Adding a Character

Vitalize your role-play by adding characters. In iSpring TalkMaster, you'll find characters for a variety of situations: business, casual, industrial, and medical spheres.
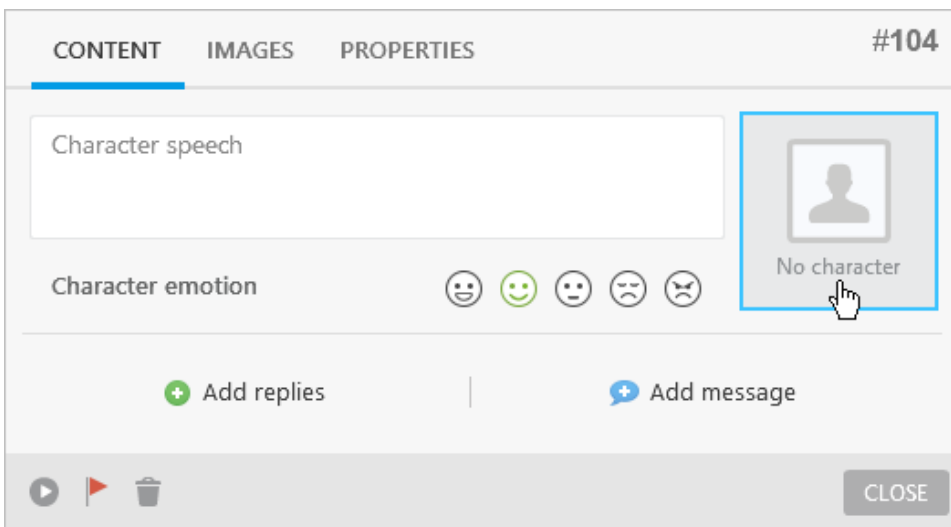
- Adding a character to a scene
- Changing Characters and their Emotions

Once you choose a character in the first scene of your role-play, this character will be added to all other scenes in the role-play 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.
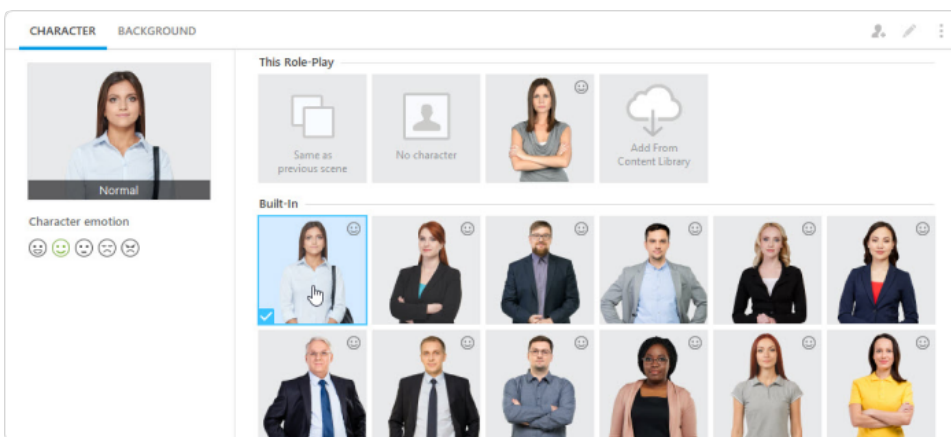
Adding a character to a scene

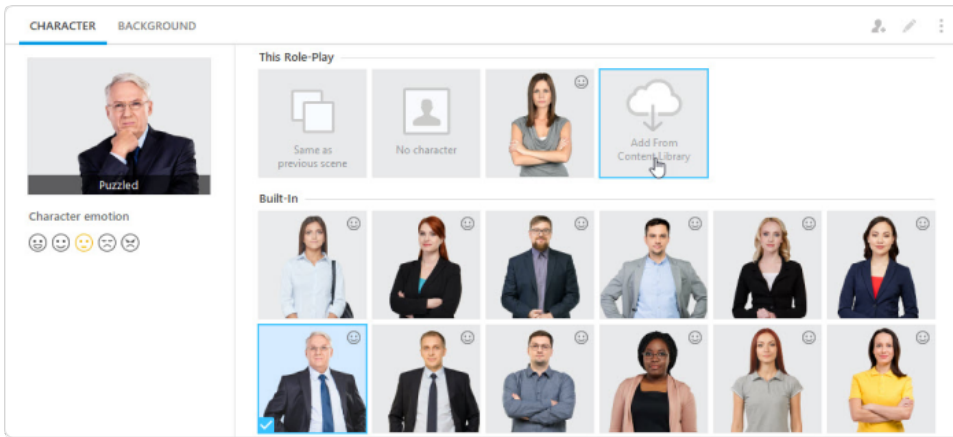To add a character to a scene do the following:

