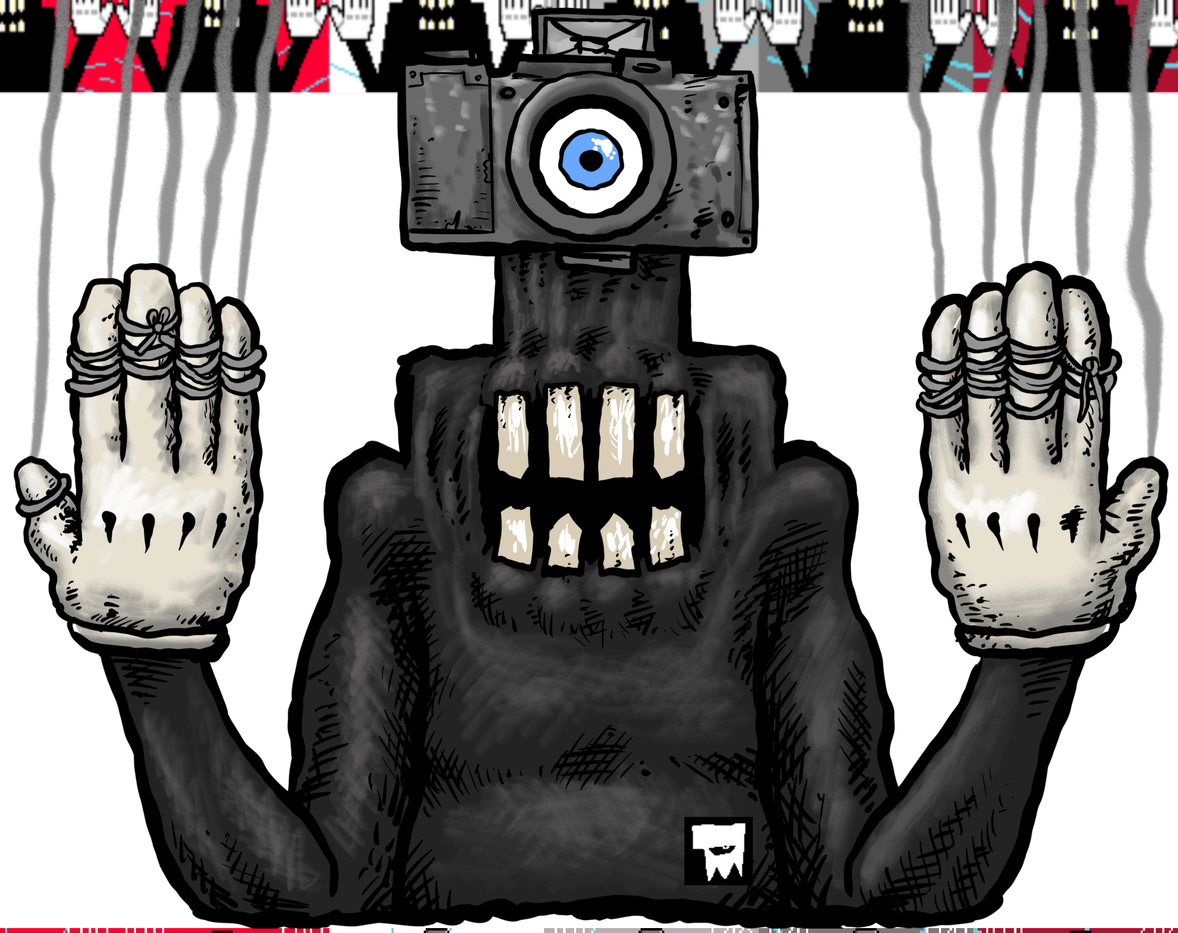
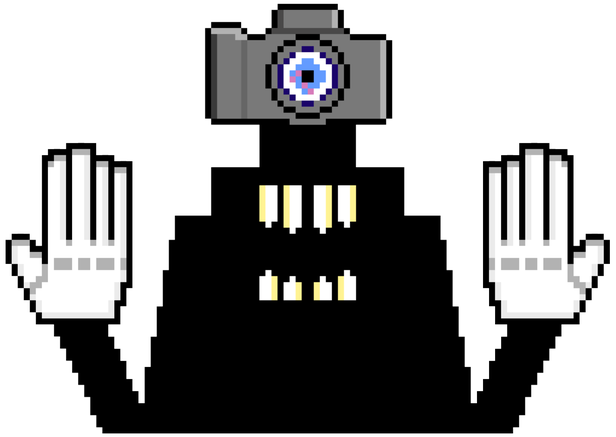


NIGHTMARE PUPPETEER

MAKE EVERYTHING STRANGER

Lousy User Manual

Version 2.0



Go to the NP public repo for the latest info

https://github.com/mdotstrange/NightmarePuppeteerPublic

3d model import information

https://github.com/mdotstrange/NightmarePuppeteerPublic/blob/master/Add3dModelsReadMe.md

Using Kinect2 Information

https://github.com/mdotstrange/NightmarePuppeteerPublic/blob/master/Kinect.md

Running Nightmare Puppeteer

1920 x 1080 resolution mandatory(punishable by hate speech)

8gb + Ram Minimum - 32gb+ recommended

Dedicated Gfx card recommended- a beastly one bruh

FAST hard drive recommended m2 or SSD

Keyboard + 3 button mouse required

*Xbox style gamepad for nicer camera work



***If your system does not meet these requirements, may god have mercy on your soul when running Nightmare Puppeteer.**

What is Nightmare Puppeteer?

Nightmare Puppeteer is a cinematic performance engine.



I still don't understand what it is?!

Nightmare Puppeteer is a tool that anyone, regardless of experience level can use to make the strangest animations in the world, in real time.

Strangest in the world? That's big talk!

Nightmare Puppeteer is created by M dot Strange, the strangest animation filmmaker in the world who passed all of his strange animation power through the code he wrote and the artistic decisions he made in creating it.

Wait, that's me- and I have given Nightmare Puppeteer my strange stamp of approval. Try to make something normal and boring with it! It's impossible!

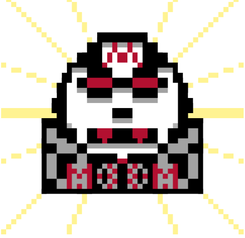
I designed it so anyone can make super weird cartoons without having to spend 20 years in a basement learning how to make animated movies like I did.

What was it like in that basement?

Use Nightmare Puppeteer and you will understand my pain.







The Basics

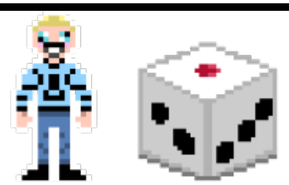
1 Add your actors voice



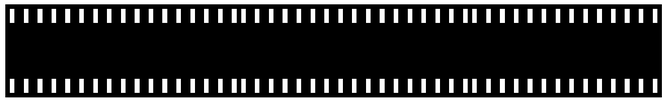
2 Add music/background sound



3 Customize/choose your Actor



4 Choose a Scene



5 Puppeteer your actor + camera



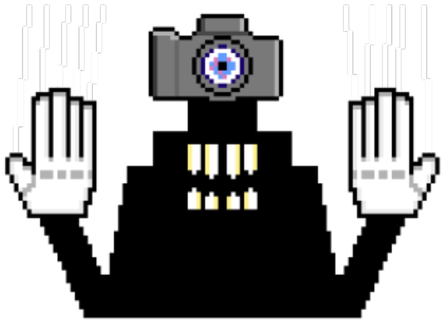
6 Record it with OBS or stream on Twitch and profit!

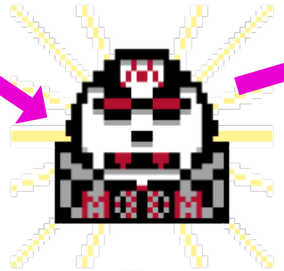




Why is it better than other animation makers?

- There are NO other cinematic performance engine’s so there is nothing to compare it to.
- It is real time and performance based so it is more like Puppetry vs. other animation programs
- The camera systems are based on live event cameras, live and real time is the key!
- It has many innovations such as VLoopers and iToons that have never been seen before.
- It has a fucking cool logo bruh.
- It was made by this dude.





***Animated Film:** We Are The Strange (94 minutes)
Sundance Film Festival selection
Golden Prize for Most Groundbreaking film Fantasia Film Festival
“25 new faces of film” Filmmaker Magazine
Animated over 10,000 shots alone

What can I make with it?

- Music videos with auto character lip sync
- Original strange short animated films
- Original feature animated films
- iToons live on Twitch with full chat integration(Twitch makes a movie)
- Personalized animated videos to terrorize friends and family with
- Everything output from Nightmare Puppeteer is your own original work you can monetize etc
- Parodies, dance videos, live animated podcast videos.... and more!
- Things I couldn’t even think of because Nightmare Puppeteer is an entirely new creative tool!

