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**VIRTUAL STUDIO**

# ComfyUI Character Generation

## Introduction

Alright, folks, buckle up because I'm about to take you on a wild ride into the world of character generation with ComfyUI. We're talkin' face details, crazy upscaling, and getting those perfect poses like you wouldn't believe.

By the end of this, you're gonna be a wizard at generating some serious professional-grade character visuals. And if you're not, well, at least you can say you tried, right? Let's do this!

## Installing ComfyUI

### 1. Step One: Install Python and pip

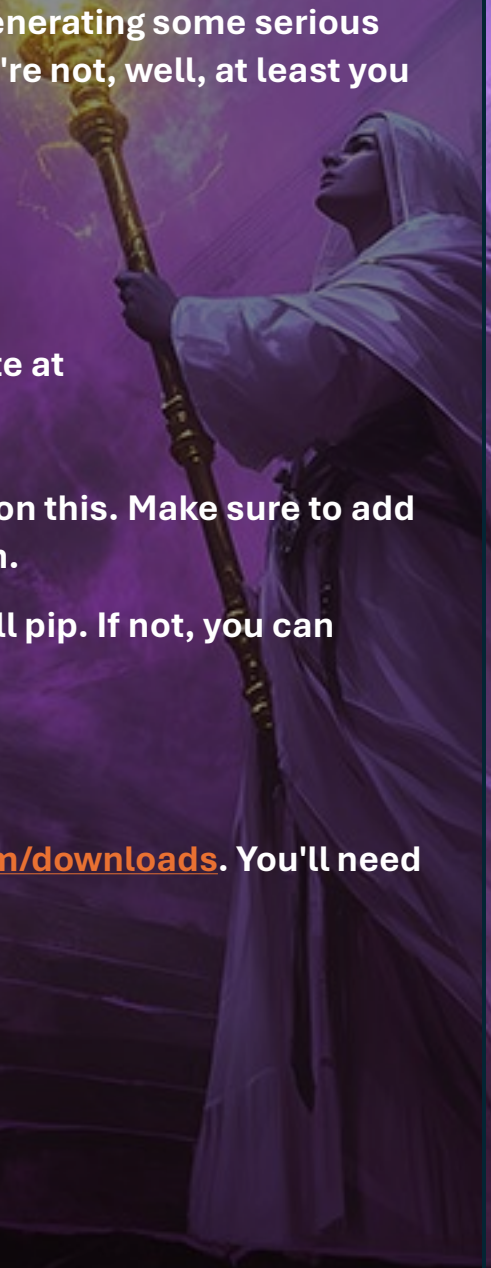
- Head over to the official Python website at <https://www.python.org/downloads/>.

Get Python 3.10.9. Not 3.11—trust me on this. Make sure to add Python to your PATH during installation.

- During installation, make sure to install pip. If not, you can manually do it:  
**`python -m ensurepip`**

### 2. Step Two: Install Git

- Download Git from <https://git-scm.com/downloads>. You'll need this to grab the repo.



## 2. Step Three: Clone ComfyUI

- Fire up the terminal from the directory you want to instal in, and run:

**git clone**

**<https://github.com/comfyanonymous/ComfyUI.git>**

**cd ComfyUI**

## 3. Step Four: Set Up Your Python Environment

- Manage your Python versions with pyenv:

**pyenv install 3.10.9**

**pyenv local 3.10.9**

- Or use Conda if that's your style:

**conda create -n comfyui\_env python=3.10.9**

**conda activate comfyui\_env**

## 4. Step Five: Install Dependencies

- Install the necessary dependencies:

**pip install -r requirements.txt**

## 5. Step Six: Run ComfyUI

- Time to get started:

**python main.py**

- Navigate to **<http://localhost:8188>** in your browser!

