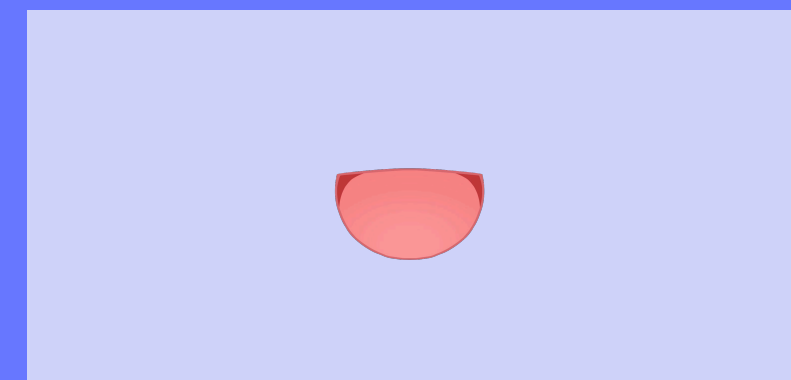
Mouths made up of wavy lines can be difficult to recognize.



Teeth should either be left out or added sparingly.



Strong makeup and shadows will make it hard to recognize.



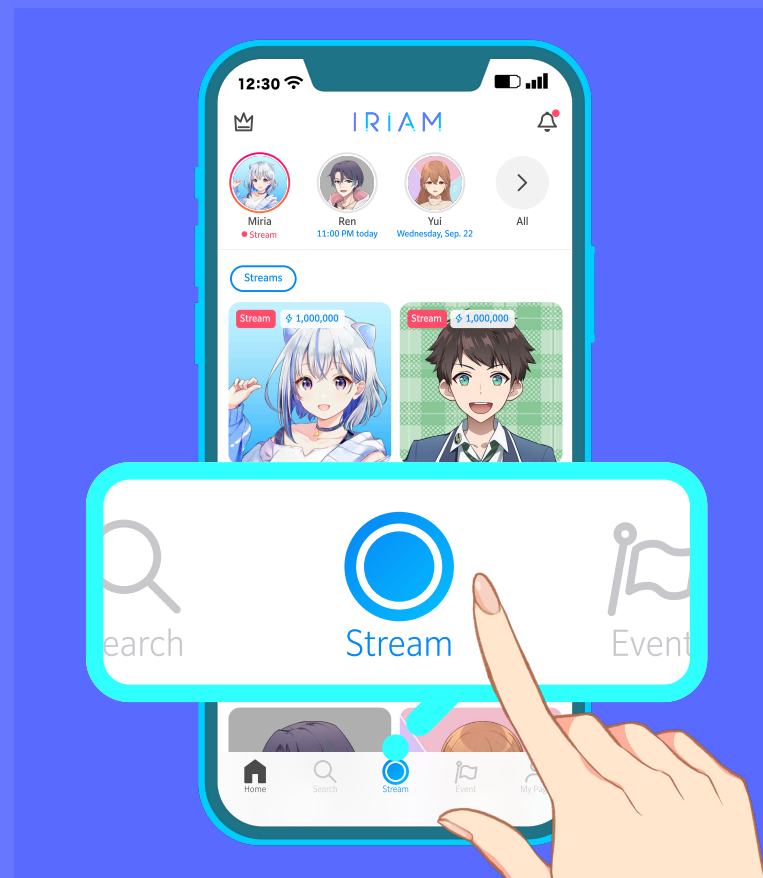
Thin contour lines are difficult to recognize.

# Check App Performance

If you download the IRIAM app, you can check how the illustration will move without streaming. If you are curious about how your character will move, try downloading the app.



## How to Upload



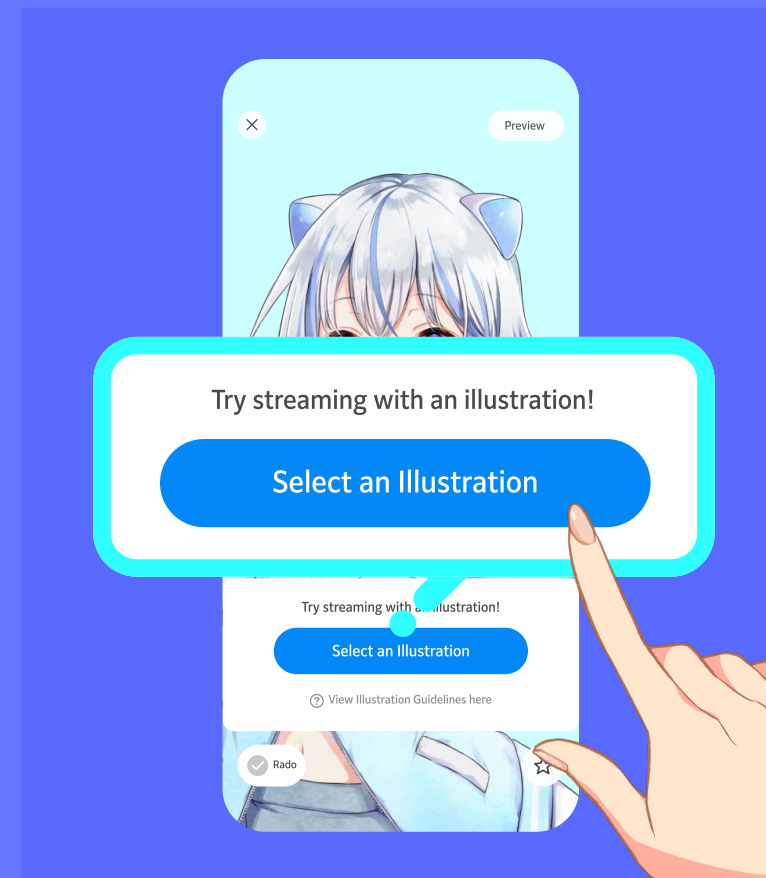
### Step 1

Tap the "Stream" button on the home screen.



