

Adding a Character

Vitalize your simulation by adding characters. In iSpring TalkMaster you'll find characters for a variety of situations: business, casual, industrial and medical spheres.

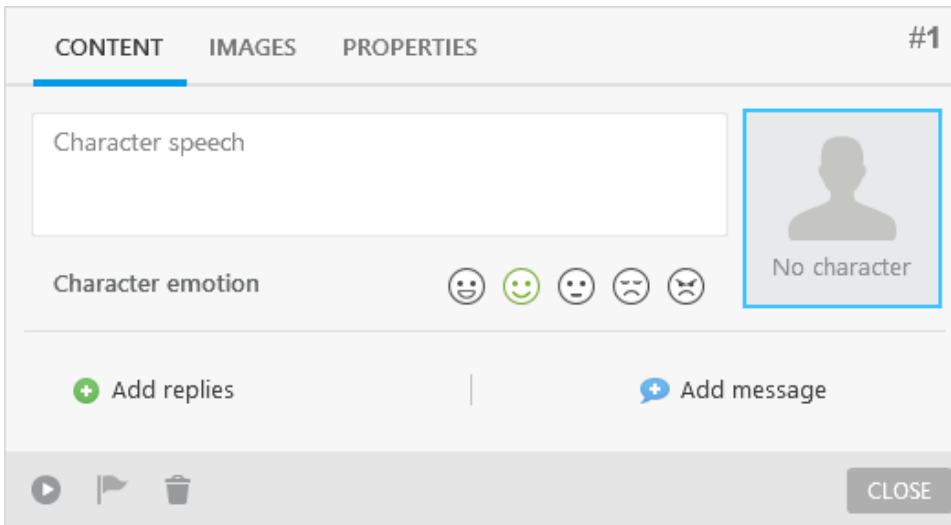
- [Adding a character to a scene](#)
- [Changing characters and their emotions](#)

Once you choose a character in the first scene of your simulation, this character will be added to all other scenes in the simulation tree. If you want to use a custom character for a particular scene, open the scene, navigate to the characters library, and choose a new character.

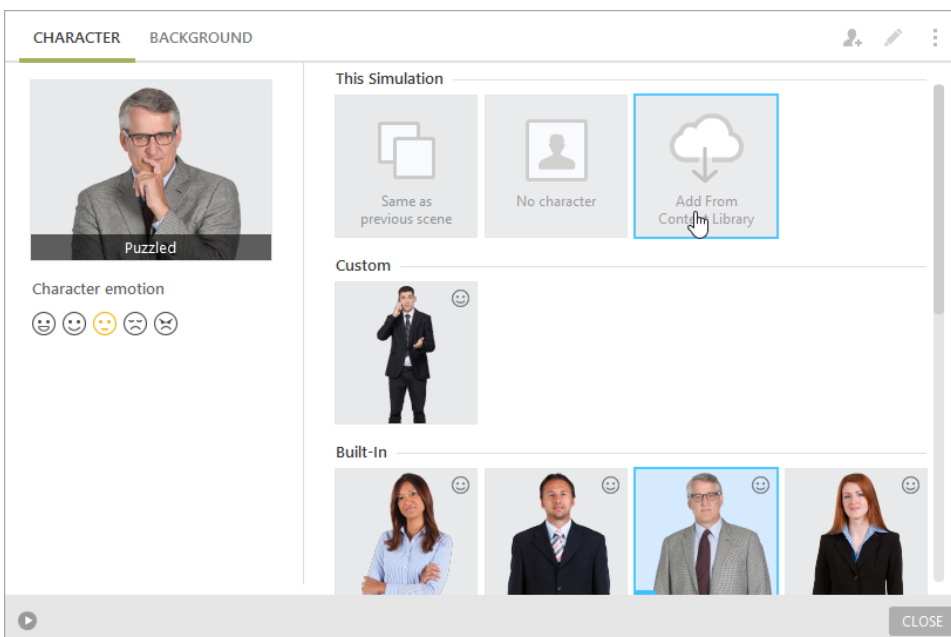
Adding a character to a scene

To add a character to a scene do the following:

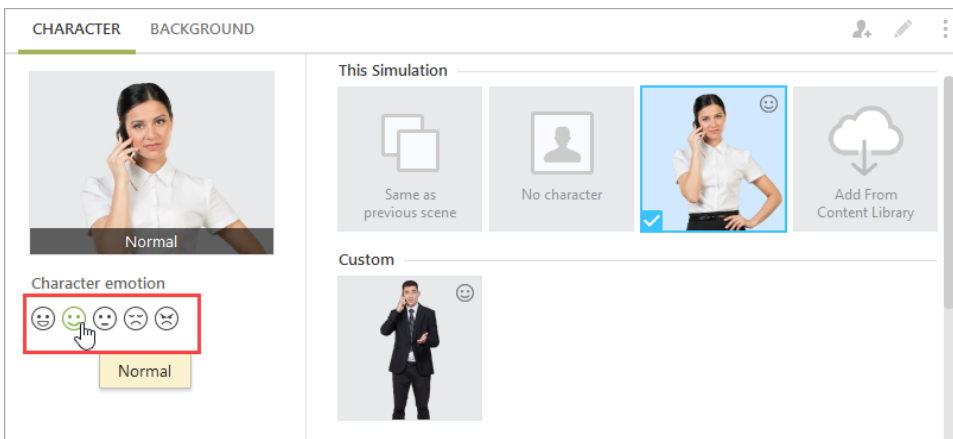
1. Click the box that says **No Character** in the scene window. The character gallery will open up.



