Lip Syncing

Lip Syncing is the process of synchronising mouth movements to spoken letters. In the past is has been a really difficult process to make animated characters talk in a realistic way. However, Adobe Animate provides an automatic LIP SYNCING option that makes the process much easier.

The process is not perfect, but it does a reasonable, and also provides a fine tuning feature to manually improve the results.

Loading the Prepared File

A sample sketch of a face has been prepared for you.

1   Load Adobe Animate or close the current files and select the OPEN button.

2   Access the CHAPTER 24 folder of the ANIMATE CC SUPPORT FILES and open the LIP SYNC file.

3   Use SAVE AS from the FILE menu to save the file in your STORAGE folder as:

<p align="center">Lip Sync</p>
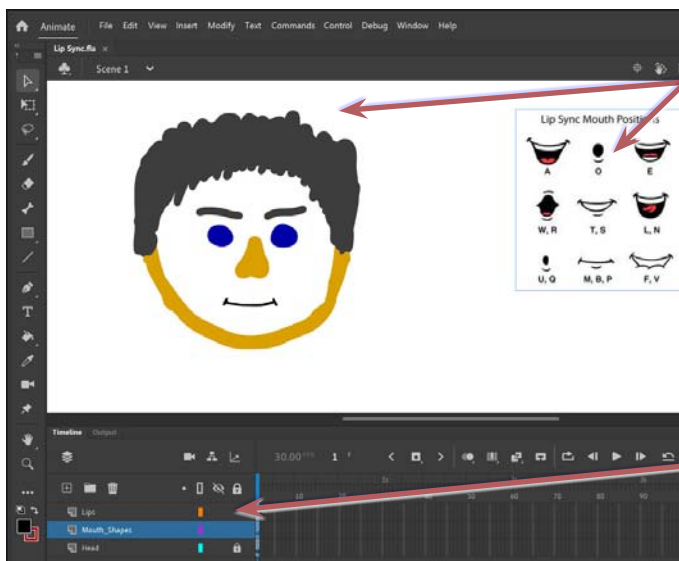
4   The file contains a quick sketch of a face and some sample mouth shapes. These can be searched for on the internet.

5   There are 3 layers:

The HEAD layer which is the face, hair, eyes and nose.

The MOUTH_SHAPES layer which contains the sample mouth position image.

The MOUTH layer which contains the shape that will be animated.