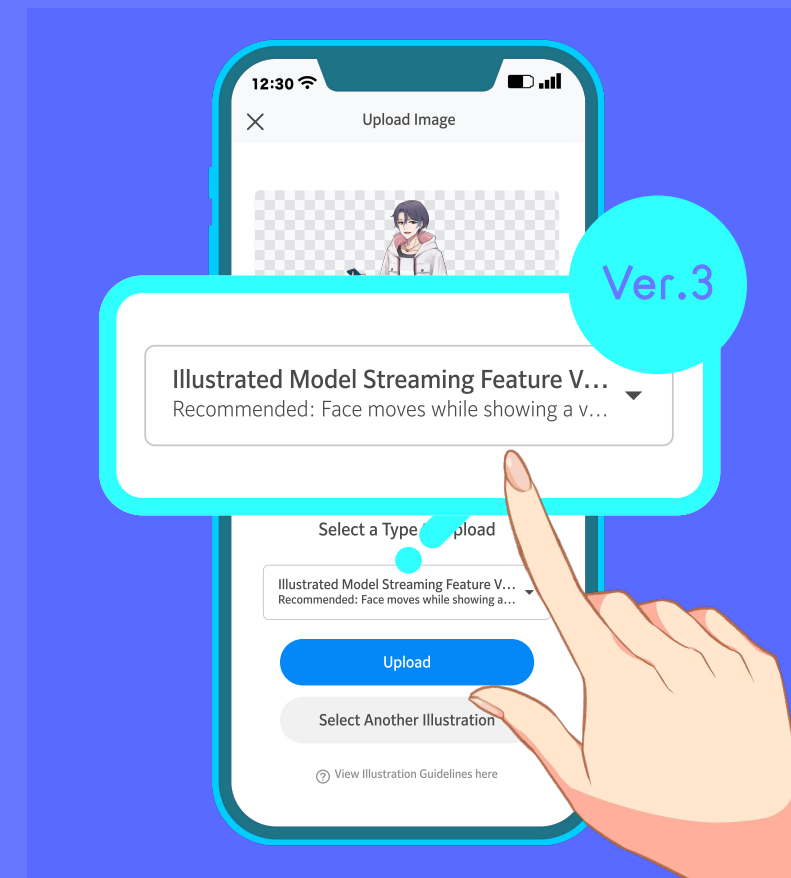
### Step 2

Allow access to the camera and microphone.



### Step 3

Select an illustration saved on your phone.



### Step 4

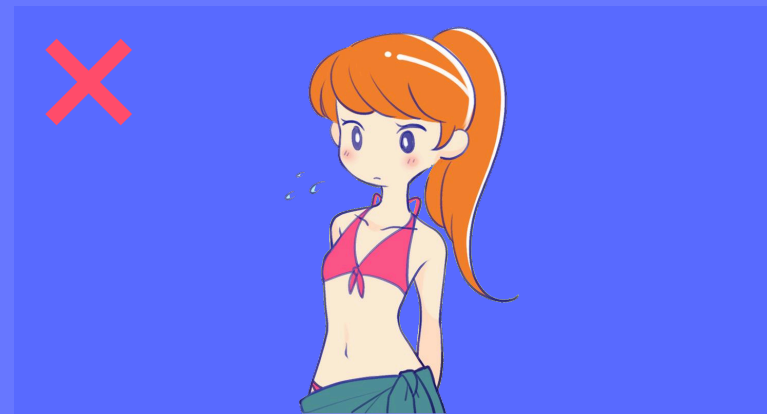
Select Illustration Animator Ver. 3 and upload.

## ● IRIAM's Review Criteria

IRIAM prohibits using the following illustrations to ensure everyone enjoys the stream.

- Illustrations that go against public conduct and order
- Illustrations that may offend third parties
- Illustrations that infringe on the rights of third parties
- Illustrations containing personal information such as real names
- Illustrations including images of real people, animals, etc.
- Other illustrations deemed inappropriate by the IRIAM Team

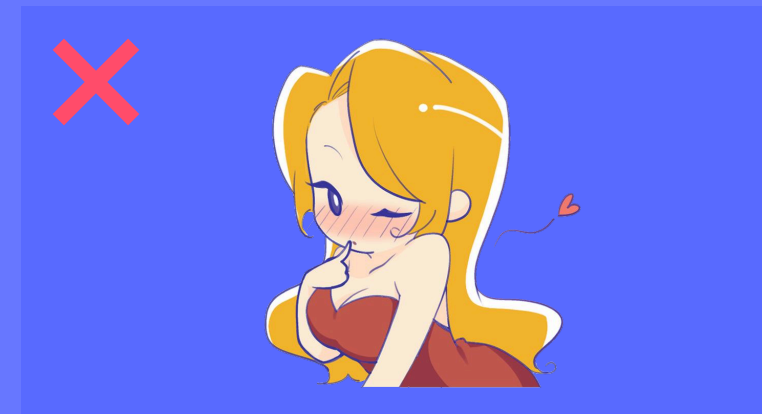
## ● Examples of illustrations that may be deleted



Revealing clothing such as swimsuits



Excessive exposure of the chest area



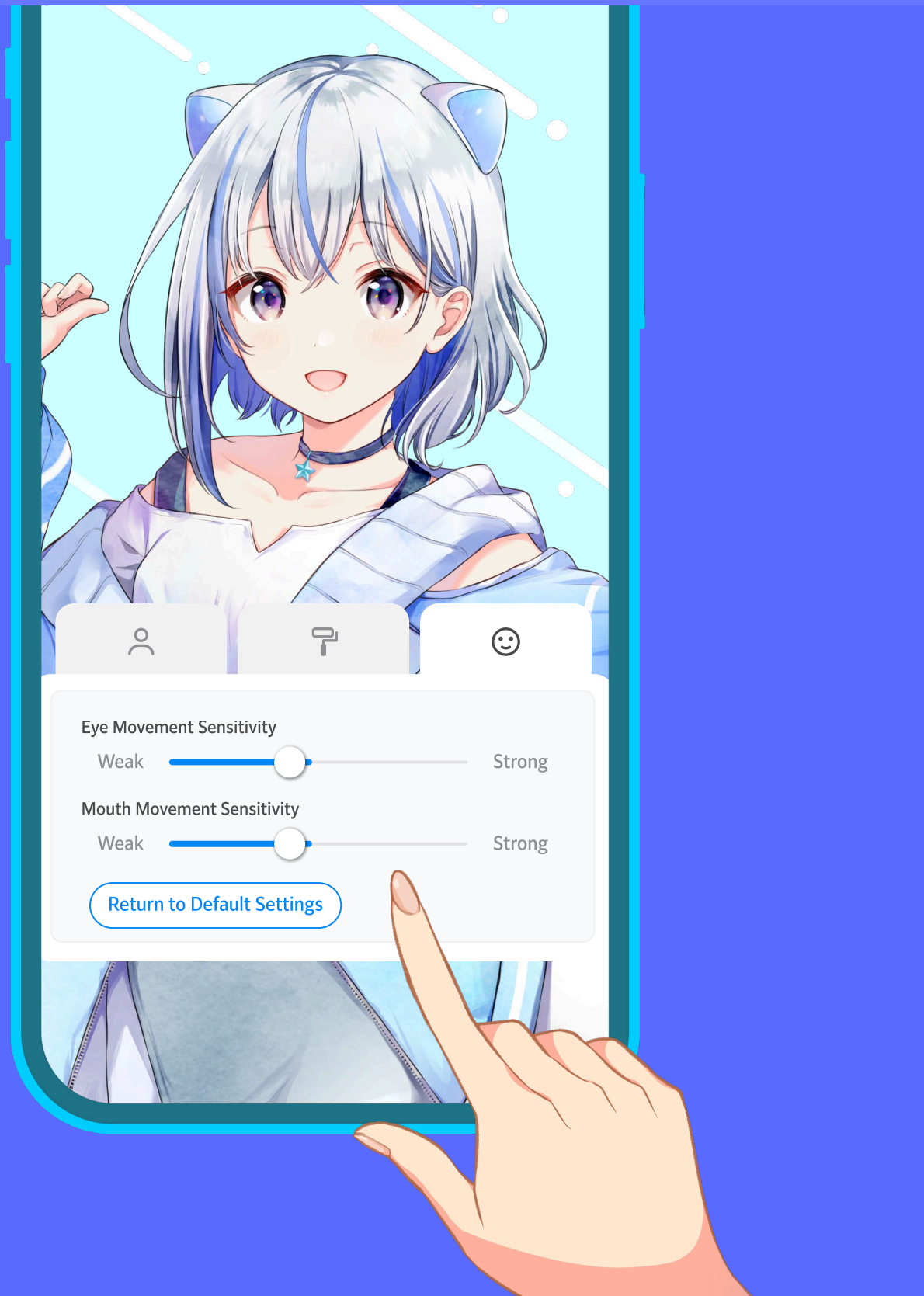
Sexually suggestive facial expressions and poses



