

Animations Project

Lip Syncing

Create a talking character. It could be a cartoon character that says a message, or you might like to create a sketch of yourself that introduces an assignment or a social media page that you have.

Designing

Draw a planning diagram of the shape you are going to create and work out the audio that will be spoken by the shape.

The Solution

- 1 Create the sketch and set the not-talking mouth shape to be in a separate layer.
- 2 Find some appropriate mouth shapes that you can use as a guide to create your mouth shapes. You can do a Google search for Lip Sync Mouth Positions or draw your own.
- 3 Set the mouth shape to a GRAPHIC symbol then edit it.
- 4 Create the different mouth shapes in separate keyframes.
- 5 Label each of the keyframes so that you know which letter(s) they represent and exit from the symbol.
- 6 Create an audio message and save it in a suitable format such as MP3. Programs such as Audacity or GarageBand can be used to record the message.
- 7 Create a layer for the audio, import it and set enough frames so that all the audio can be heard.
- 8 Set the same number of frames for the other layers.
- 9 Use the LIP SYNCING option to allocate the mouth shapes to the settings in the LIP SYNCING dialogue box.
- 10 Add a stop command if you want the message to only play once.
- 11 Fine tune the lip sync effect using the FRAME PICKER option.

Evaluation

- 1 What are the advantages of the Lip Syncing feature in Adobe Animate?
- 2 What are the limitations of the Lip Syncing feature in Adobe Animate?