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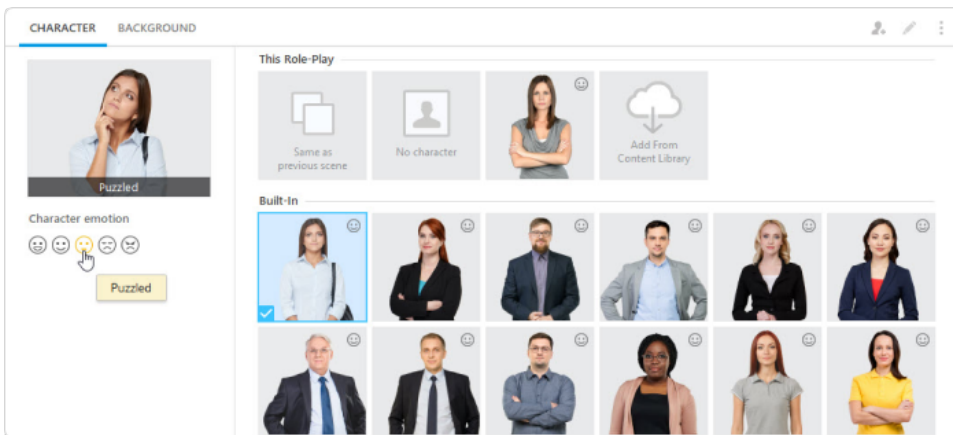

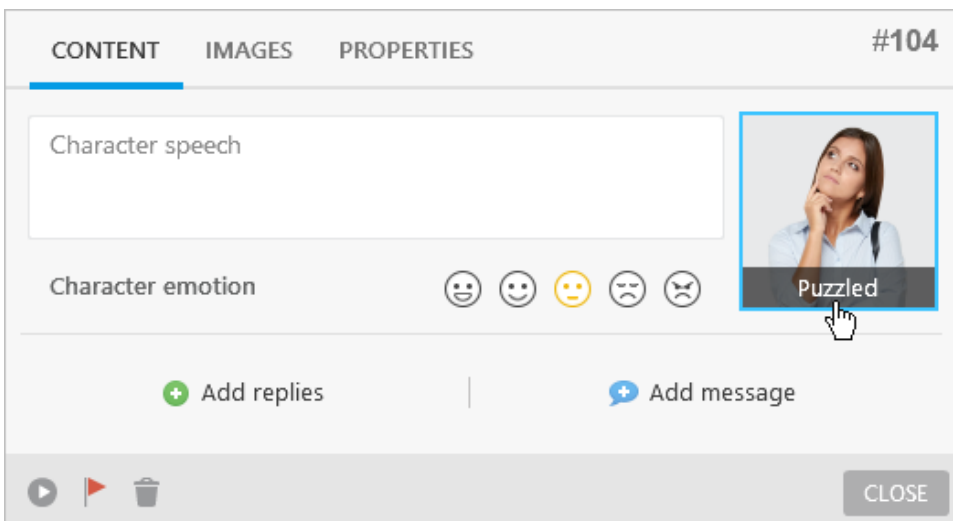2. Choose a built-in character from the list.

To add a character from the iSpring Content library, click **Add From Content Library.**
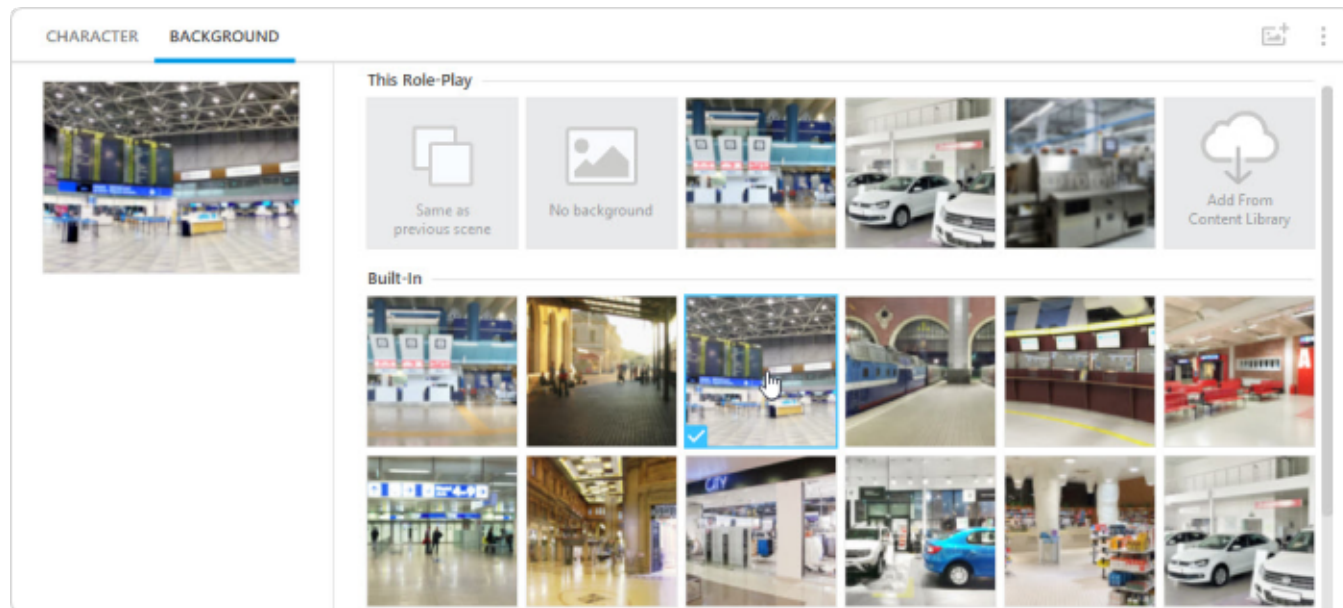
3. Choose the emotion needed (happy, normal, puzzled, unhappy, angry).