Depictions of children



## ● Adjusting Movements



If you do not like how the illustration moves, you can fine-tune it using the "Facial Expression Adjustment" feature. This allows you to adjust mouth movement, pupil movement, and eye widening.

If you do not like the shape of the eyes or mouth, return to upload, change the recognition method (select from Reg, A, or B) and upload again.

## Key Points for Recognition



Key points to create smooth movement on IRIAM

### Head, body, eyes, mouth, & hairstyle

IRIAM's Illustration Animator uses specially developed technology. With some examples, we will explain the specifications to create illustrations optimal for smooth movement.

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\*Please note that due to the nature of IRIAM's Illustration Animator, we cannot guarantee your illustration will be recognized 100% even if the following criteria are met.

## 🔧 When you have a problem

If your illustration still doesn't work correctly even after following the "Basic Specifications" and "Key Points for Recognition" sections, the points below may provide insight for fixing the issue.

\*Please note that even if you make the modifications described below, we cannot guarantee that it will definitely fix the issue.

- You get the prompt: "The upload could not be completed because the size exceeds 2000 (width) x 4000 (height) pixels."
- You get the prompt: "Please make sure both of your character's eyes are opened."
- You get the prompt: "Cannot detect one of the eyelashes."
- Mouth distorts when opening
- One eye disappears when the eyes close
- The lower eyelashes disappear
- As the eyes close, the linework fragments
- The tip of the eyelash at the corner of the eye disappears



## ● Head, Body, and Pose

The figure should be about 5-8 heads tall.

The face should be facing forward.

You can pose freely as long as the hands are not covering the face.

Placing sub-characters, dolls, pets, etc., in the figure may affect recognition.

### Head, body, and poses that are easy to recognize

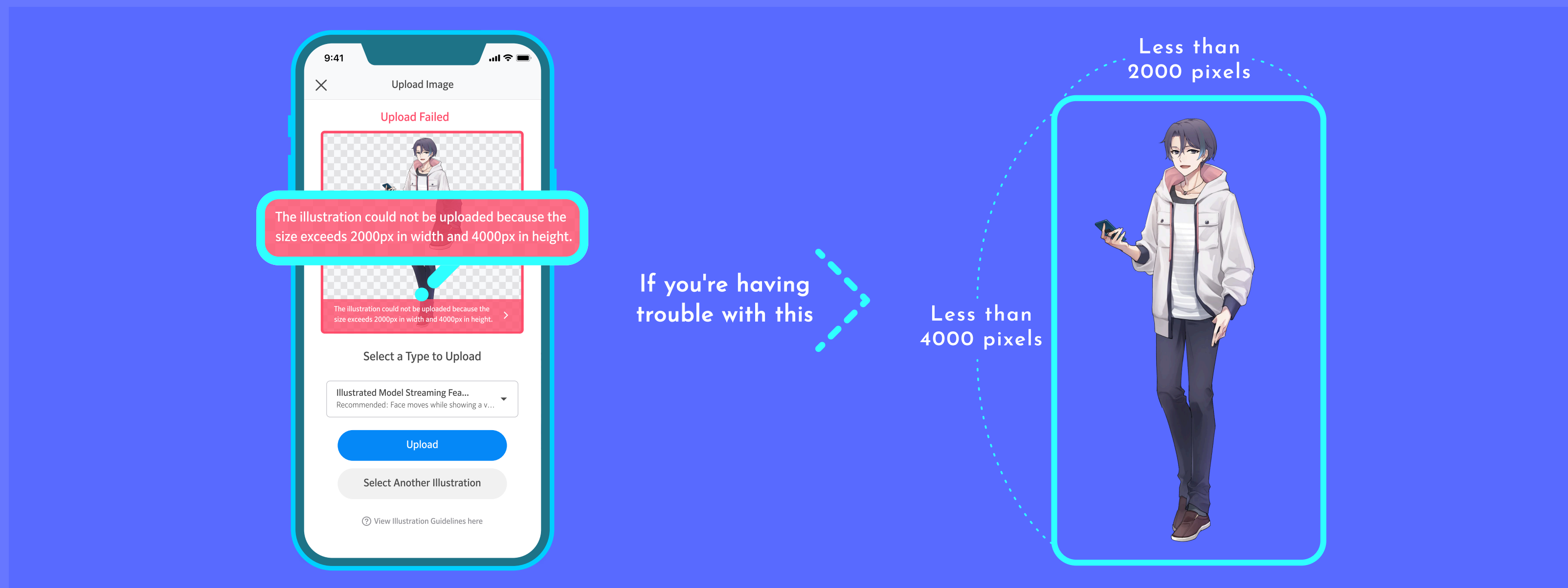


The figure should be about 5 to 8 heads tall.



Head facing directly or almost directly forward.

- You get the prompt: "The upload could not be completed because the size exceeds 2000 (width) x 4000 (height) pixels."



