## **Narrative Animation Considerations**

## **Phonemes:**

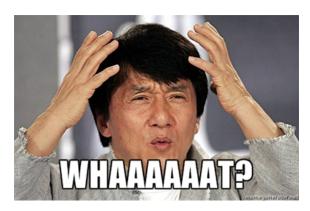
Don't try to animate every letter of a word. Stick to the main vowels and sounds that we make. The mouth will transition between them. Things like E's and O's define the mouth. F's, B's, M's and V's require the mouth to close for the sound to be made.



## Animating the body:

When animating your lipsync narrative listen carefully to the sounds of the words instead of trying to annunciate every letter. The mouth flows from one word to the next and you want to make sure that you watch the vowels. Examine your own mouth when you say something and you'll find that certain sounds are impossible to make without forming your mouth and using your tongue and teeth in certain ways.





Surprised, Scared

Confused

Communication isn't just the mouth, it's the eyes, the timing, the posture of a character. What makes an authority figure stand out opposed to a cowardly or scared character. How fast, slow or loud do the talk? Do they move quickly or slowly? Do they stand tall with their chest out and shoulders back with their chin up or do the curve in, chin down, eye brows lifted in the middle?







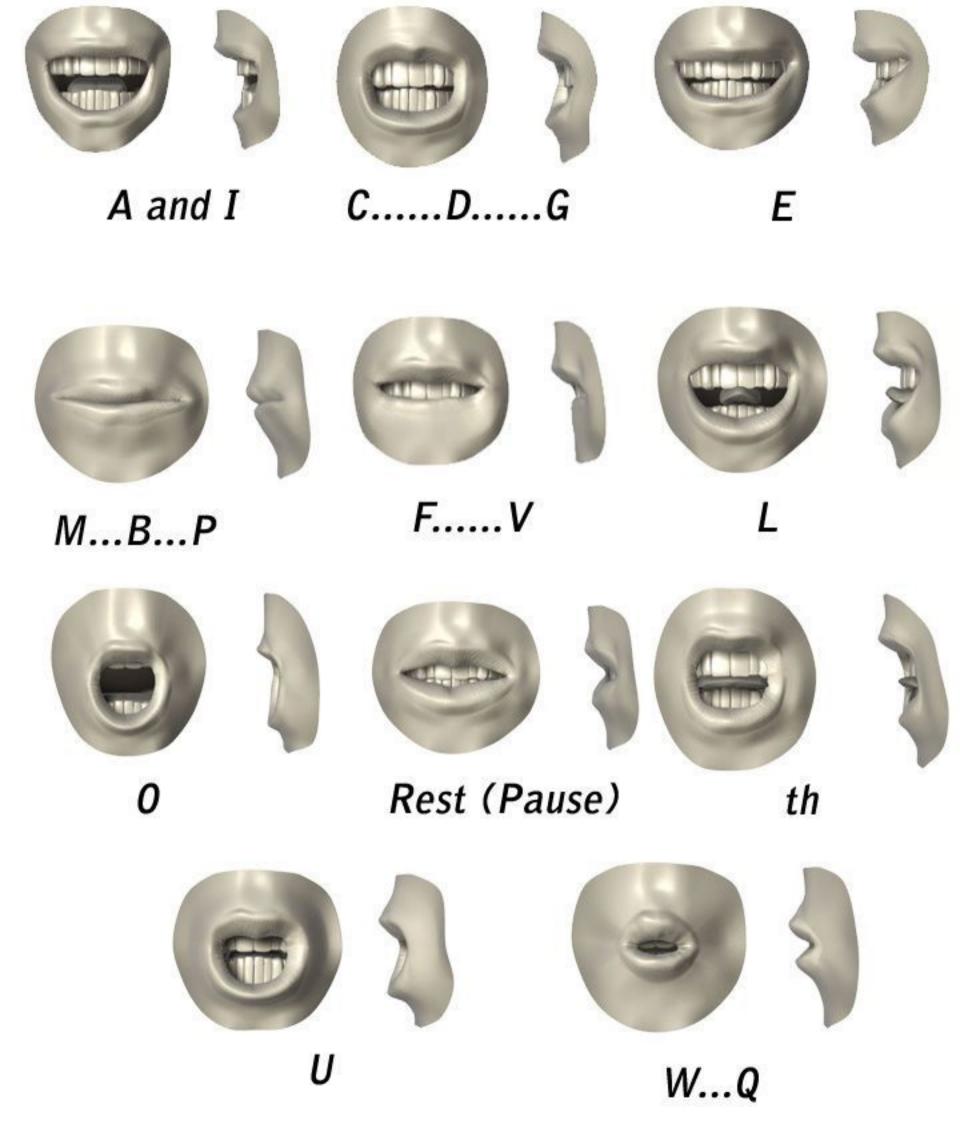
Depressed, Thinking

You'll be graded on not only facial animation and hand movements but the entire body moving. Where is the weight of the character? What is the character thinking? What is the personality of the character? Does the character speed up and slow down when appropriate?

- These are all things to consider when animating your character!
- Use lots of references!
- Film yourself of a friend!
- Get up and act out what the character is doing!

If you can't do it, then your character mostly likely won't be able to.

## PHONEMES: (MOUTH TO SOUNDS)



letters correspond to the movement your month should make during speech