2. Choose a built-in character from the list.
To add a character from the iSpring Content library, click **Add From Content Library**.

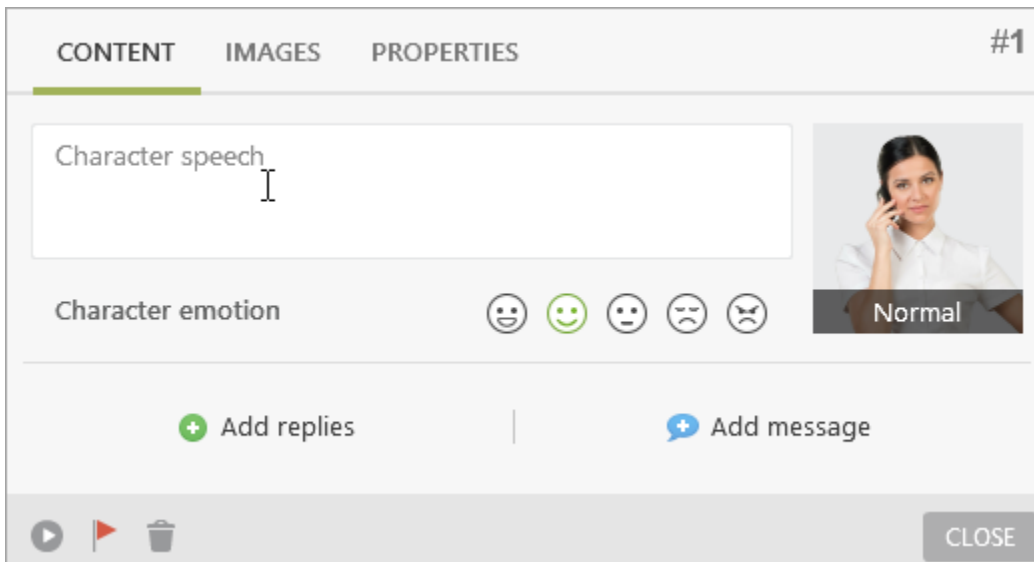


3. Choose the emotion needed (happy, normal, puzzled, unhappy, angry).



4. Click **Close**.

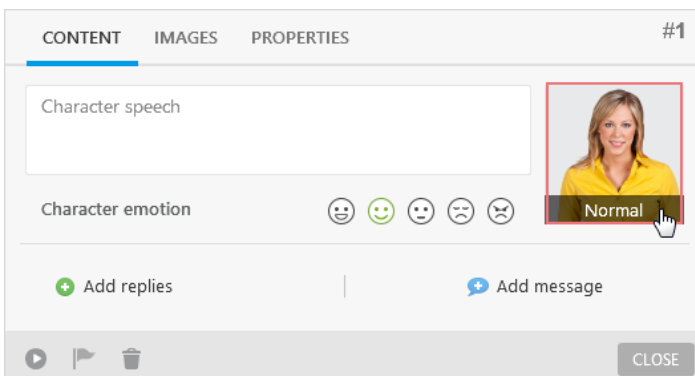
You can either click **Close** and return to editing your scene or switch to the **Background** tab to choose a background from the background gallery. The character you have chosen will be inserted into the scene.

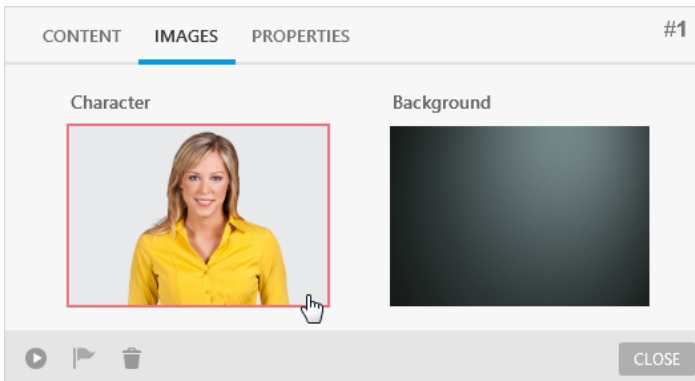


Changing characters and their emotions

To change a character to another one:

1. Navigate to the characters library by clicking the character icon in the Edit Scene window either in the **Content** or **Images** tab.





2. Choose a new character from the characters library
3. Click **Close**

To change the emotion of the inserted character, do the following:

1. Open the scene where you want to change the emotion
2. Choose a different emotion by clicking on the emotion icons.