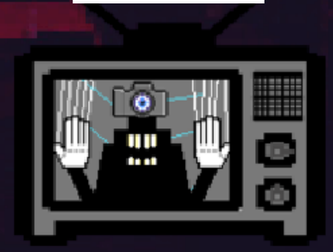
Title Screen



Set your language, graphics quality and resolution here (if needed)

NIGHTMARE PUPPETEER

Click TV to play Tv Mode



204

Ai Talk

TV Mode Controls

START “Game”

Make a Nightmare

Quit

Tutorial Videos

Twitch mode settings

Other settings

Credits

Enable "TV MODE" this will play randomly generated cartoons forever (until we crash ^_^)

Twitch Connected

Vrm scale multiplier (default = 1.5)

Type a number breh

Use live midi device time clock for beat syno
Make sure no BGM is playing or it won't work

Midi device clock syno

SSL 2+ MIDI

Back

Enable and use some advanced features here

Add a new Tv mode show



Add a new Tv Mode Show



Soundfont .sf2





Add a new Soundfont
For midi file playback

Custom Intro Video





Replace the default scene countdown
with your own mp4 video

Press this to get to your
Player log to help me
debug your issue



Show Player.Log file

Press this if everthing
is fucked up bruh and
Restart NP



DELETE saved data and quit

Scene Menu



Move your mouse over the objects on and around the desk and read the tool tips

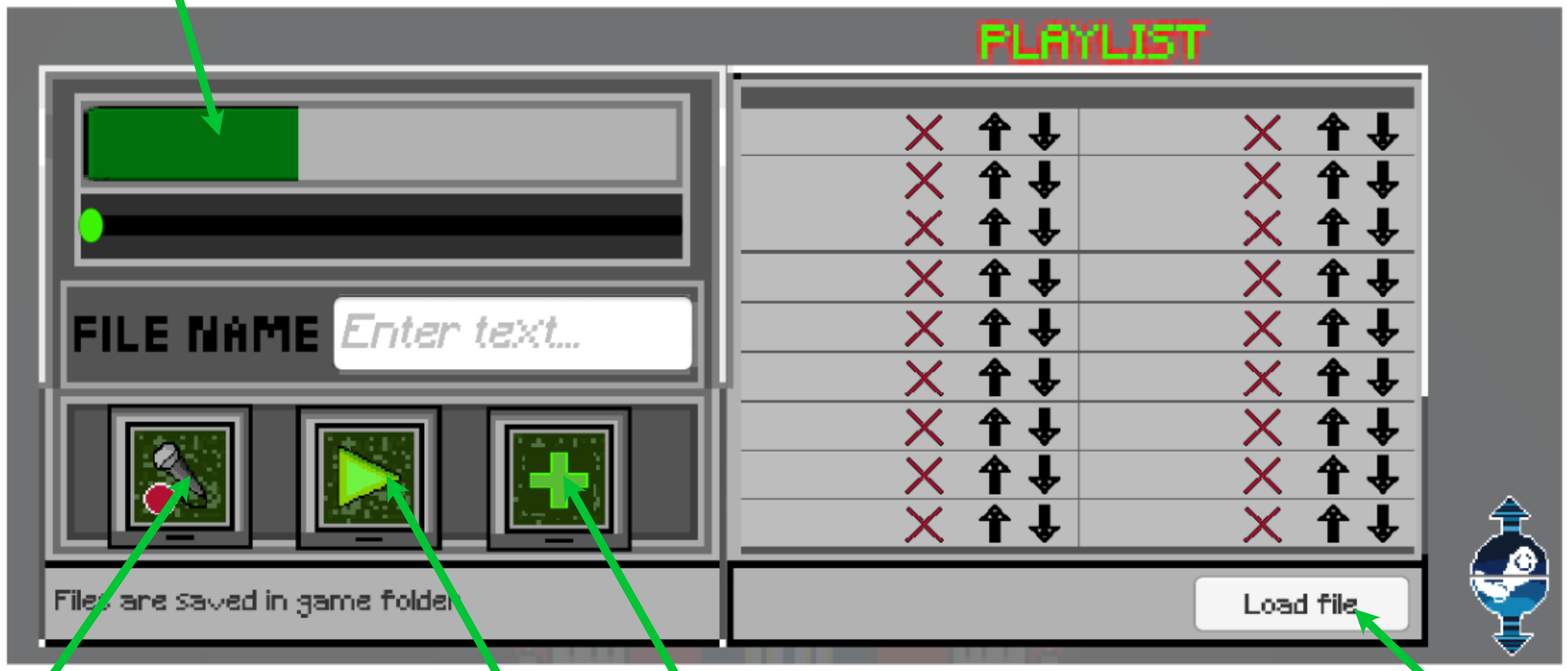
Actor Voice menu (Microphone)



Using the lousy Audio Recorder

The VU Meter only works during playback, sorry- couldn't figure it out 0_0

If you record or load in too many really long(5 min +) audio files you may cause Out of Memory errors
Try to keep the clips short (under 60 seconds) though it depends on how much RAM you have.



Press to RECORD, press again to STOP recording

Press to ADD active audio clip to Playlist

Play to PLAY or STOP active audio clip

Load audio file into Playlist

You won't be able to hear yourself when recording, sorry- couldn't figure that out either *_

Typewriter menu

[Click for Typewriter tutorial]



Visual Flavor Menu



*The visual flavors you create here will be **active in the scene**, they will **not appear** in the **scene menu***

Edit Actor Menu



Edit Body Clay Menu

[Click for Clay YouTube tutorial]



Roll over above icons with mouse for info in game maaaaaaan

Edit Head Clay Menu

[Click for Clay YouTube tutorial]



Roll over above icons with mouse for info in game maaaaaaan

3d model import menu's (Calculator on table)

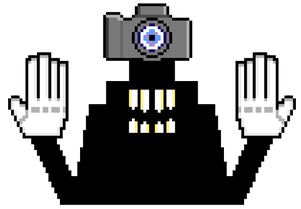
Import a **GLB** or **GLTF** to use as a prop



Np also imports characters from these programs(click for link) as fbx

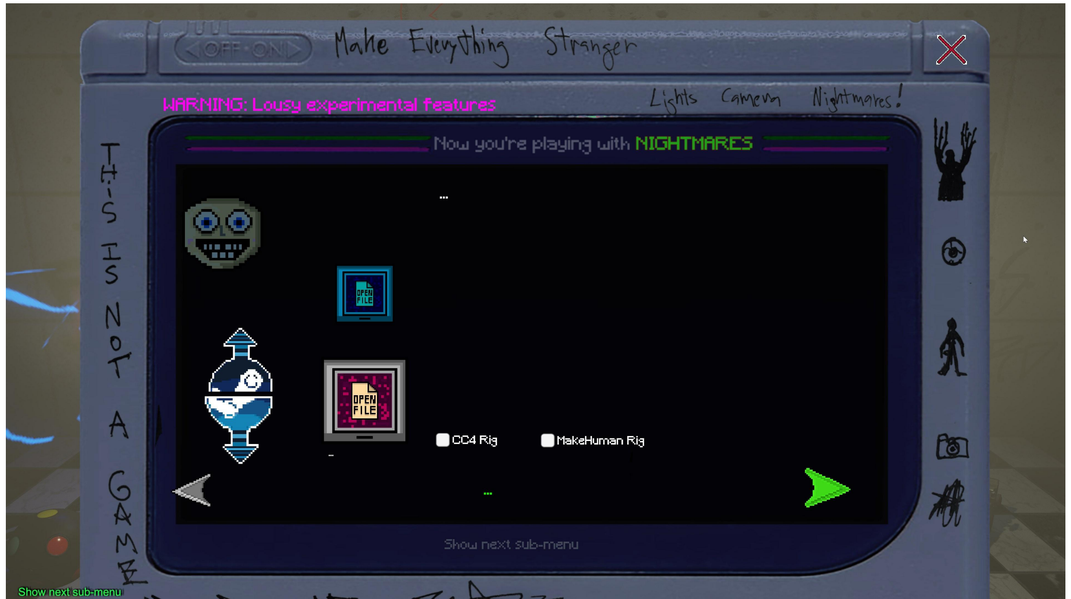
**Daz3d (see tutorial for best results)*
**MakeHuman*
**Mixamo*
**iClone Character Creator*
**Any Unity "humanoid" model*

***Use the Np Rig Definer for your custom Models (click for link)**

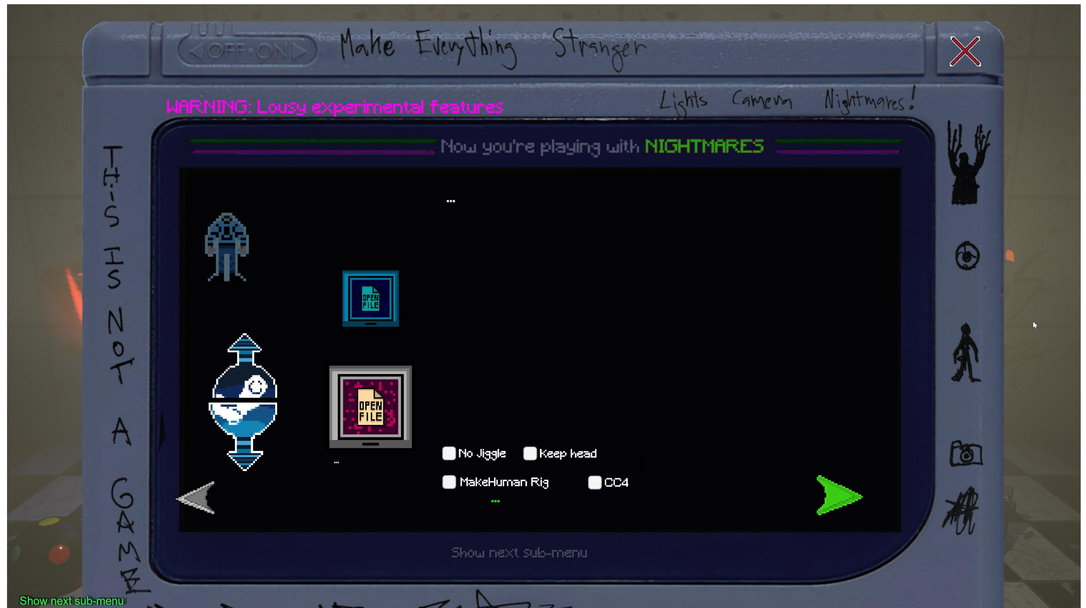


Click for YouTube Tutorial to fix Daz3d models for import

Import a character **VRM** to use its head as a head



*Import a character **VRM** to use its body (can keep the head)*



A closer look at the 3d prop import menu

Import a folder of .zip gltf files(as downloaded from Sketchfab etc)





When you import props here they go into the general prop lists which are used for actors AND the level editor.