# ComfyUI Manager

## 1. Install ComfyUI Manager:

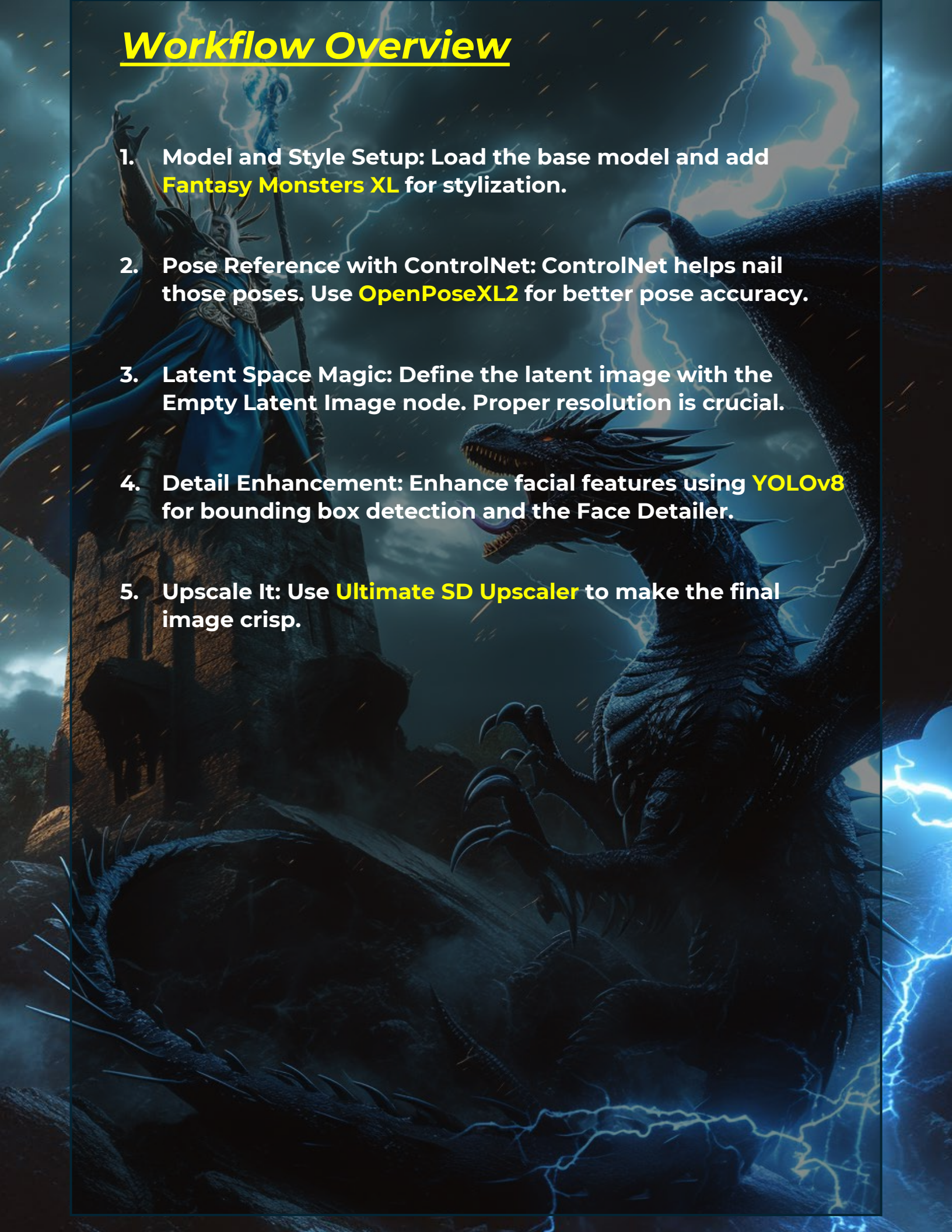
- Clone it directly into the custom nodes directory:  
`git clone https://github.com/comfyanonymous/ComfyUI_Manager.git custom_nodes/ComfyUI_Manager`

## 2. How to Use It:

- Open ComfyUI Manager from the interface.
- Download the following models:
  - ControlNet Models: Download OpenPoseXL2 for pose references.
  - LoRA Models: Grab **Fantasy\_Monsters\_XL.safetensors**. This is for reference when processing fantasy character requests
  - YOLO Models: Get **YOLOv8** for bounding box detection.

# Workflow Overview

1. **Model and Style Setup:** Load the base model and add **Fantasy Monsters XL** for stylization.
2. **Pose Reference with ControlNet:** ControlNet helps nail those poses. Use **OpenPoseXL2** for better pose accuracy.
3. **Latent Space Magic:** Define the latent image with the Empty Latent Image node. Proper resolution is crucial.
4. **Detail Enhancement:** Enhance facial features using **YOLOv8** for bounding box detection and the Face Detailer.
5. **Upscale It:** Use **Ultimate SD Upscaler** to make the final image crisp.