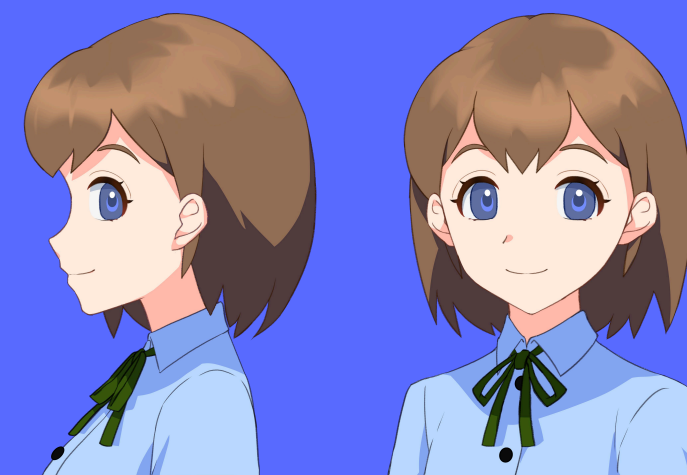
The image size exceeds the limit. Please resize the image (change the resolution) to less than 2000 (width) x 4000 (height) pixels and reupload it.

On your smartphone, tablet, or PC, you can change the resolution using image processing tools (i.e., Ibis Paint, CLIP STUDIO PAINT, Photoshop, etc.).

## Head, body, and poses that are hard to recognize



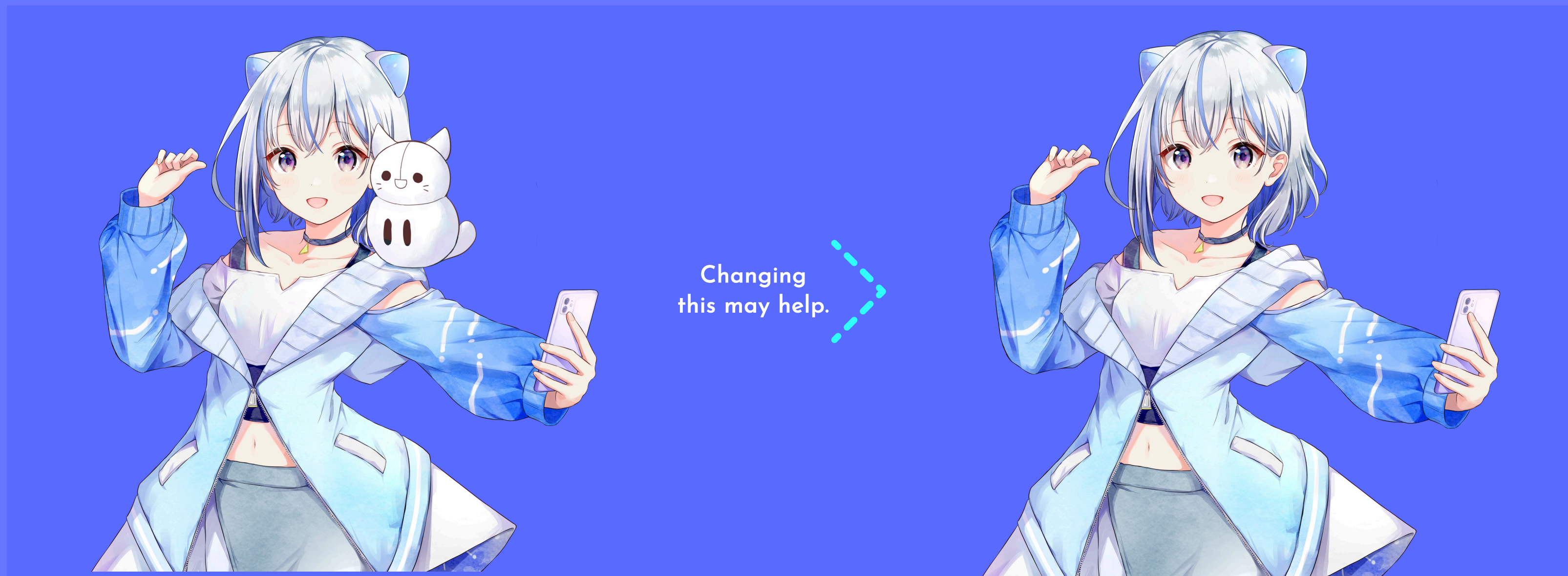
Cannot load chibi characters.



Head turned to the side or angled.



- You get the prompt: "Please make sure both of your character's eyes are opened."



If sub-characters such as stuffed animals or pets are in the illustration, their faces may be affecting recognition.

- Delete sub-characters
- Change the position of sub-characters
- Adjust the closing and opening of sub-characters' eyes

These steps may help the issue.

## ● Hairstyle

Avoid hairstyles that cover the eyes and mouth. Long hair is fine as long as it does not cover the face.

### Hairstyles that are easy to recognize

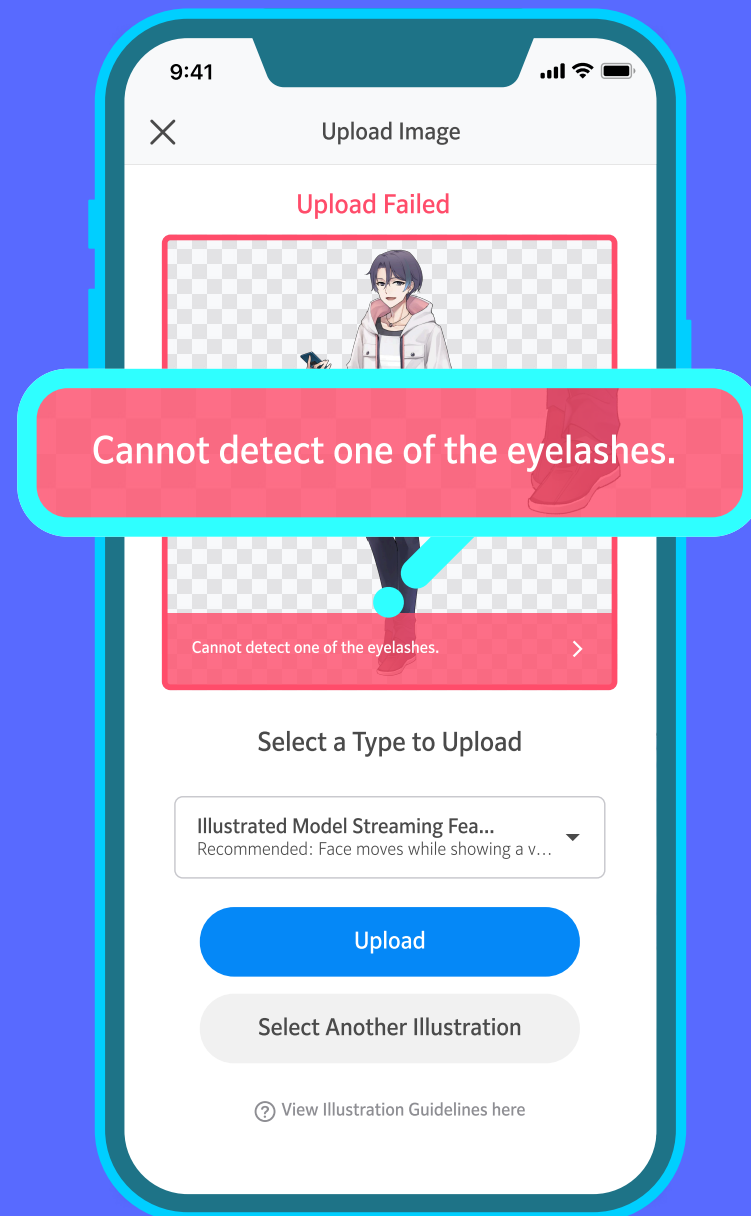


### Hairstyles that are hard to recognize





- You get the prompt: "Cannot detect one of the eyelashes."