So props you add here will be available in the lousy level editor.

For the easiest and fastest experience download and use gltf files from Sketchfab, you can use the .zip files without unzipping them.

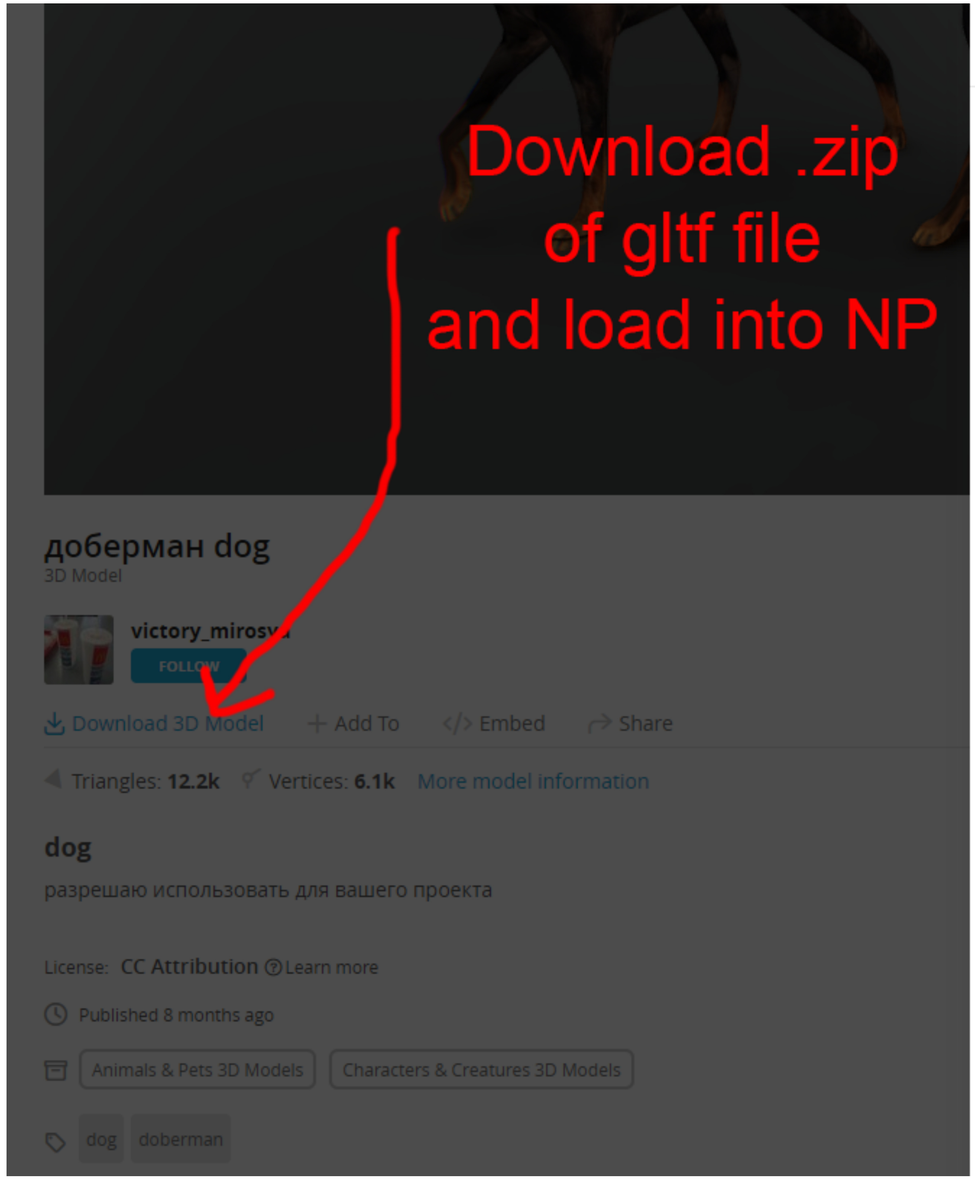
**Some imported files might be HUGE or TINY, if you don’t see them try adjusting the scale. If they are used as an actor prop use the sliders. If spawned in level editor use the +2 and -2 buttons to find a usable scale*

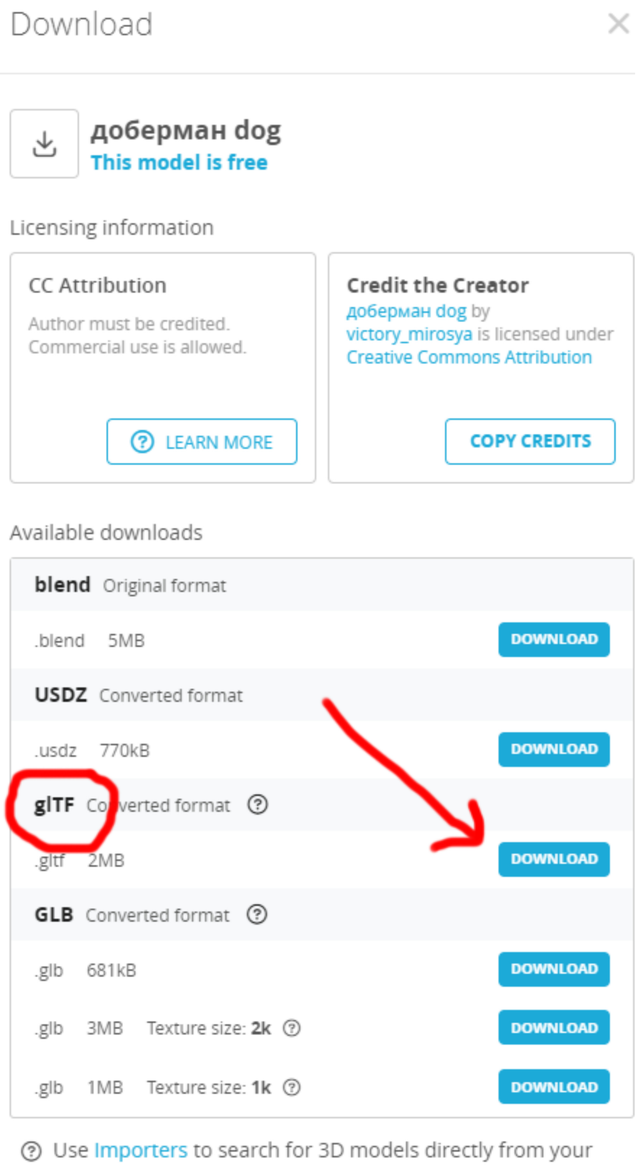
Import a .zip gltf, gltf, glb, fbx or obj file to use as a Prop

SEE NEXT PAGE

Easiest/fastest way to get models to use as props

- go to Sketchfab, make free account
- search for models with “Downloadable” ticked





Load the downloaded .zip files into NP directly using the 3d prop import menu shown on the previous page. Glb files work great too.

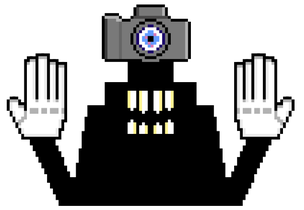
*Take note of the triangle count.

Models with 50k - 100k or 1 mill+ might slow down NP depending on your PC specs.

Using models with 20k and less should be ok on most PC’s.

Animated, deforming models will be slower than static ones.

Scene menu(Return key in Scene)



[Click for YouTube Tutorial about how to use your Kinect with NP (its easy)]

Number keys switch camera Letter keys play animations

1 2 3 4 5 6 7 8 9 0 — Light color

Q W E R T Y U I O P

A S D F G H J K L

Z X C V B N M

Kinect Actor 1

Kinect Actor 2

Ambience Volume

Music Volume

Midi Volume

Sound FX Volume

Voice1 Volume

Lip sync jaw sensitivity 1

Voice2 Volume

Lip sync jaw sensitivity 2

Camera Tilt

ENTER

Restart scene

Jump

Camera Pan

+ SHIFT

Dutch Angles

ALT + Q = Previous animation set

ALT + W = Next animation set

Dancer 3

Weirdo

+ SHIFT = Look at camera

Actor walks to Left Click points

or +/- keys

Camera Zoom

Esc to return

Click to reset actors or shift + Z in scene

Main Menu

Development Build

Actor Controls



When triggering the actors animations with the A-Z keys: If you tap the key it will play a new animation, if you hold the key down it will freeze the clip that is currently playing.

You can combine these holds and taps to make interesting animation sequences that you perform in time with music for example.