Creating the Mouth Symbol

The auto Lip Sync feature requires that each mouth position is placed in a keyframe within a GRAPHIC symbol, so the MOUTH shape will first need be converted to a symbol.
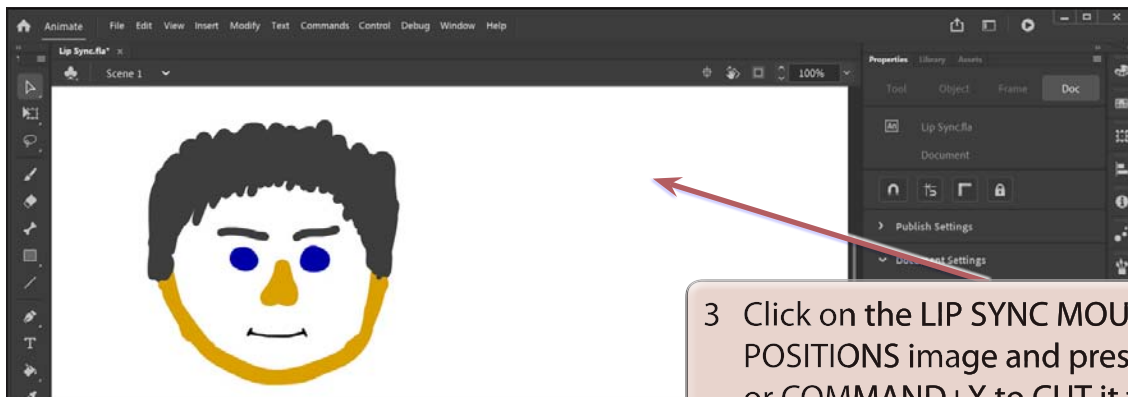
To make the process easier the sample LIP SYNC MOUTH POSITIONS image will be cut and pasted into the graphic symbols editor.
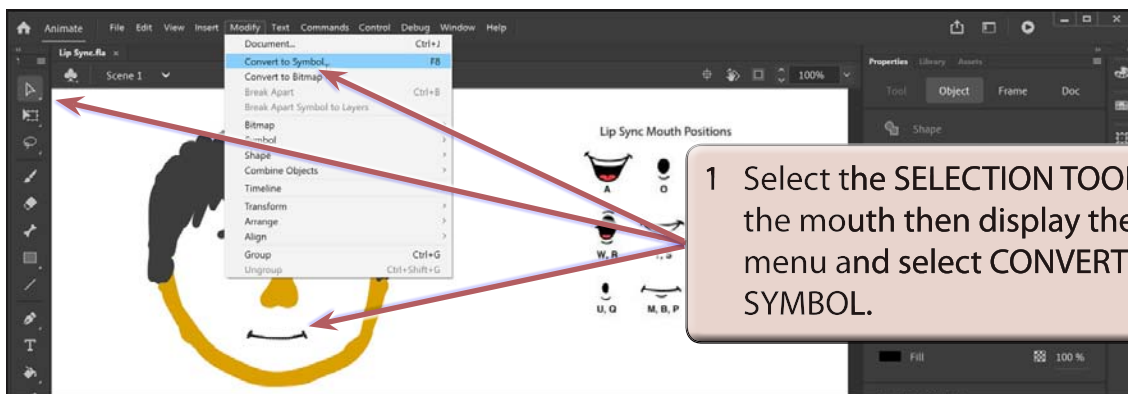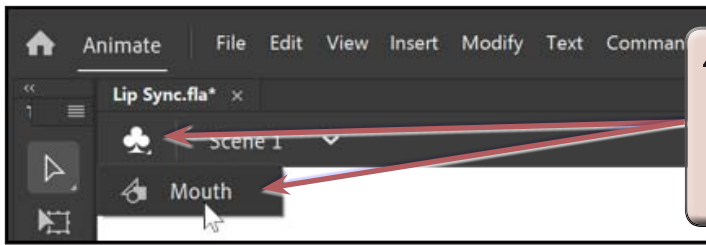

1 Select the SELECTION TOOL, click on the mouth then display the MODIFY menu and select CONVERT TO SYMBOL.
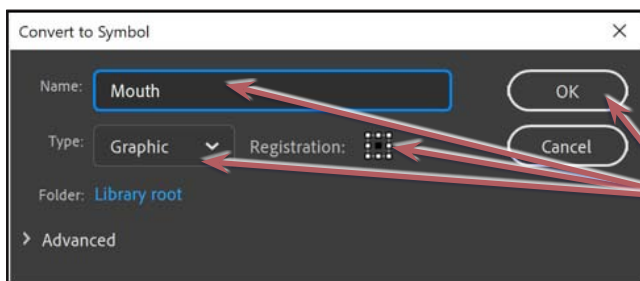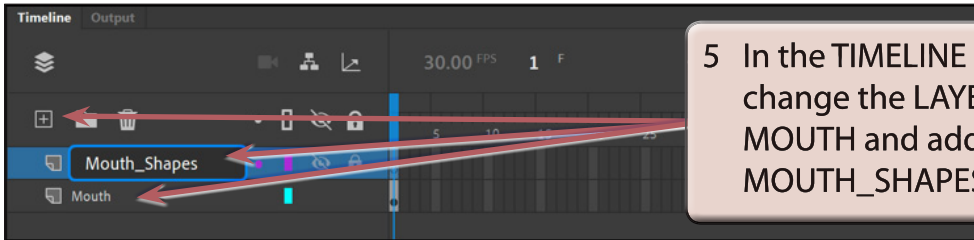