If you're having trouble with this, check here.



Doing the following may help.

- Darken the eyelashes
- Lighten the shadows around the eyes
- Increase the distance between bangs, side hair, and decorations around the eyes
- Make the border between the pupil and the whites of the eyes clearer
- Make the border between the pupil and eyelashes clearer

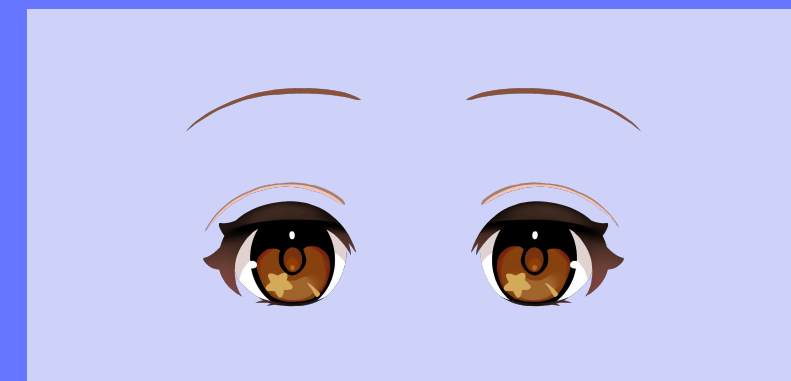
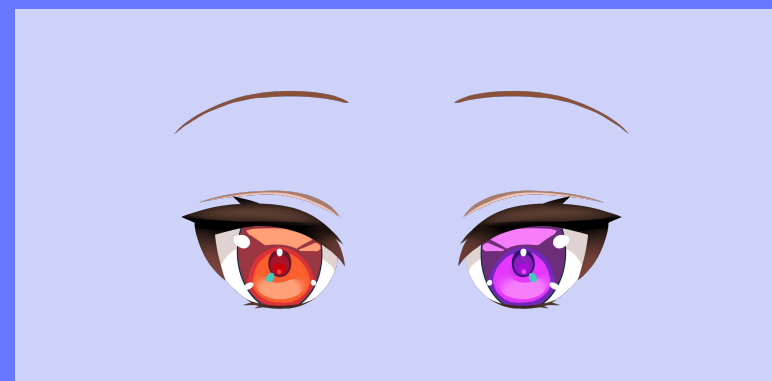
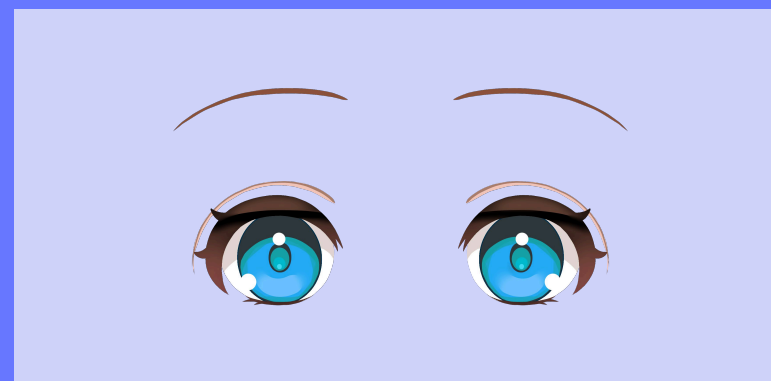


## ● Eyes

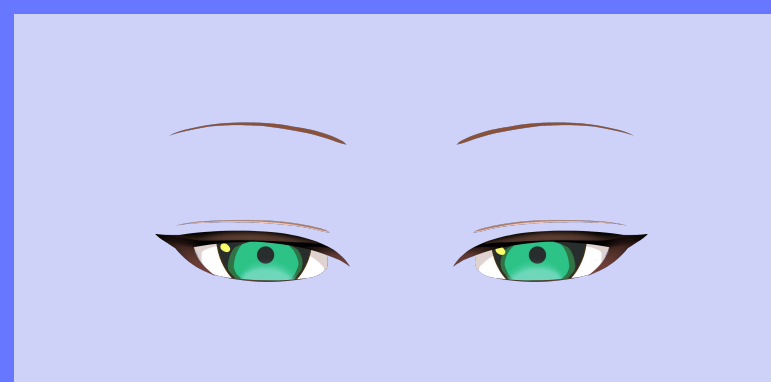
Eyeliner and eyelashes should be black or a similarly dark color, the lashes should not be too long, and makeup should be simple. Ensure that the area between the pupils and white part of the eyes is clear and that the eyes are firmly open. Narrow eyes are difficult to recognize.

The pupils should not be too small compared to the entire eye. Avoid placing the eyebrows and eyes too close together.