Change animation	Keyboard keys A-Z
Jump	Space Bar
Change Animation Set	ALT + A (previous) ALT + W (next)
Walk to position	Left click somewhere in the scene
Run to Position	Hold backspace +Left click somewhere
Reset actor ragdoll (if its all fucked up)	SHIFT + Z
Seat/unseat main actor	Click sittable/usable object
Seat/unseat buddy actor	ALT + S
Toggle actor to control(If 2 are in scene)	F9
Next actor head	Hold R + Press 1
Random actor head	Hold R + Press 2
Next actor body	Hold R + Press 3
Random actor body	Hold R + Press 4
Randomize all props	Hold R + Press 5
Random head flavor	Hold R + Press 6
Randomize body flavor	Hold R + Press 7
Randomize actor body, head, props	Hold R + Press 8
Look at Camera	SHIFT + Left Click
Look at mouse	Hold CTRL + Hold Right Click in scene
Reset Look at	SHIFT + CTRL + Q

Camera Controls

**Camera's 1-6 are normal static cameras*
Camera's 7-9 are tracking cameras



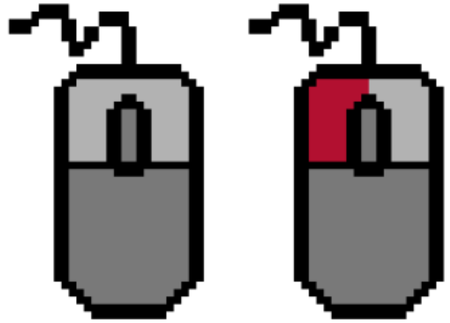
**Cameras save new position/rotation/fov after you've changed them*

Cut to Camera	Number Keys 1-9
Zoom Camera in/out	Mouse wheel or -/= or Number Pad +/-
Move Camera X/Y	ALT + Arrow Keys
Move Camera Z	ALT + Mouse wheel or -/+
Rotate camera	Arrow Keys
Dutch angles	SHIFT + Left arrow or SHIFT + Right arrow
Reset Camera Position/Rotation	SHIFT + ALT + Q
Camera Look At	ALT + Left click somewhere in the scene
Punch camera position	ALT + SHIFT + Arrow keys
Camera Smooth Zoom in	ALT + Right Click
Camera Smooth Zoom out	ALT + Middle Mouse Click
Set Depth of Field focal point(If Dof Enabled)	SHIFT + Right Click an object
Adjust Camera Speed Multiplier	CTRL + ALT + Mouse Wheel
Reset Camera Speed Multiplier	CTRL + ALT + Middle Mouse Click or A
Toggle EYE Camera(If one is active in the scene)	Backquote(`)
Camera look at Actor 1	Hold SHIFT + Press Alpha1
Camera look at Actor 2	Hold SHIFT + Press Alpha2

Special controls for tracking cameras #7-9

Switch to alternate tracking angles	SHIFT + 1-6 or Windows Key + Number pad 1-6
Reset Alternate angles	SHIFT + ALT + R

Media And Scene Controls

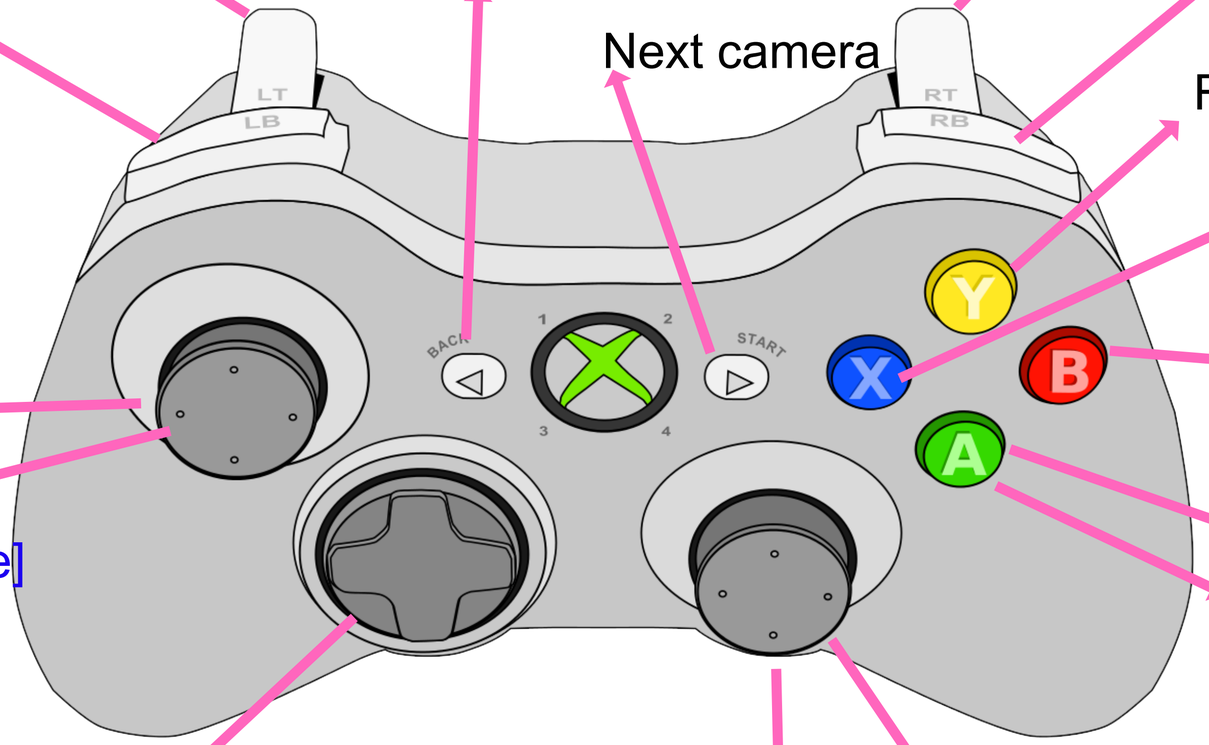


Next Human Misery Organ patch	CTRL + Q
Toggle Human Misery Organ is active	F10
Toggle voice audio looping	F11
Play next voice clip main (If Tab to talk is active)	TAB
Play next voice clip buddy (If Tab to talk is active	Hold Right Click + TAB
Toggle Tab to Play is active	Hold Middle Mouse Click + TAB
Toggle Misery organ is voice	F12
Toggle Misery + Animation Is Active	Hold M + Press A
Change Voice pitch	SHIFT + Mouse wheel
Reset voice pitch	SHIFT + Middle Mouse Click or A
Toggle midi playback	SHIFT + Alpha 0
Change Midi tempo	Windows Key + Mouse wheel
Change speed of time	CTRL + SHIFT + Mouse Wheel
Reset time speed	CTRL + SHIFT + Right Click or ALT
Info HUD Toggle	Hold L-SHIFT + Press R-SHIFT
Hold L and Mouse wheel + and -	Adjust scene key light brightness
Scene bg toggle(scene dependent)	HOLD SHIFT + press SPACE

Emergency menu if NP freezes in a scene and you can’t get out

Emergency Menu	End key

Gamepad Control for Scenes



Zoom camera out

Dolly camera out

Switch actor control

Next camera

Zoom camera in

Dolly camera in

Random full body anim

Random upper body anim

Actor look at camera

Move camera

(Press stick in)
[If lens effects or DOF active]
Set focal point

[Or else]
Reset Actor

Random lower body anim

(If time frozen) Take screen shot

Control actor movement

Rotate camera

(Press stick in)Freeze time toggle

Lousy Level Editor Controls

The Lousy Level Editor can be accessed by pressing the RETURN key in an active scene, then pressing the Level editor button.

*Since it is lousy some object icons will not appear correctly

Select Object to Spawn	Click on its icon
Spawn object	Left Click + Alt
Delete object	Left Click + CTRL
Select object	HOLD SPACE + Left Click
Multi-select objects	HOLD SPACE + SHIFT + Left Click Object
Remove from selection	HOLD SPACE + CTRL + Left Click Object
Move tool	W
Scale tool	E
Rotate tool	R
Move camera	Middle Mouse Click + click drag
Rotate camera	Right Mouse Click + click drag
Move camera in/out	Mouse Wheel
Toggle world/local axis	X



*The rebuild Navmesh command can take a LOOOONG time on a big scene like “Nothingness” so BEWARE! Using this button CAN allow the actor to walk on objects placed with the Lousy Editor



Lousy Level Editor Special Items

The first couple rows of this LOUSY editor will be your saved actors. This editor is so shitty their icons don't even render?! WTF... Well we did say it was Lousy ^_^ UNLIKE the other objects these actors CANNOT be saved when you restart the scene etc. How fucking LOUSY!





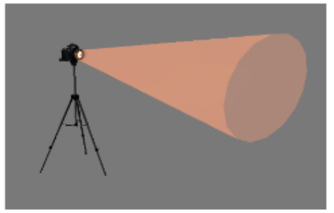
Where ever you place this "1" that will become the start point for the main actor, same with "2"



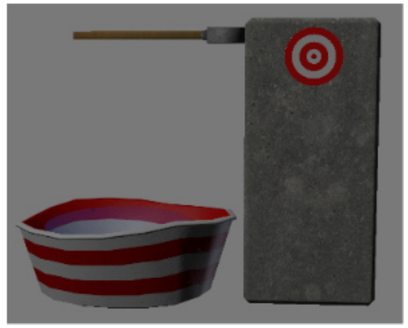
Copy Dancers copy your animations as perfect backup dancers.



Load a Green Screen video using the button on the Green Screen Scene and that video will be used on these objects in your scenes. They will always face the camera. There is also a normal video item for you to place.



Use this camera item to set the camera angle for the shot number you choose on the interface.



Add a working dunk tank to your scene. Click the main part to sit on it like a chair etc. Use **HKLR** Twitch commands to hit the target.



Use this to add additional lights to your scene.

NP CONSOLE

NP's console is a work in progress. It doesn't have very many custom commands yet but we will be adding more over time….maybe. You don't need to type the whole command, just type the first few letters and when the one you want appears press Tab. The commands are not case sensitive btw.

