Lip-­‐Syncing Tutorial

Adobe Flash -­‐ KeyFraming

For this single day assignment you’ll lip sync a character with your own voice using multiple mouth symbols in Flash. You get to choose if you want to lip sync a panda bear, blond guy, or your own character. First you’ll record a short phrase with your voice.

1. Open Adobe Audition or Audacity to record yourself.
2. Click on the red record button and record a quick phrase (about 5-10 seconds long).
3. Go to EFFECTS on the menu bar and select TIME & PITCH.
4. Adjust the STRETCH or PITCH SHIFT sliders.
5. Play your clip and adjust to get the speed and pitch you like.
6. Go to FILE, EXPORT, FILE, type a title, change type to .mp3, select the saving location, & click OK.
7. You may close Audition if finished recording.
8. Open the file “LipSyncingTutorial.fla” from the server (Z:drive).
9. In the Flash library, you’ll see numerous “graphic symbols” and an audio clip. There are also several layers in the “Timeline” panel.
10. Go to FILE, IMPORT TO LIBRARY, browse for your new audio file, & select it.
11. Create a new layer & drag it so it’s above the layer called “Mouth”.
12. Name this new layer “Audio2”.
13. Move the playhead on the timline or play it to see how the audio file layer works.
14. Select the 1st frame of your “Audio2” layer. Drag your new audio clip from the “Library” to the actual workspace (stage). (Meaning, drag the audio clip on or around the character.) After you have dragged the audio clip to the workspace, there should be a little audio wave inside your blank keyframe in your “Audio2” layer.
15. Select the 1st frame of the new audio clip (Audio2) and go to the PROPERTIES panel.
16. Go to “Sound” in the PROPERTIES panel and change “Sync” to “STREAM”.
17. You may delete the original “Audio” layer now.
18. Now to begin the lip-­‐syncing! From this point on, you will only be editing in the “Mouth” layer in the Timeline panel unless you choose to move the character’s head, shoulders, facial features. It will look more realistic if you do but it’s not required for the grade.
19. What you are going to do next is simply drag the playhead across the timeline to the frames where the character's mouth should be moving and matching the words in the audio clip to the new symbols you will add). Listen to the audio clip multiple times to find the specific instances where the character's mouth should change. (To listen to the audio clip, simply drag the playhead back and forth or press play (the playhead is the little red rectangle with a red vertical line located on the timeline.)
20. It is best to listen to the audio clip and make the mouth shapes yourself (with your own mouth) to understand which of the mouth symbols you should use from the “Library” tab.
21. When you want to change the character's current mouth symbol to another mouth symbol, simply drag your playhead to the frame where the mouth should change shape and **insert a keyframe** into that frame. (Use F6 to create a keyframe.)
22. While you're still on that newly created keyframe, **right-­‐click on the mouth symbol** and select **“Swap Symbol”.** A new window will appear for you to choose your desired symbol. Select the symbol you want for that keyframe and press OK.

You will probably have to swap the symbol to a different one again and again to get it right. It will require some practice of course. Keep creating keyframes (and swapping symbols) throughout the whole process on the “Mouth” layer until the audio clip has ended.

Once you have completed everything and you're satisfied with the lip-­‐syncing, it's time to save & publish!

1. Go to File > Save As, and save your Flash document (.fla) to your desktop as “Lastname,Lipsyncing”.
2. After you have saved your .fla file publish the .swf file by holding down COMMAND & pressing RETURN or going to File > Publish Settings and setting the settings.

(Under the "Publish" tab, make sure the box next to "Flash (.swf)" is checked.)

25) Copy the .fla & .swf files on your desktop to the appropriate folder located in the  
 server called “LipSync”.

Your grade will be determined by how realistic your lip-­‐syncing looks.