# Step-by-Step Workflow

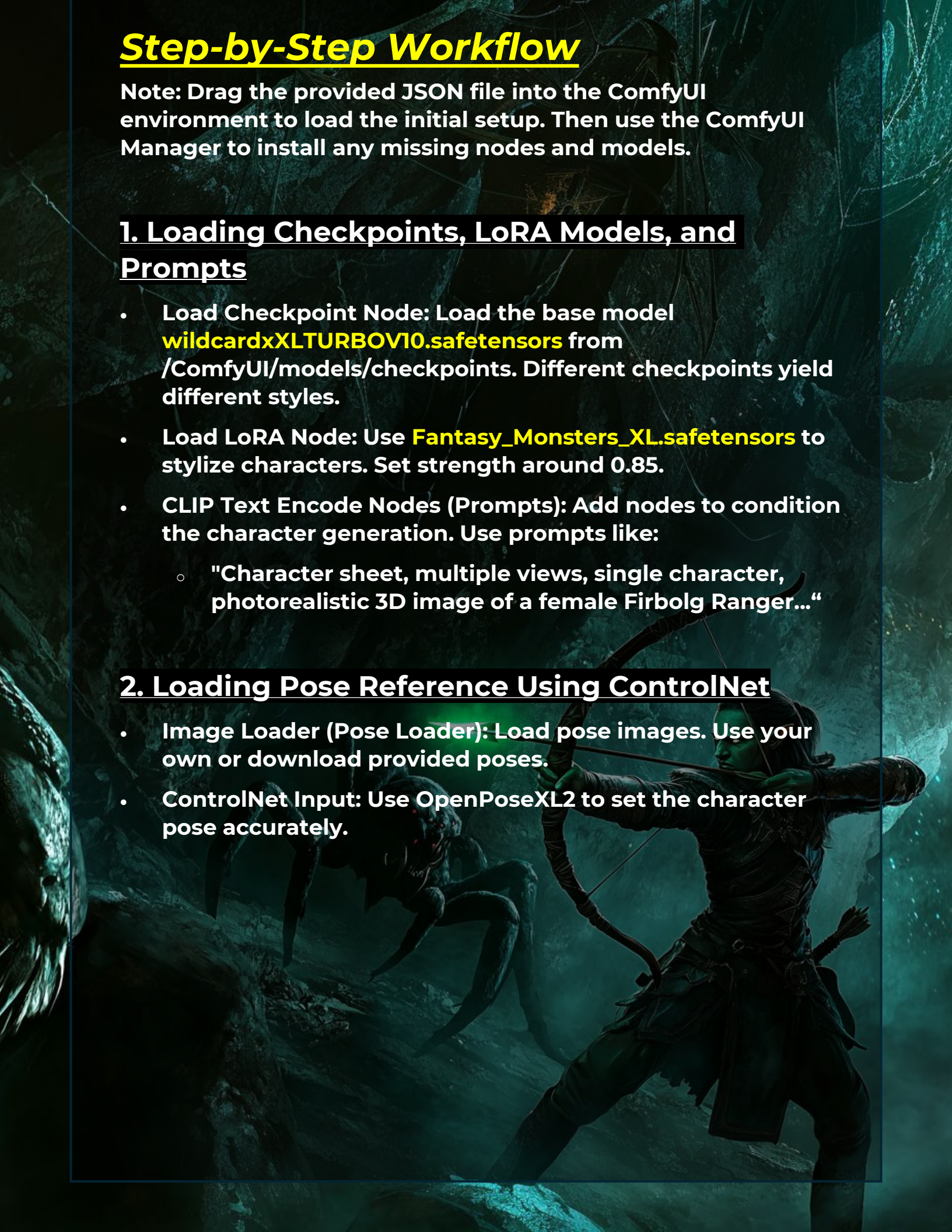
Note: Drag the provided JSON file into the ComfyUI environment to load the initial setup. Then use the ComfyUI Manager to install any missing nodes and models.

## 1. Loading Checkpoints, LoRA Models, and Prompts

- **Load Checkpoint Node:** Load the base model **wildcardxXLTURBOV10.safetensors** from /ComfyUI/models/checkpoints. Different checkpoints yield different styles.
- **Load LoRA Node:** Use **Fantasy\_Monsters\_XL.safetensors** to stylize characters. Set strength around 0.85.
- **CLIP Text Encode Nodes (Prompts):** Add nodes to condition the character generation. Use prompts like:
  - "Character sheet, multiple views, single character, photorealistic 3D image of a female Firbolg Ranger..."

## 2. Loading Pose Reference Using ControlNet

- **Image Loader (Pose Loader):** Load pose images. Use your own or download provided poses.
- **ControlNet Input:** Use OpenPoseXL2 to set the character pose accurately.



### **3. Latent Space Setup and Image Generation**

- **Empty Latent Image Node:** Define the initial latent image. Set to 1024x1024.
- **ToBasicPipe Node:** Take the raw data from multiple inputs and feed it smoothly into other nodes for processing. This is crucial for ensuring data compatibility across the pipeline.
- **KSampler Node:** Use DDIM as the sampler for generating the image. Steps around 20-30 are good for quality without overkill.

### **4. Detail Refinement**

- **Ultralytics Bounding Box Detection:** Use YOLOv8 for facial detailing. Adjust bounding boxes to enhance the face more precisely.
- **Face Detailer:** Refine facial details. Set guide size to 384 and denoise to around 0.5 for a smooth but detailed look.

### **5. Converting Latent to Visible Image**

- **VAE Decode Node:** Convert latent representation into a visible image.

### **6. Upscaling and Saving the Final Image**

- **Ultimate SD Upscale Node:** Upscale the final image by 2.0 with 1024x1024 tile dimensions. For the best quality, use ESRGAN.

# **Practical Tips and Considerations**

- **ControlNet Strength:** Set it around 0.85 to keep poses looking natural.
- **Bounding Box Adjustments:** Adjust box sizes for better face detailing.
- **Upscaling:** ESRGAN is your go-to for quality upscaling.

## **Resources and Tools**

ComfyUI GitHub Repository:

<https://github.com/comfyanonymous/ComfyUIControlNet>

Models: Get OpenPoseXL2 from HuggingFace.Ultralytcs

YOLOv8 Models: Get them from

<https://github.com/ultralytcs/yolov8>.

## **Conclusion**

There you have it.

Stick to these steps, and you'll be cranking out incredible character visuals in no time.

Just remember, it's all about the details—focus on poses, latent spaces, and refining those features.