

Lip Synch Tips

From *The Animator's Survival Kit* by Richard Williams

- Animate 'phrase' not individual letters (THINK - gestalt – the whole-ness and the way it plays back to soundtrack not the way it 'should' look)
- Mouth is open for vowels (A,E,I,O,U)
- Mouth closes for consonants (B,M,P,F,T,V)
- Tongue behind teeth for (N,D,L,TH,T)
- Closed Mouth consonants need 2 frames (otherwise vowel that follows will be impaired)
- If you overlay picture mouth poses onto sound track where consonant only has 1 frame 'steal' a frame from next vowel
- Extreme 'pose' (pop) into vowel – no inbetween images
- Start with picture frames literally overlaid to sound – then play back you might have to move picture so it precedes sound by 1-2 or 3 frames. Play back to confirm / then tweek.
- Do large body motions first – add lip synch after (finesse). Motion first – lip synch second. Get the emotion right on the body before you add talk pictures
- Look at yourself in a mirror as you speak a phrase – make note of what lip pictures you will need (use)

The Steps for Computer Lip Synching!

Make Lips

1. Draw basic lips for animation (see handout) or use my 'scanned' lips from Preston Blair's Cartoon Animation Book...
2. Use Duplicate Symbol and edit duplicate to keep registration!!! If you make your own - that is!!!

Sound Track and Planning on Paper

1. Create/Find/Record Sound for Dialog
2. Write down dialog phrases on sheet of paper

Flash Time!

1. Import Sound into Flash and place on timeline
2. Name Layer – “Sound”
3. Increase/decrease width of Frames – normal to large (as needed)
4. Increase height of Sound Layer (Layer Properties -300% - layer height)
5. Set Sound to Stream (Frame Properties)
6. Create new layer – “dialog”
7. Put ‘labels’ into keyframes - include the words you will be animating (Frame Properties)
8. Drag keyframes with labels in them over parts of sound track and match to waveform
9. Create new layer – “lips”
10. Look at handout and pick lips you plan on using – add to keyframes along timeline under sound track and dialog track
11. Use SWAP SYMBOL (instance properties) to exchange lips
12. Scrub to find spot and use playback to check and continue to tweak sliding keyframes forward and backward...

Voila!!!