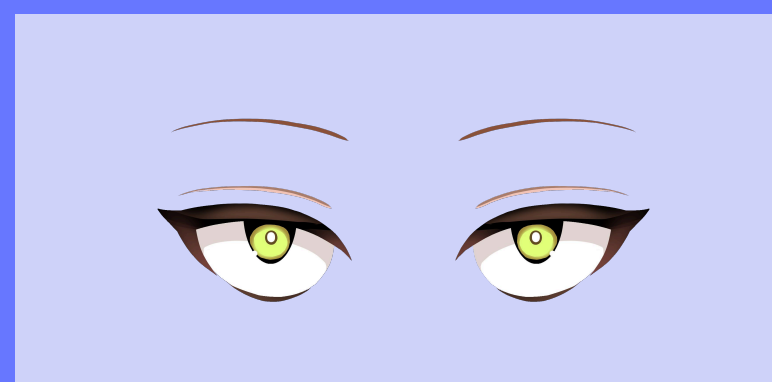
### Eyes that are easy to recognize



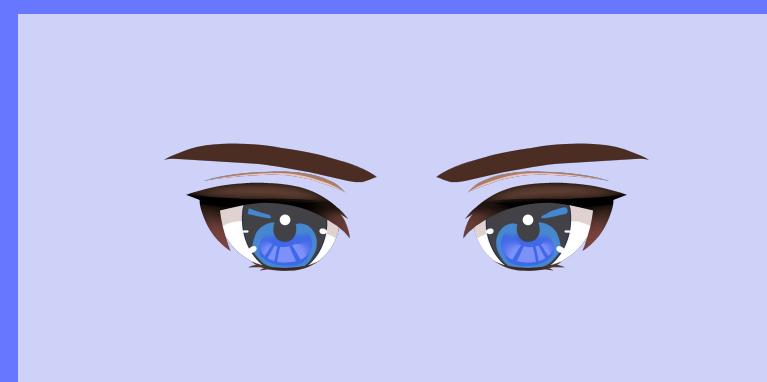
### Eyes that are hard to recognize



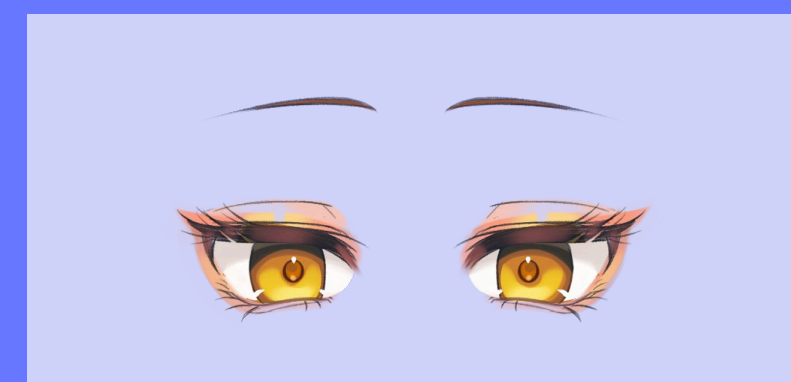
Narrow eyes are hard to recognize.



Make sure the pupils are not too small compared to the entire eye.

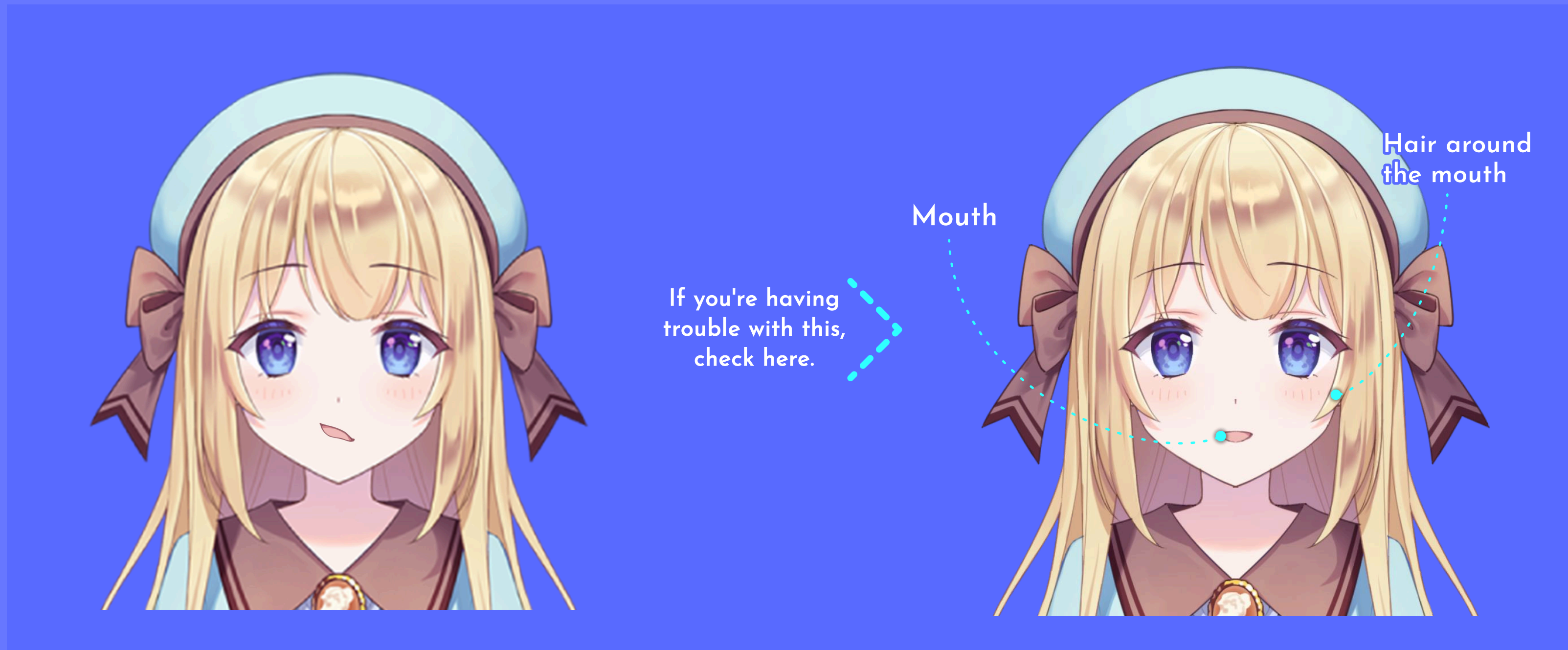


Avoid placing the eyebrows and eyes too close together.



Make sure the eyelashes are not too long and the makeup is simple.