Toggle Console Show/Hide Shift + Escape

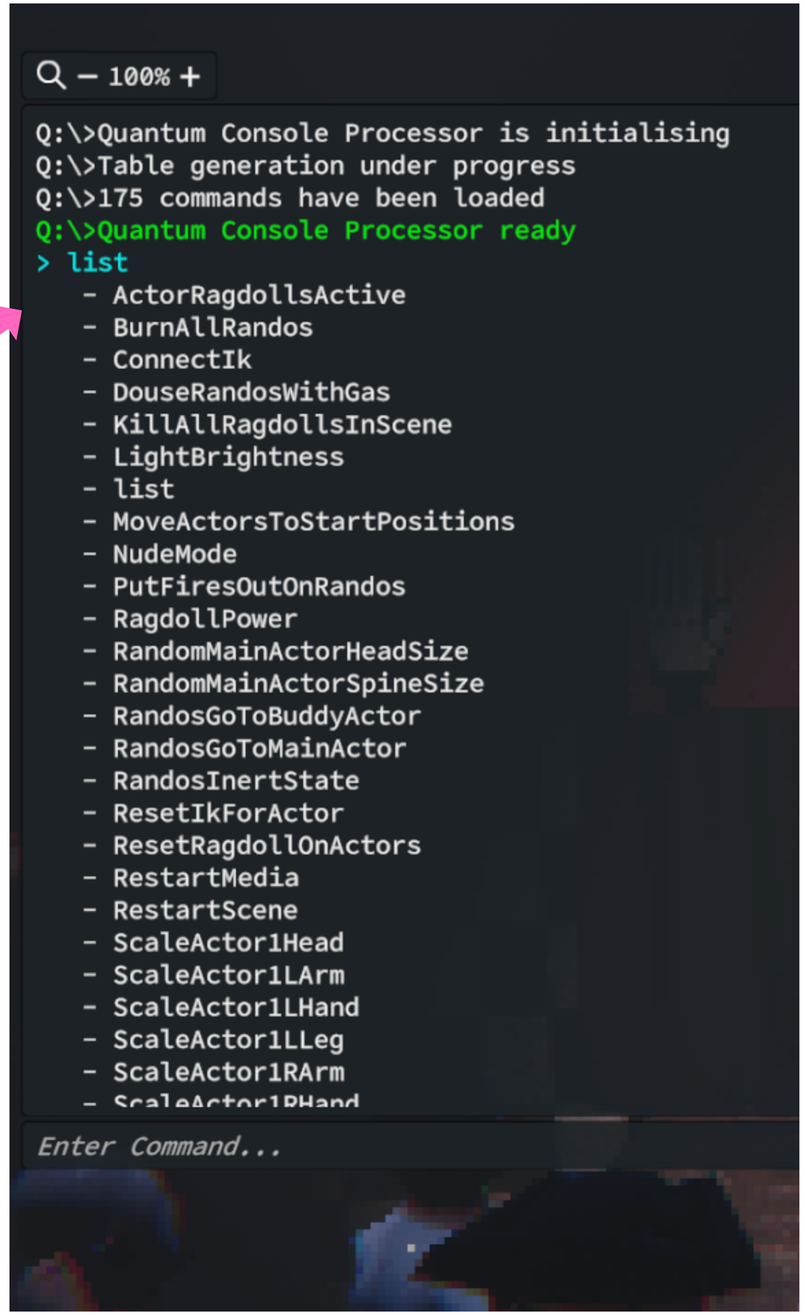
Use the command→ **list** to list all of NP's custom console commands

Some commands require a numerical or text input to work. The console will give you a hint to the input type/s

Example inputs NudeMode On RestartMedia

RagdollPower 50 LightBrightness 0

*When setting the ActiveText add "" around your text. Example if you want the text to be Hello My friend you would type "Hello my friend" into the console

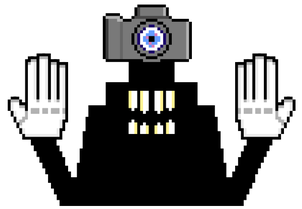


RIDEABLES

In the Console you can spawn special “Rideable” props that the player can ride by clicking on them- click again to stop riding them. Look for the RideA_ commands

Use WASD or a gamepad to control the Rideable.

When adding your own props to NP tick the “Rideable” box to make your prop “Rideable”



Watch a Rideable tutorial



Adding your own custom scenes from Blender

0) Use Blender
Make a scene. **Get the reference file for scale**.

1) NAME YOUR SCENE
The name of your .glb file will become the scene
Name so "Scary Warehouse.glb" will be the "Scary Warehouse" scene.

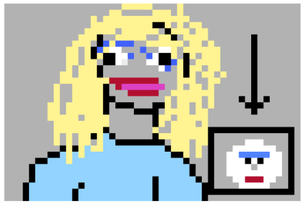
2) Create actor start positions.
You need an object named “**Actor1**” in your scene and another named “**Actor2**” The position and rotation of those objects will be used as the actors scene start locations.

4) Lights?
Add as many or as few lights as you would like. Their position, color, power, and shadows enabled/disabled will be used. Point lights supported only. **If you add too many shadow casters NP can get slow. 1000W of power equals full light intensity in NP.*

5) Colliders?.
By default all mesh objects will receive a collider. If you don’t want an object to have a collider add “NoColl” to the object name prefix. Example…”Window” object becomes “NoColl_Window” and it won’t receive a collider.

6) Install the NP exporter and export with it
Run the script linked below and export your .glb file.

Click to get the Blender export script to prep and export your scene.



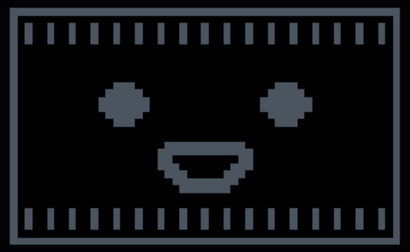
OR watch a youtube tutorial because no one reads anymore.

Make Everything Stranger

Lights Camera Nightmares!

THIS IS NOT A GAME

Now you're playing with NIGHTMARES



OPTIONAL



(Load in before loading glb file)





Save scene so it autoloads on game start

Load the optionals first THEN the glb- read the rollover help for more info

Clear all optional files

Load a .glb file as a new scene

ConnectIk console command

ConnectIK is a special console command that lets you connect actors to themselves or other actors using an IK system. The console command is—> **ConnectIk**

It works like this- type ConnectIk then a **SPACE**, then the object you want to have stick **SPACE** then the object you want to stick it to. You add a 1 or 2 after the object name to denote whether it is actor1 or actor 2.

Concept ConnectIk **attachThis ToThis**

Example ConnectIk body1 head2

The above command will attach actor1's body to actor2's head

Available attachThis commands

Body1	Body2
Lhand1	Lhand2
Rhand1	Rhand2
RFoot1	RFoot2
Lfoot1	Lfoot2

Available ToThis commands

body1	Lupperarm1	body2	Lupperarm2
Lthigh1	RUpperarm1	Lthigh2	RUpperarm2
Lcalf1	LForearm1	Lcalf2	LForearm2
LFoot1	RForearm1	LFoot2	RForearm2
RThigh1	LHand1	RThigh2	LHand2
RCalf1	RHand1	RCalf2	RHand2
RFoot1	Head1	RFoot2	Head2

**The commands are not case sensitive*

Effects Controls

Load Fx Flavor Presets	E + 1 - 3
Reset Fx Flavor	E + 4
Load Color Flavor Presets	E + 5 - 7
Reset Color Flavor	E + 8
Next light color	0



Using Steam Workshop



Upload object to Steam Workshop

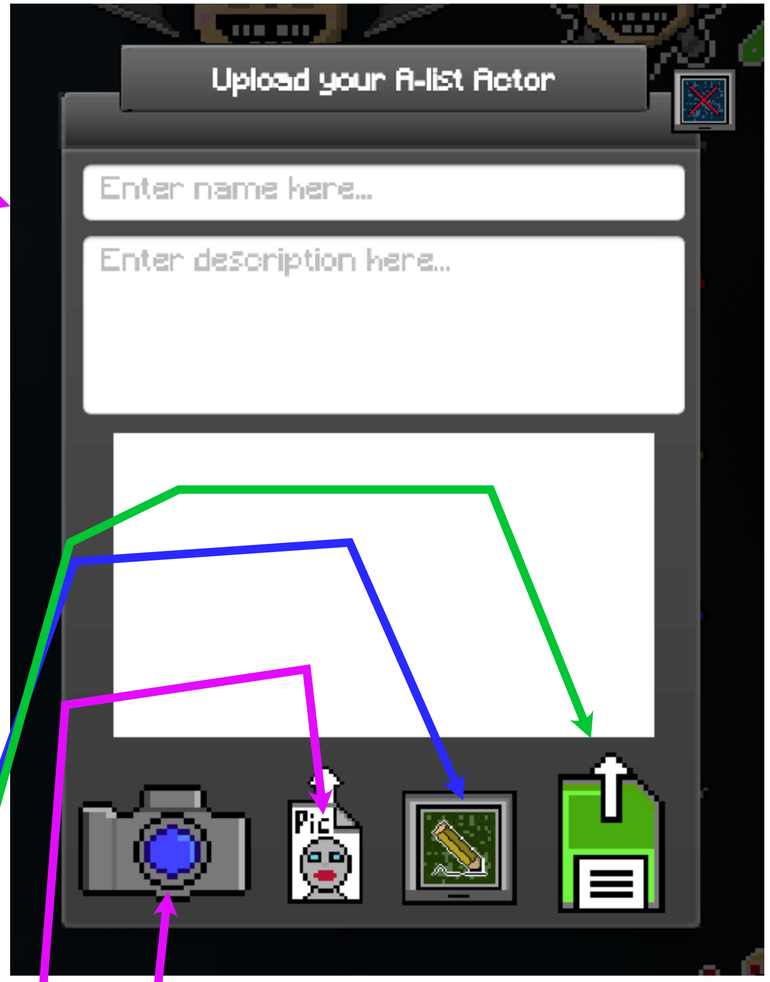
Download object from Steam Workshop

Upload and download from Nightmare Puppeteers Steam Workshop by using these buttons. You can also download objects using the Steam Workshop web site. You will need to **Activate** them in the download Menu for the object to use them.



Activate Object

Download object



Take screencap to use as cover image

Load image to use as cover image

Draw image to use as cover image

Upload object to Steam Workshop

Importing section



44.1khz Stereo 16bit .wav, mp3 or whatever breh



gltf, gltf(.zip), glb, vrm, fbx obj supported
P/S/R animations supported
Textures supported
GLTF, GLB, VRM recommended!