2 Call the symbol MOUTH, set the TYPE to GRAPHIC, the REGISTRATION to CENTRE and select OK.

3 Click on the LIP SYNC MOUTH POSITIONS image and press CTRL+X or COMMAND+X to CUT it from the stage.

4 Edit the symbol by selecting it from the EDIT SYMBOLS icon in the EDIT BAR or by double clicking on the mouth shape.

5 In the TIMELINE panel for the symbol change the LAYER_1 name to MOUTH and add a new layer called MOUTH_SHAPES.
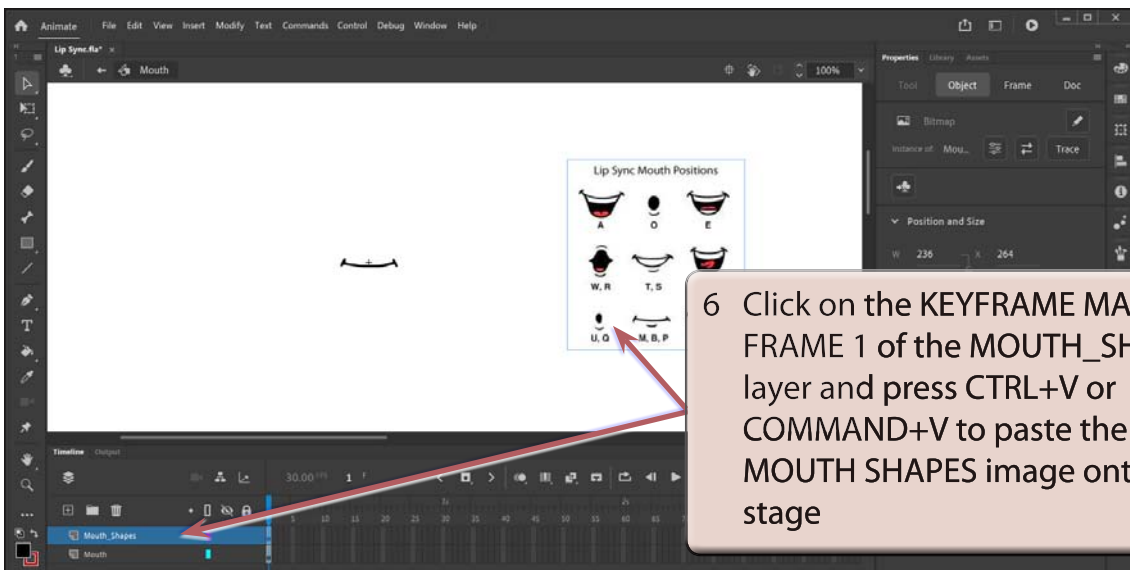
6 Click on the KEYFRAME MARKER at FRAME 1 of the MOUTH_SHAPES layer and press CTRL+V or COMMAND+V to paste the LIP SYNC MOUTH SHAPES image onto the stage
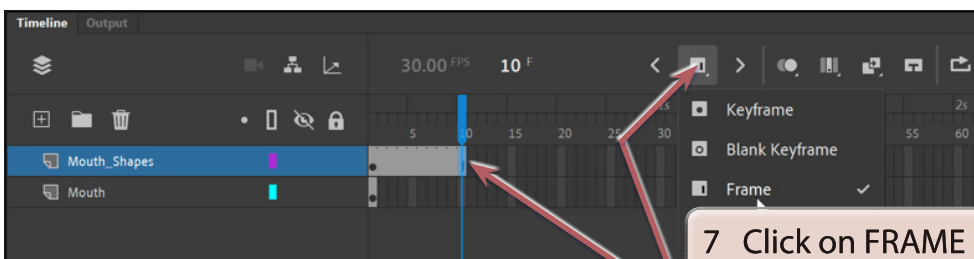
7 Click on FRAME 10 of the MOUTH_SHAPES layer and press F5 (or use the INSERT FRAME icon) to insert 9 extra frames.

> **NOTE:** **i** **The 10 frames in the MOUTH_SHAPES layer will keep the sample mouth shapes image on the screen as keyframes are added to the MOUTH layer.**
>
> **ii** **The LIP SYNC MOUTH POSITIONS image is in the LIBRARY panel and it could have been inserted from there.**

Creating the Mouth Shapes

The normal lip sync process is to draw the different mouth shapes you require to represent each letter(s) manually. However, to save time here we will 'cheat' a bit and just use the samples in the LIP SYNC MOUTH POSITIONS image.

Each mouth has to be drawn in a separate keyframe for the auto lip sync process to work.

A   Creating the A Mouth Shape

1 Click on the LIP SYNC MOUTH POSITIONS image and press CTRL+B or COMMAND+B to break the image into a bitmap image.

2 Click on FRAME 1 of the MOUTH layer and press F6 (or use the INSERT KEYFRAME icon) to insert a keyframe.