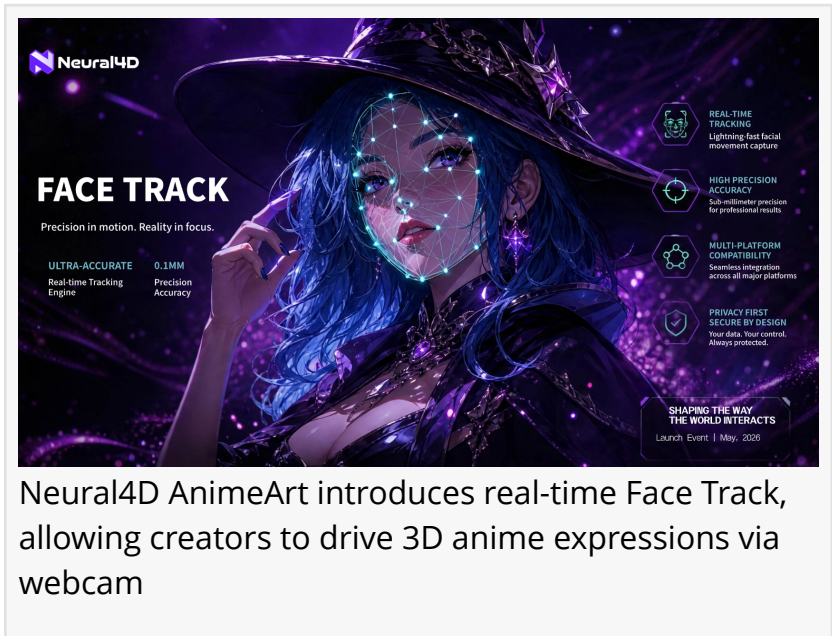


Neural4D AnimeArt Launches Face Track, Enabling Instant Expression Preview for AI-Generated Characters

Neural4D introduces Face Track to AnimeArt, allowing creators to preview real-time facial expressions on AI-generated 3D characters via webcam.

SAN FRANCISCO, CA, UNITED STATES, May 29, 2026 /EINPresswire.com/ -- [Neural4D](#), the AI creative platform developed by DreamTech, has added [Face Track](#) to its AnimeArt feature, allowing creators to instantly preview facial expressions on their AI-generated anime characters in real time, directly in the browser, with no additional setup required.



Neural4D AnimeArt introduces real-time Face Track, allowing creators to drive 3D anime expressions via webcam

The update brings a new Tracking tab to the AnimeArt interface, where users can enable Face Track with a single toggle. Once active, the user's webcam drives the character's facial expressions in real time, providing an immediate, live quality check of how the generated model responds to a full range of human emotions and movements.

“

Face Track allows you to see your 3D character react to you in real time, right in the browser. This instant feedback changes how creators validate output before export.”

Feihu, CEO of Neural4D

What Is AnimeArt

AnimeArt is a dedicated feature within [Neural4D Studio](#) designed for creators who need high-quality, animation-ready anime characters. Users describe their character through a text prompt or upload a reference image, and the system generates a fully rigged 3D character exported in VRM format. The resulting file is ready to be imported

directly into game engines, virtual production pipelines, or VTuber streaming setups, with no manual modeling or skeleton binding required. Every character generated by Neural4D AnimeArt is built with a complete full-body skeleton rig as a standard part of the output, creating a

production-ready asset that can be driven by motion capture or real-time webcam input.

See Your Character Come Alive Before You Export

For game developers, VTubers, and animators, the ability to test expression fidelity before committing to a final asset is a meaningful step forward. Rather than discovering rigging or deformation issues after export, creators can now validate their character's face in motion the moment it's generated. For game developers, this means catching facial deformation issues before the character reaches the engine. For VTubers, it offers an instant preview of how the character will perform during a live stream. You can support our launch and join the community discussion on our official Neural4D on Product Hunt product page.

Built Into the AnimeArt Pipeline

The full workflow from concept to preview now runs entirely within Neural4D Studio: describe a character with a text prompt, generate a fully rigged VRM model, then switch to the Tracking tab and enable Face Track to see the character respond to live webcam input. No third-party software or intermediate steps are needed.

About Neural4D

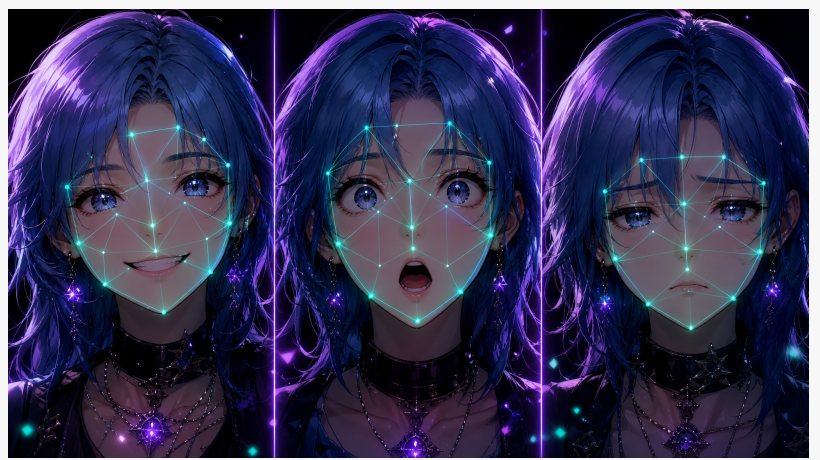
Neural4D is an AI-powered creative platform developed by DreamTech, offering a full suite of generative tools including Text to Image, Text to Video, Text to 3D, Image to 3D, and AnimeArt. Built on proprietary spatial intelligence technology, the platform serves creators and businesses across gaming, e-commerce, AR/VR, design, and digital entertainment.

DreamTech Company

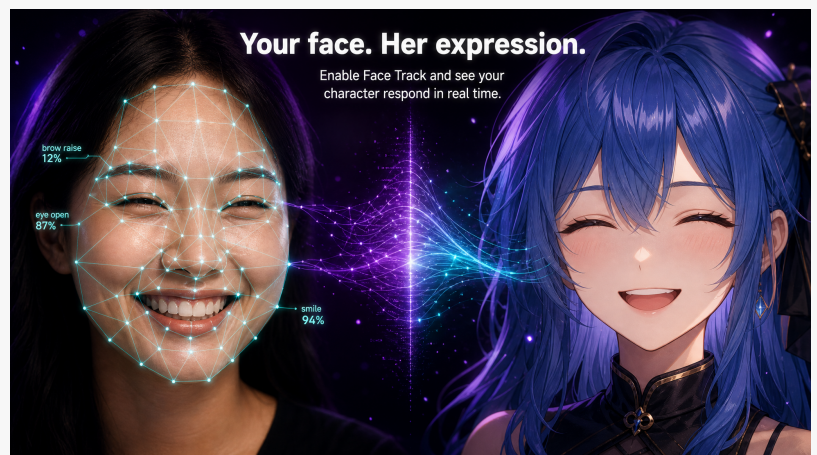
Neural4D

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Test expression fidelity and facial deformation instantly in the browser before exporting your VRM asset



Face Track maps webcam input directly to the character's face rig with zero third-party software required

LinkedIn
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Facebook
YouTube
TikTok
X
Other

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