Standard .sf2 files supported



Jpg or Png file
2048 x 2048 Resolution
Template file inside game folder



Jpg or Png supported
Transparency not supported on Png
16.9 ratio
1280x720 recommended



General Midi support .mid
Uses all channels for Midi Madness Machine and the Thrasher band members + more



Jpg or Png file
2048 x 1024 Resolution
Template file inside game folder



H.264 supported .mp4 files recommended
Green video will be keyed out to make green transparent



Standard .srt file support

*When using asset bundles, select the unzipped asset bundle folder, not the zipped file or files inside the folder

Twitch mode

When you activate Twitch mode you can allow the Twitch Chat to control everything in the scene or whatever you choose to activate in the Twitch settings menu.

In the chat Twitch users can use commands like !Jump that will cause the actor to jump. With full controls active the chat can even submit mp3 links to be used as the actors voice.

Load png or jpg
!Img1+url
!Img2+url
Example !Img1+http://www.apple.com/apple.png
Load text
!Txt1+text
!Txt2+text
Example !Txt1+This is the text that shows up

Cam Look At Actor Object
!Face
!Body
!RHand
!LHand
Light Color
!Col

Load audio files for voices and Bgm
!Vox1 + url
!Vox2 + url
!Bgm + url

Stop voice
!VStop
Next Voice clip
!NextV
Audio looping
!LoopOn
!LoopOff
Other
!CamEye
Cut to cam
!1 - !9
Cam Moves
!CUp
!CDown
!CRight
!CLeft
!CDuR
!CDuL
Cam Zoom
!+
!-

Actor Animation
!A - !Z
Change animation set
!Anim
Actor moves
!Jump
!Fwd
!Bwd
!Left
!Right
!Look
Actor Human Fx
!Gas
!Burp
!Puke
!Sweat
!Bleed
!Fall
!Spin
!Spit

Load Video (mp4 etc)
!Vid1+url
Load green screen vid
!Vid2+url
Load midi .mid file
!Mid+url
Speak this text actor1
!Tlk1+text
Speak this text actor2
!Tlk1+text

See NP site for more!

Click for full controls

Maaarb Laaarbs in Twitch Mode

Maaard Laarbs are like “Mad libs” but we don’t get sued for Maaaarb Laaarbs
To allow your Twitch viewers to play with them enable twitch mode and tick the box that says Maaarb Laaarbs

To submit text to Maard Laaarb mode

#NumberText
On screen it says [Noun]35
You would type #35Duck
"Duck" would be stored into the Maard Laard
The first person to type in the number + a word gets it in the Maaard Laarb
Maard Laaard mode is the only twitch feature that uses # instead of !
!Umad to load another Maaarb Laaarb once one finishes

To make your own Maaarb Laaarb templates

TLDR

Go into the **Nightmare Puppeteer** game folder
Then go into **NightmarePuppeteer_Data** then **StreamingAssets** then **Mad**
Those text files are the template files that are loaded when the game starts
You can remove/edit those or make your own
Format your custom ones like those files and they should work
These are the allowed variables to be used with [ ]
Use Notepad++ for best results
Don’t leave any blank lines
Every line needs to have at least one variable like [Noun]

Click for tutorial video

Click for more info

```
Verb,
Noun,
Adjective,
PersonsName,
Color,
TypeOfLiquid,
PluralNoun,
Celebrity,
Occupation,
Bodypart,
VerbEndingInIng,
Number,
TypeOfFood,
Adverb,
Game,
Location,
FavoriteSmell,
SongTitle,
PastTenseVerb,
Animal,
Sound,
Emotion,
Exclamation,
Holiday,
Sport,
Flavor,
Relative,
Transportation,
Ingredient,
Hobby,
RapFillerWord,
PoliticalParty,
TermOfEndearment,
PieceOfClothing,
Beverage,
TvShow,
Vehicle,
```

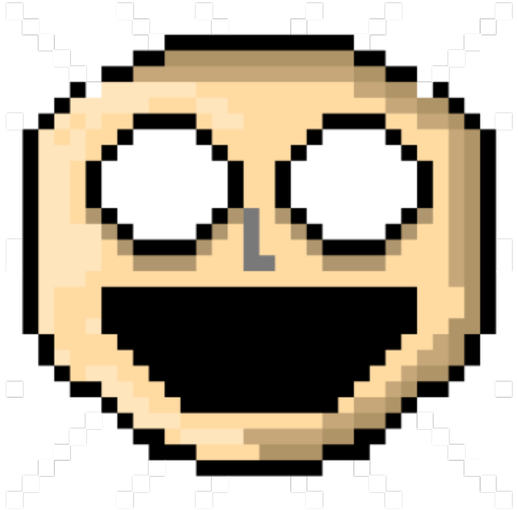
Randos



Rando is an AI chaos agent. Adding them to your scenes creates more madness.
In the options menu, select which Randos you want active and the maximum number of them present in the scenes.

Some Rando’s take up more memory/cpu than others so watch out for that maaaaaan.

Right-click somewhere in the scene to make Randos walk there. Some of them obey, some don't.

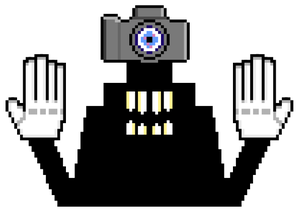


Disco Mode

Disco mode is an experimental feature that will sync everything in an NP scene to a provided music or midi track. Use as many or as few of the features as you want.

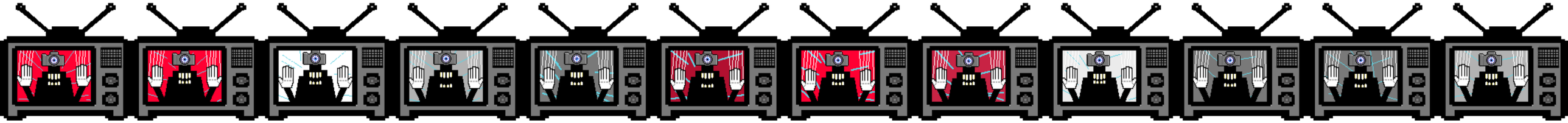
**** Note on exiting Disco Mode scenes if the main menu is frozen and you can't do anything press SHIFT + ESCAPE to open the console and look for the "SetTimeSpeed" command and set it to 1*





[Watch a DiscoMode tutorial]

Nightmare TV Mode



If you activate TV Mode, Nightmare Puppeteer will create unlimited procedural cartoons.

Press SPACEBAR when Nightmare TV is playing to change the channel (loads a new Nightmare)

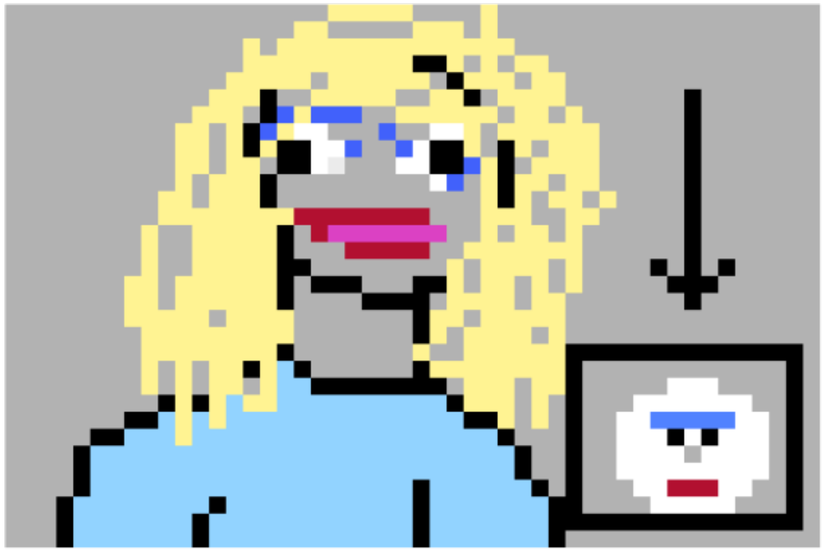
If you stream TV Mode on Twitch, you will create an unlimited stream of interactive original procedural cartoons or iToons.

TV Mode makes automatic iToons but if you stream your scenes live on Twitch you are creating and streaming your own original iToons.

iToons are the new generation of cartoons, if the cartoons you're watching aren't live on the web and Interactive, dems yo grandpa's cartoons son so throw em in the trash bin and get iTooning MUTHAFUCKA.



Youtubrrr



The voices that are used for both the Youtubrrr and the random voices the actors speak in the menu's are located at **NightmarePuppeteer/NightmarePuppeteer_Data/StreamingAssets/YoutuberClips/**

Those clips are loaded by the game when it starts so you can add your own or delete them and replace them entirely with any audio files you choose, just follow the audio import guidelines in the rest of this manual.

If no clips are present in that folder the Youtubrrr's won't talk.

**If you have a Pc that is low in memory you can delete all the youtuber voice files to save on memory usage*

Music Madness Machine



If you load in a Midi file and then activate the Music Madness Machine you can allow it to cause complete general music powered madness in your scenes.

In the Options menu you can choose what things the Music Madness Machine can control.

If there is no midi file loaded the music madness machine will use your Bgm file if you have loaded one in. It will try to find beats in the music and fire events based on those beats.