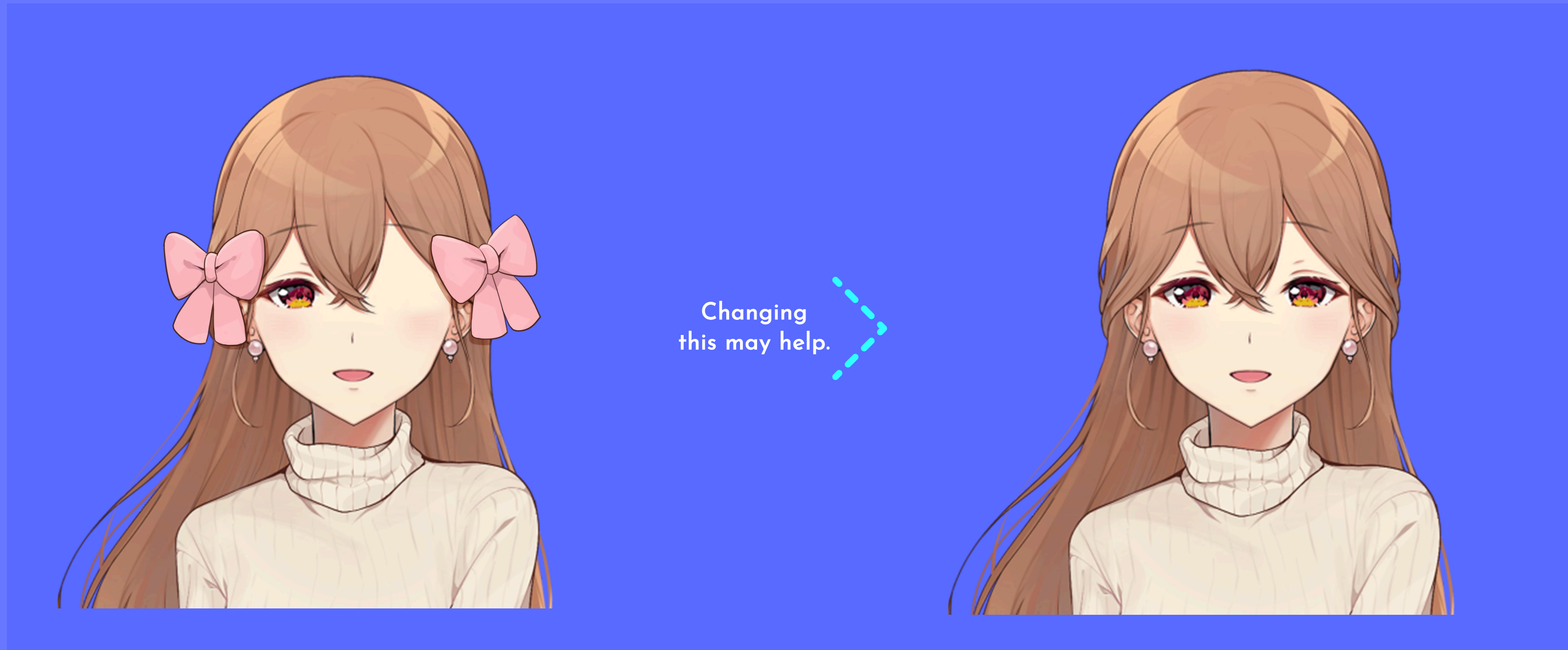
## ● Mouth distorts when opening



Doing the following may help.

- Change the recognition method (Reg, A, or B)
- Make the gradation inside the mouth symmetrical
- Reduce the number of teeth
- Increase the distance between the mouth and any hair around the mouth.
- Use an illustration with a closed mouth instead of an open one

- One eye disappears when the eyes close

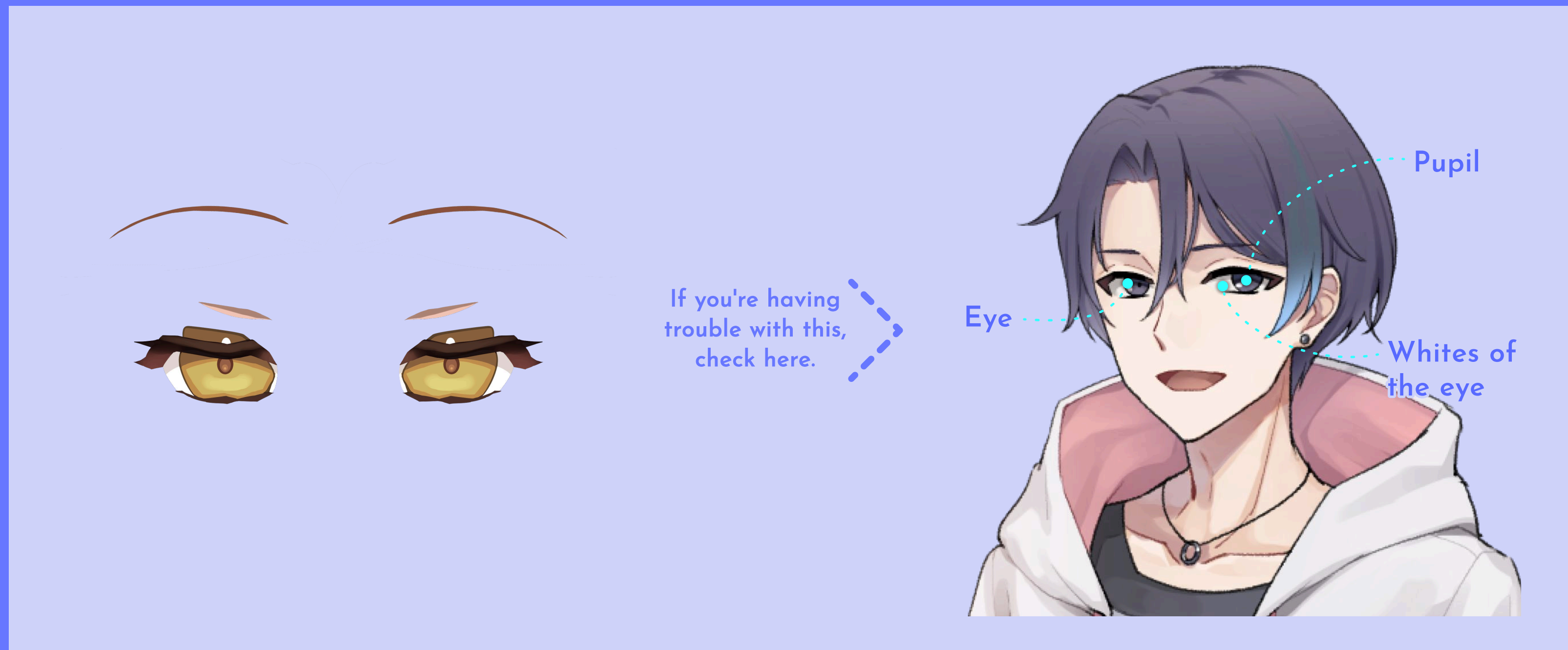


Doing the following may help.

- Change the recognition method (Reg, A, or B)
- Erase or change the size and position of hair ornaments, horns, and other decorations near the eyes



