Toon Boom Animation Project

Task

You will be creating a 30-60 second animation of an animation actively speaking or singing and dancing in a background that has moving components and suits the theme of the animation.

Part 1

Adding Music/Sound (with singing/speech)

- **Carefully choose the music/speech that you want to use and save it in MP3 format.**
- **Go to File – Import- Sound and then double click on your saved sound file.**
  - **A layer will appear with sound waves in it to show you that it is working.**
  - **If you see the sound waves but do not hear anything, then hit the sound icon on the timeline.**
- **The sound file can be shortened or edited by highlighting the frames that you do not want and deleting them.**
- **If you can....find your music as vocals only in one file and music in another file.**
- **Create your animation with both of these layers to help you make your animation. If this is possible for you...you lip syncing will be much easier.**

Part 2

Create dance/movement to go along with this sound

- **Animation can be done frame by frame or with pegs.**
- **Use copy/paste to save yourself a lot work.**
- **Dance needs to have a minimum of 4 different 4 beat movements. These patterns can be repeated through the song in various ways.**

- **Speech must have regular different movements that correspond with what is being said and the tone of speech.**
- **Your animation will have its body parts on different layers that are named**
- **The head of the animation will be oversized (a least a little) so we will be able to see the lip syncing that will occur later.**

Level 4 work will include

- **Movement that is in time with the music**
- **Movements that show the animation facing forward as well as to the side doing movement.**
- **Showing your animation moving as some point in 3 dimensions (show them get smaller walking away or larger walking toward the camera.**

Part 3

Create Background that flows and interacts with the person.

- **Create a stage with fans**
- **Show the mic and the speakers pumping in time with the music**
- **Show a podium where the person is speaking.**
- **Show an environment where your animation is performing/speaking.**
- **The background will be made of various layers and will include at least 3 movements from different objects/parts of the background.**

Level 4 work will include

- **A colorful 3D background**
- **Use of effects layers of some of your images**
- **Some form of movement that is in time with your music**
- **Background contains a fore, mid and back layer**

Part 3

Add Lip Syncing so the animation appears to be singing or speaking the words

- **Create your mouth layer and turn on the onion skins so you can see the position of your last drawing.**

- **You will be drawing a total of 8 different mouths – one on each of the first 8 frames.**
- **The images below give you an idea of the general positions of the mouths based upon the sound they are going to make.**
- **Highlight the mouth on your animation**
- **Go to Library -> you will be able to view the 8 different mouth drawings that you have created.**

MOUTH CHART FOR TOON BOOM STUDIO

CHARCTER COPYRIGHT ROB CAMPBELL, 2005

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X	A	B	C
(CLOSED)	(BMP)	(CONSONANTS)	(E)

D	E	F	G
(A,I)	(O)	(W,Q)	(F,V)

TOON BOOM MOUTH POSITIONS

|			
A,X	**B**	**C**	**D**
(B,M,P, CLOSED)	(CONSONANTS)	(E)	(A,I)
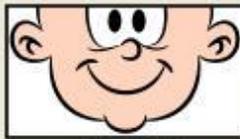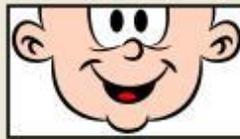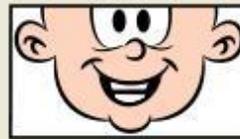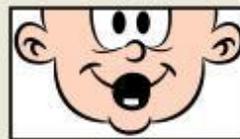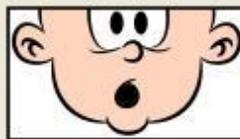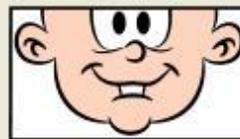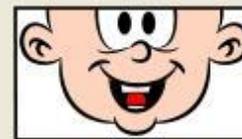
|			
E	**F**	**G**	**L**
(O)	(W,G)	(F,V)	(L,TH)

- **Right click on the sound layer and go to the bottom**
- **Click on Lip Sync and goto auto lip sync detection**
- **Right click on sound layer again**
- **Click on Lip Sync and goto Map Lip-Sync**
- **Set the source Layer as your sound layer (it should already be like this since you right clicked on the sound layer)**
- **Set the destination layer as your mouth layer.**
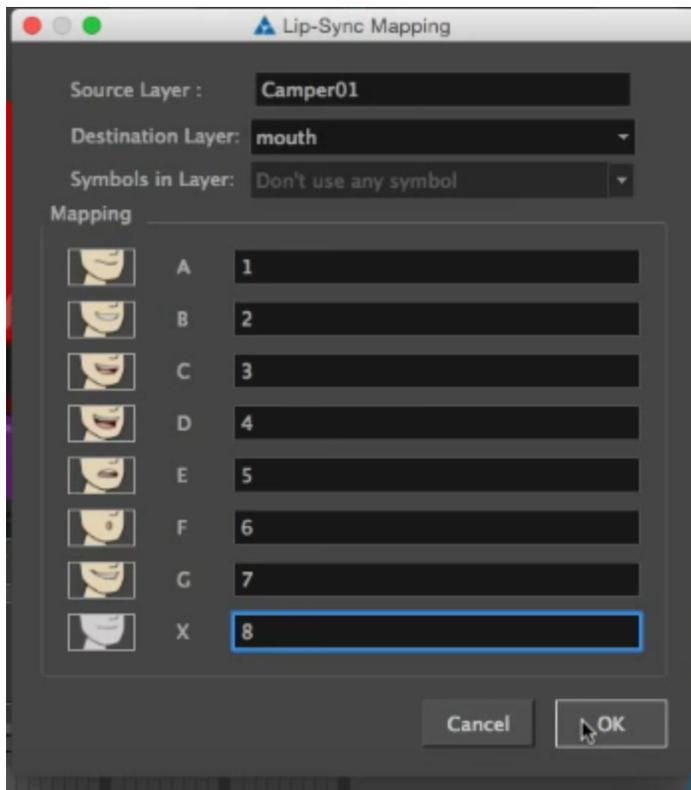
- Look at the mouth images and name according to which frame you drew the similar mouth image.
- Go to the moth layer and you will see a number of lines that indicate where mouth movement has occurred.
- Go through these and make any adjustments to try and make this look at realistic as possible.
- You will need to be careful that your animation does not have their mouth moving during instrumental parts of your music. If they do you can change the mouth image on those frames so there appears to be no mouth movement.
- This tutorial will walk you through these steps if you are having trouble.
- **Automatic Lip-Sync tutorial**

Level 4 work will include

- Obvious differences between mouth movements
- Realistic appearance of lip-syncing
- Added facial expression with eyes (can be done with lip syncing tool or frame by frame)

- **Lip syncing incorporated with head in side view as well as front view**

Part 4

Adjust cameras to zoom in/out and focus on different parts of the scene.

- **Create a camera layer**
- **Create a camera peg with a keyframe a frame 1**

- **Click on the Translate tool**
- **Click on the top view (on the right side of the screen)**
- **From here you can move the camera where you wish**
- **Move to your last frame and use the translate tool to move the camera where you wish.**
- **To move between the start and the end you can go to View -> Show -> Control (Shift F11)**
- **You will see an orange movement path that you can adjust to have the camera do what you with throughout your animation.**
- **Watch the tutorial below for a step by step demo.**

Camera Movement Tutorial

Level 4 work will include

- **Zoom in on dance or face**
- **Camera will move a a smooth speed and be looking at appropriate objects in animation.**
- **If this gets crazy, delete the camera peg and try it again.**

When you are done, title this animation_name and put it into your folder.