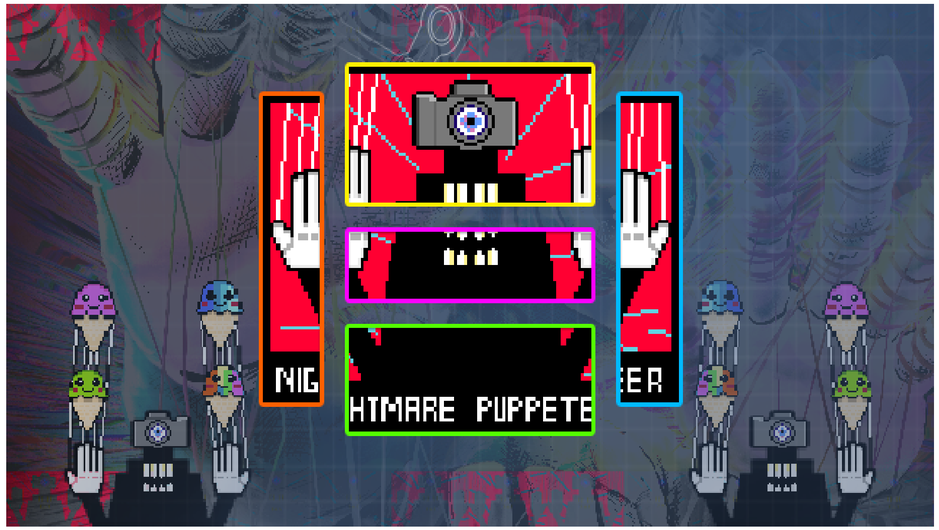
Remix Controls

Nightmare Puppeteer introduces *“VLoopers”* or visual loopers. They work much like loop pedals for audio. The world VLooper is always on, recording that you do, it will only playback its buffer if you toggle “Playback Remix History” in the options menu. You can layer new actions over all the VLoop buffers an unlimited amount of times.

Nightmare Puppeteer also has a Vlooper for each actor. These will record/playback actor specific actions like triggering an animation, walking to a point BUT they BOTH also record/playback other actions like camera changes etc.

Main Actor VLooper Controls

Record/Stop recording VLooper1	F1
Play/Stop VLooper1	F2
Reverse VLooper1	F3
Clear VLooper1	F4



Buddy Actor Vlooper Controls

Record/Stop recording VLooper2	F5
Play/Stop VLooper2	F6
Reverse VLooper2	F7
Clear VLooper2	F8

Main actor Record/Play indicator

Buddy actor Record/Play indicator



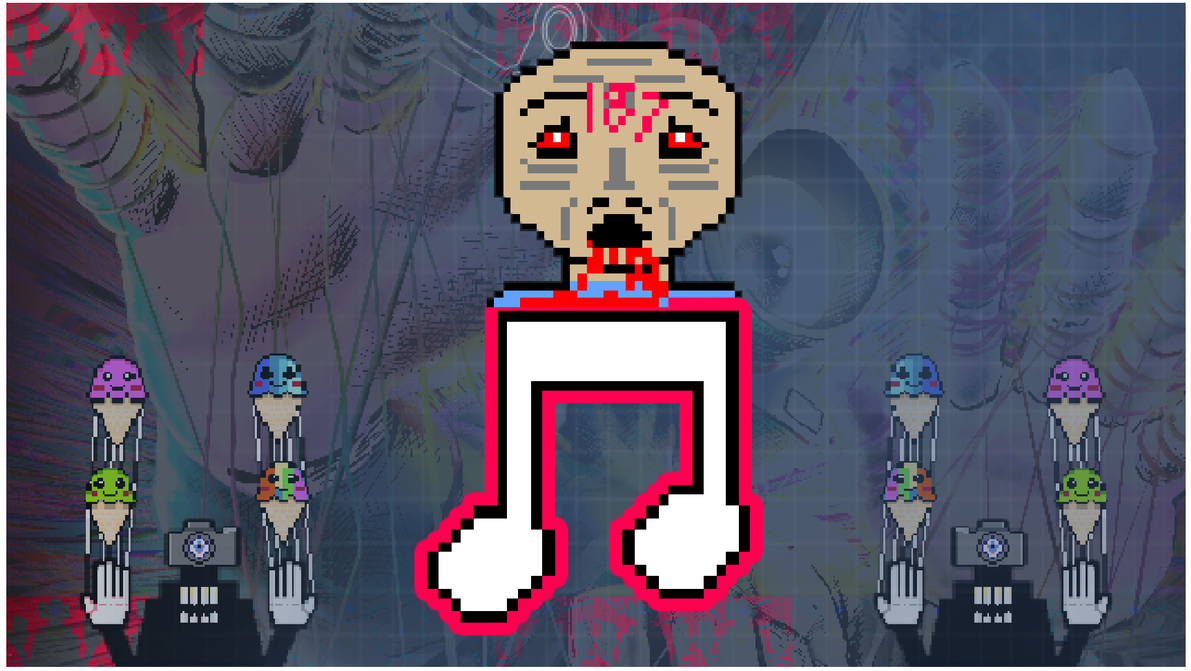
Human Misery Organ

The Human Misery Organ is a lousy audio instrument that you can use to play as an actors voice or part of the music channel.

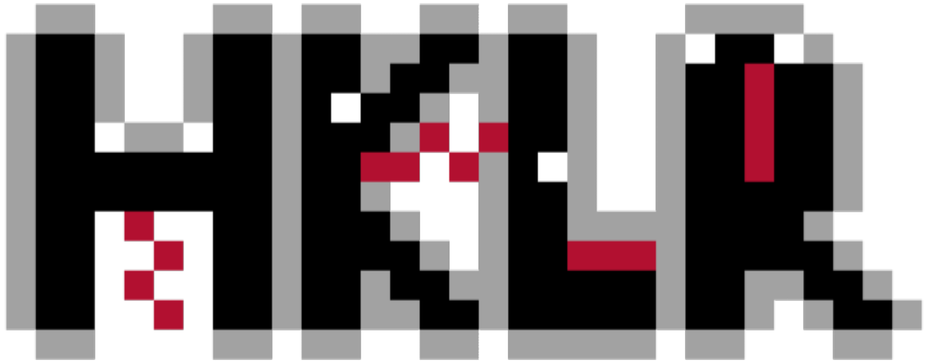
You can make your own Human Misery Patch to play from the Options menu.

The Human Misery Organ was designed to make your scenes weirder, creepier, funnier and more disturbing, it wasn’t designed to make any music besides the music of human misery.

*See the “Brazen Bull” as the worlds first Human Misery Organ



HKLR Visual Feedback system



You've always wanted to throw stuff at the screen and now you can!
Better yet, you can throw things into the screen and into the scene!

Interact with what you are watching in entirely new ways!

Love what you see? Throw Hearts or Likes!
Disgusted by what you see? Throw Mud or Tomatoes!
Feel nothing? Throw potatoes!
Feel.... Funny? Throw Eggplants or whatever that is 0_0

Heart = !Hrt
Like = !HLik
Mud ball = !Hmd
Tomato = !Hto
Potato = !Hpo
Floppy = !Hdo
Eggplant = !Heg

Roses = !HRo
Popcorn = !HPop
Money = !HMo

Try using it with the Dunk Tank scene to make a real time live interactive Dunk Tank the audience can hit!
**HKLR will also show you the name of the Twitch user that hit the target(click to delete it)*

**Only available through Twitch chat when in Twitch Mode*

Advanced Nightmarish Fun

Collaborate on a scene with Remote Play Together on Steam

Invite a Steam friend to “Remote Play Together” Once they are connected they can puppeteer along with you! One person can control the actors animations and the other can control the cameras for example.

Have a friend be the live voice of your buddy!

If you go into the “Other settings menu” and toggle EnableLiveMic1 and 2 and select two different microphone inputs, you and a friend can voice your actors live!

OR if you use this Virtual Audio Cable https://www.vb-audio.com/Cable/ you can route a Steam Voice chat or Discord chat into the LiveMic2 which enables a person across the internet to voice your Buddy live!

You can use these features to do a live two person animated podcast for example, combine the LiveMic features with Remote Play Together and Twitch mode for all kinds of madness!

Your new band

The band members found in the “Thrasher” and “Live Show” scenes, as well as in the Lousy Level Editor objects are programmed to play to a midi file if it is present.

If a midi file is playing the drummer will hit the kick, snare, or hi-hat when those midi channels are used in the general midi file. The guitar player will head bang whenever a guitar or lead instrument channel is used. The Keyboard player will play the keys whenever a piano, bass or synth channel is used.

When combined it makes it appear as if the band is playing to the midi file.

Soundfonts and the Midi Player

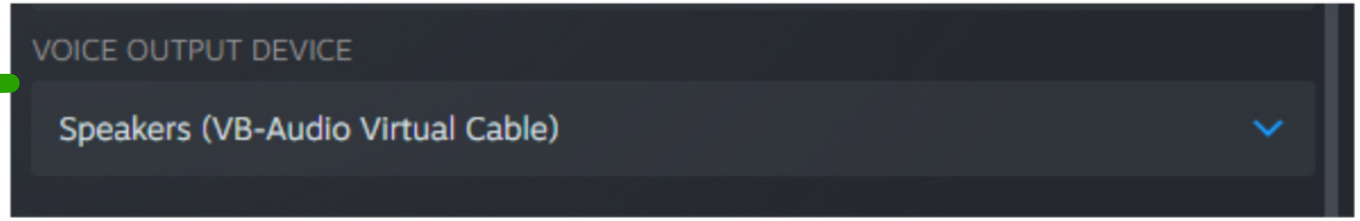
The midi player uses Soundfonts for its sounds. NP ships with several built in Soundfonts, you can find them at **NightmarePuppeteer/NightmarePuppeteer_Data/StreamingAssets/SoundBanks.**
You can load your own in from the Other settings menu.

