

ANIMATION #6 – “MOUTH CHARTS/LIP SYNCING”

In your final film you may be interested in adding dialog in it. In order to do this, we will need to learn how to **import audio** in an animation.

Your Assignment:

Create a lip-sync animation.

Step 1

Use your own voice clip or Find a voice clip from the following site:

<http://www.moviewavs.com/Cartoons.html>

Step 2

Import your audio by clicking:

File> Import> Import to Library.

Step 3

- Create a layer for your **audio** and create a layer for your **animation**.
- Name one layer **Audio** and another **Animation**.
- Go to your Library panel and place your voice clip on your **Audio** layer.
- **LOCK YOUR AUDIO LAYER!** (You don't want to accidentally draw on your animation layer!)

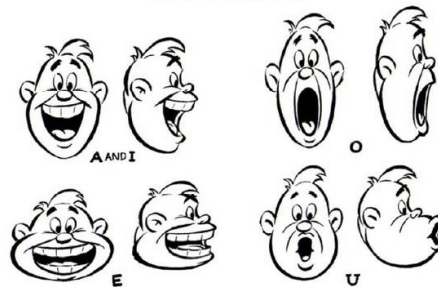
Step 4

Pick one of the **Mouth Charts** from the website and **sync** your audio with the proper mouth shapes! You will be marked on how accurate it is! **MAKE SURE YOU ARE DRAWING ON YOUR ANIMATION LAYER!**

DIALOGUE - VOWELS & CONSONANTS

BELOW ARE THE MAIN MOUTH EXPRESSIONS USED IN DIALOGUE. THE FACE IS AN ELASTIC MASS THAT CAN BE SQUASHED OR STRETCHED TO FIT THE MOUTH EXPRESSIONS. THIS CREATED A GOOD CONTRAST BETWEEN POSITIONS THAT HELPS YOUR ANIMATION. STUDY YOURSELF IN A MIRROR AS YOU SPEAK THE WORDS YOU ARE ANIMATING. PRONOUNCE THE WORDS DISTINCTLY AND THE CORRECT MOUTH POSITIONS WILL BE APPARENT.

THE VOWELS



WHEN ANIMATING A GROUP OF WORDS, STUDY THE WORDS AS THEY SOUND WHEN THEY ARE SPOKEN QUICKLY. IT IS BEST TO FOLLOW THIS OVERALL MOUTH PATTERN AND REPRESS OR MODIFY INDIVIDUAL SYLLABLES THAT ARE NOT IMPORTANT TO THE WHOLE.

This animation should include:

A lip-sync animation

Sticker of completion