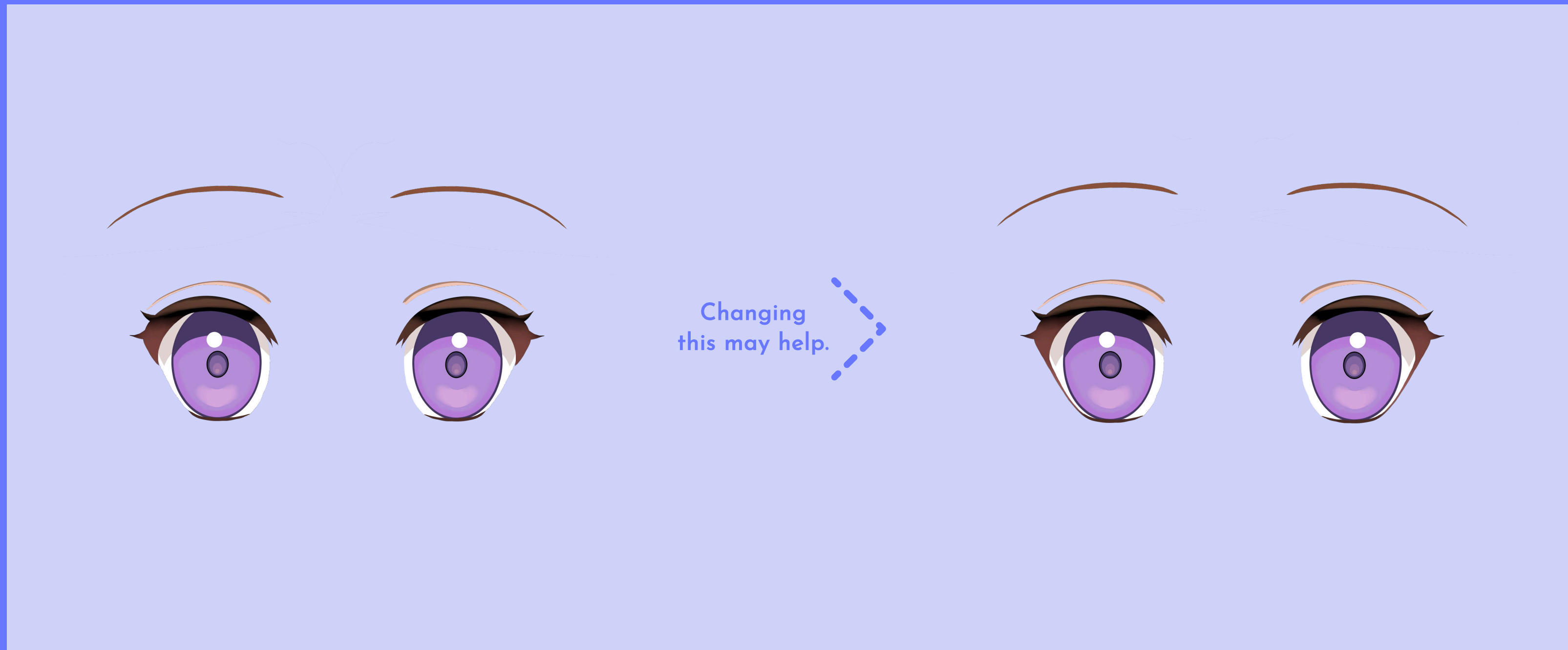
- As the eyes close, the linework fragments



Doing the following may help.

- Slightly widen the vertical width of the entire eye
- Reduce the size of the pupil and enlarge the whites of the eye
- Make the shape of the pupil more circular

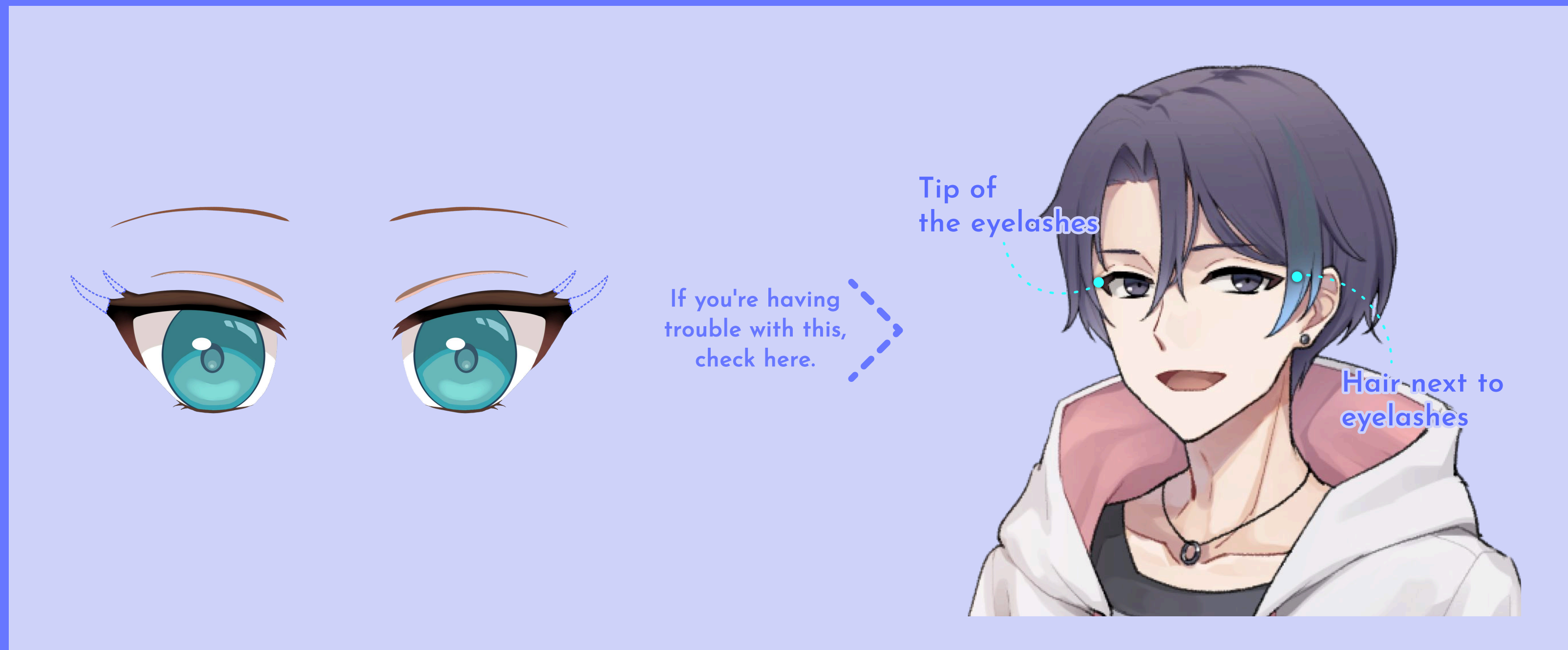
- The lower eyelashes disappear



Connecting the upper and lower eyelashes may help.



- The tip of the eyelash at the corner of the eye disappears



Doing the following may help.

- Make the tip of the eyelash an obtuse angle
- Increase the distance between the eyelashes and any hair near the eyelashes

The background is a solid blue color with faint, white line-art illustrations of anime-style characters. On the left, a character with short, spiky hair and a blue collar is visible. On the right, a character with long, flowing hair and a blue headband is shown. In the bottom right corner, there is a circular color wheel with a rainbow gradient and a blue triangle pointing downwards. The text 'IRIAM' is centered in the middle of the page in a white, sans-serif font, with small blue dots above and below the 'i' and 'A'.

# IRIAM

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