Virtual Audio Cable Live Mic Routing

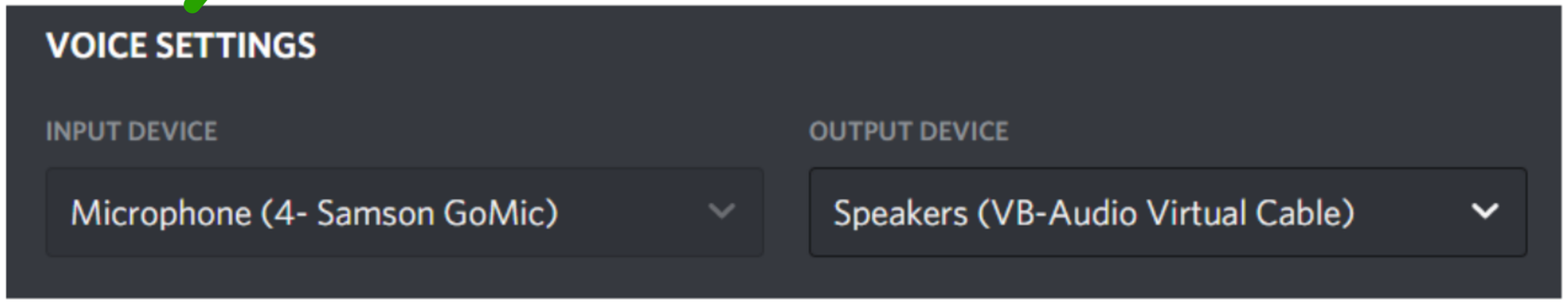
*Free here https://www.vb-audio.com/Cable/

1. Install Virtual Audio Cable
2. Start a Steam Voice chat or Discord audio chat
3. Set the LiveMic2 input to Virtual Audio Cable
4. Set Steam Voice or Discord voice output to Virtual Audio Cable
5. Now your Buddy will be voiced by an online friend live





*This is accessed by clicking on the gear icon on the Steam chat friends window and selecting Voice



*There are other free plugins that do virtual audio inputs/outputs and you can use those as well.

Where are all my files stored?

All the media files you add to Nightmare Puppeteer can be found in the folders contained within...

SteamLibrary/steamapps/common/Nightmare Puppeteer/NightmarePuppeteer_Data/StreamingAssets/

Take a look around inside the StreamingAssets folder and you'll see the sub-folders for your media you've added.

If you've loaded a lot of long audio files into NP and are getting weird crashes on starting the game you can try moving them out of the Recordings folder to see if they might be filling up your RAM when the game starts.

Template images for the masks and Skinmin body are also included inside of the "Nightmare Puppeteer" folder.
You can use those template images to make your own and load them onto the models. Check the "TemplateImages" folder.

There is also an "ExampleFbxFile" in the Nightmare Puppeteer folder you can use as a template to import your own .fbx files. Check the NP public github page for more info.

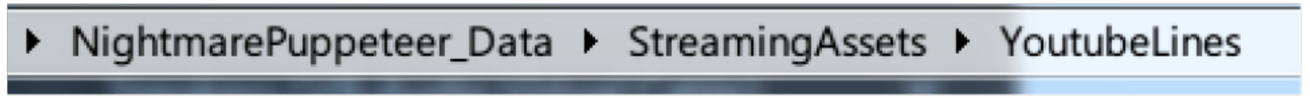
Your Actor saves(DNA), Workshop uploads and other preferences can be found here...

Users/UserName/AppData/LocalLow/Imagination Rabbit/Nightmare Puppeteer/

Tips and Tricks



- If the actors don’t appear on the **main menu** and/or the camera is crooked press the **Esc key**
- If the actors don’t appear on the **main menu** or are stuck into the floor hit the actor reset button
- If resets don’t work to fix **main menu** issues Play a scene then hit the **Esc key** and return to the **main menu**
- When in a **scene**, if the actors get stuck or disappear hit **SHIFT + Z** to reset them
- If you are using a Pc with limited memory remove the youtubrr voices inside the game folder here



- Camera changes are saved so setup the cameras the way you want in a scene then restart the scene
- You can reset an active camera in the scene OR reset all the cameras in a scene from the **main menu**
- Each tracking camera (7-9) has six preset positions stored with it that you can use
- When using Tab to talk mode, try turning the voice loop on for extra annoying performances
- The **Q-P** keys control full body animations
- The **A-L** keys control upper body animations
- The **Z-M** keys control lower body animations
- To return to an idle animation state press the **Q, A, and Z** keys in succession
- For epic slow mo, slow the time speed down and turn on blood and spin the character in place and use cameras 7-9
- A character can be “dead”(**Comma key**) and still move around the scene through clicks
- The Youtubrrr voices go to the “Ambience” channel so adjust that to control their volume



**If you find a bug or have a feature request please create an “Issue” for it on the NP Github page linked on NightmarePuppeteer.com and I’ll get to it as soon as I can- thanks*

Why I made Nightmare Puppeteer

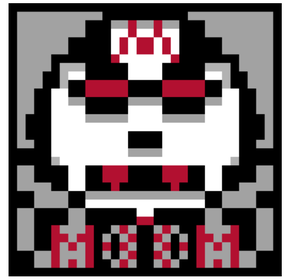
There isn't enough weird ORIGINAL animations on the internet. Making animation is usually really slow and expensive.
There's tons of parodies, Minecraft animations and other normal stuff like that but I find it all really boring.
I made NP so I can do my part as an animator and lover of strange animations to help others make the stuff.

I've never taken one animation or film class and I never really fit in animation circles because to me animation is fun, There's too much hyper-focusing on technicalities, fetishization of technique, and a lack of really weird original stuff in the animation world.

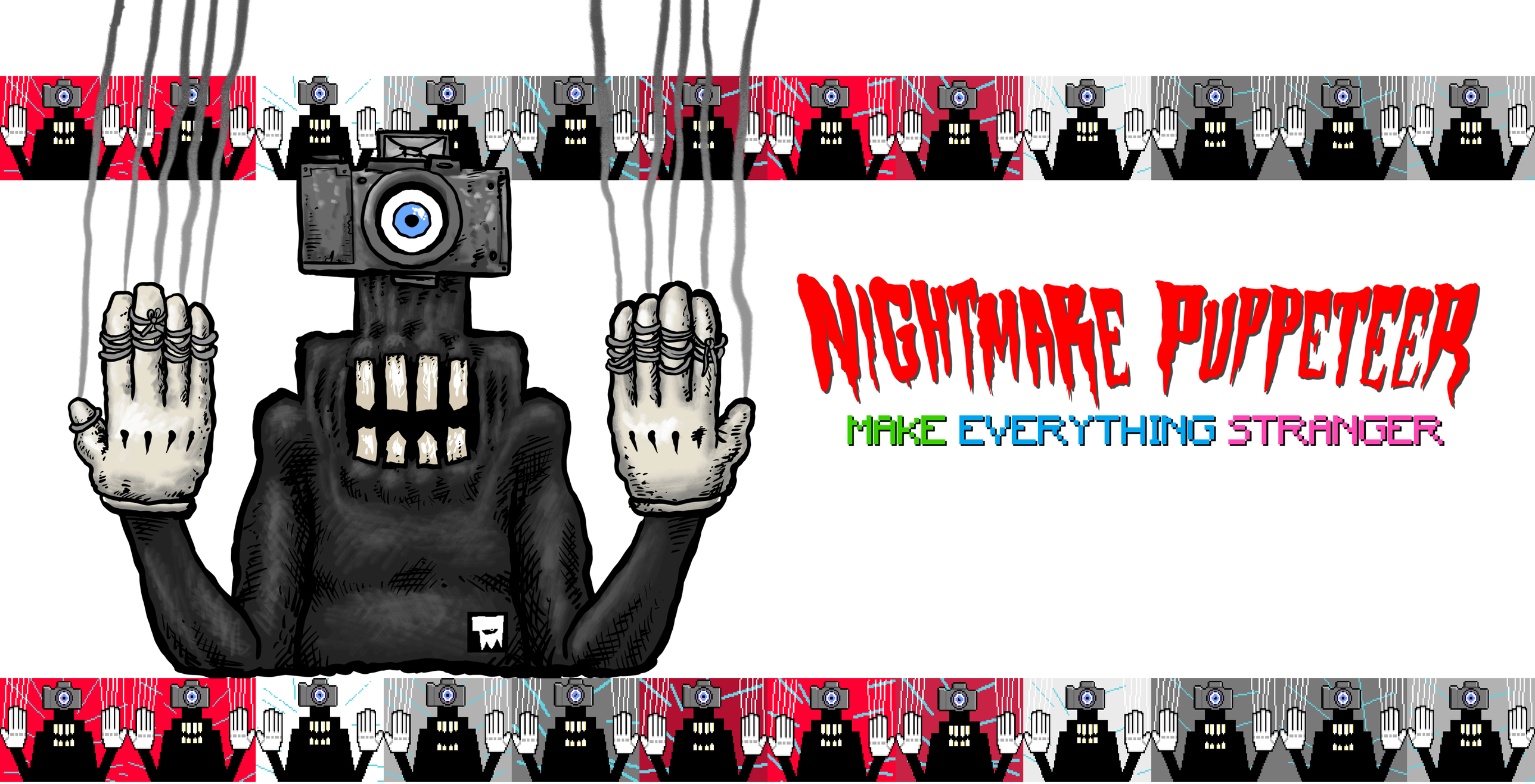
It's always been fun to me so I made this tool to make making animation fun. Who cares if its "good animation"?! Above all, making animation should be fun in SOME WAY or else why do it?

Like many aspects of modern society, making animation has become too serious and profit driven. It is IMPOSSIBLE to make anything serious in NP, I designed it to make broken, stupid, ridiculous stuff- it can ONLY make wacky, weird, outrageous stuff.

So please, have fun with it. Celebrate the glitches and weird shit is does. Every time I use it, it surprises me and makes me laugh in new ways. I hope it can do the same for you.



M dot Strange
Professional Weirdo @ Imagination Rabbit
Mdotstrange.com



NIGHTMARE PUPPETEER

MAKE EVERYTHING STRANGER