4. Click **Close**. The character you have chosen will be inserted into the scene.
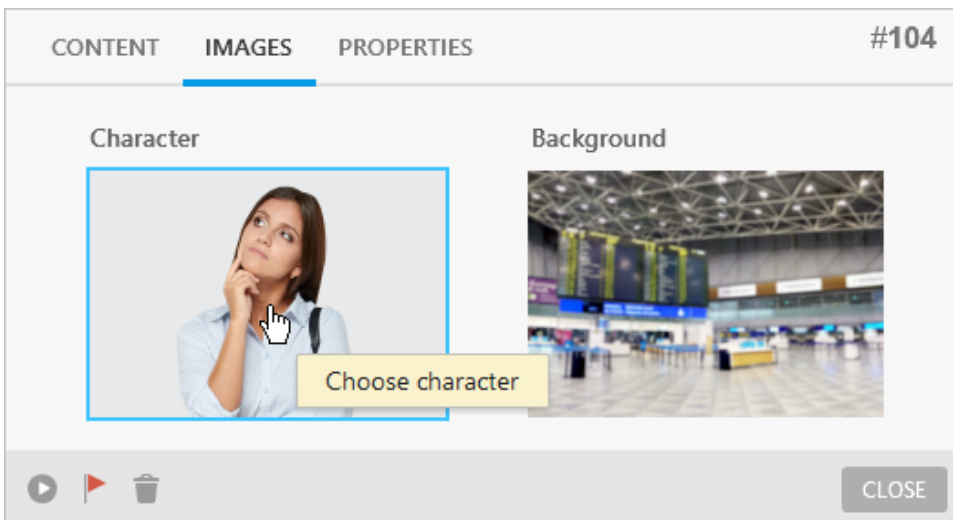
Also, you can choose a background for your scene. Switch to the **Background** tab to choose one from the background gallery.
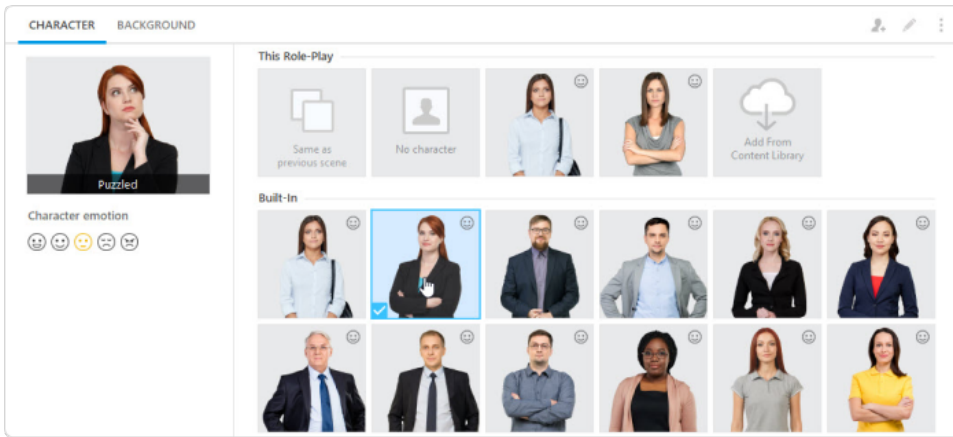

Changing Characters and their Emotions

To change a character to another one:

1. Navigate to the characters library by clicking the character icon under 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 and select the **Content** tab.
2. Choose a different emotion by clicking on the emotion icons.