

## Lip-syncing in Toon Boom

1. **Make your recording:** Find a computer with a microphone attached and log in as yourself. That's important because you'll want to save your dialog in your digital locker for use back at your own workstation.

Go to START, PROGRAMS, ACCESSORIES, ENTERTAINMENT, SOUND RECORDER. Use the controls and the microphone to record your speech.

Save your recording in your digital locker as a .wav file. Then log off and return to your workstation. NOW COPY YOUR SOUND FILE FROM YOUR DIGITAL LOCKER TO YOUR DESKTOP. Otherwise ToonBoom won't be able to save. I have no idea why that is.

2. **Set up the exposure sheet:** Make a drawing element for your character's face. Place or draw your character there. Don't include the mouth. If you already have a mouth for the character, select it, cut it, and paste it into a new drawing element called "mouth." If you don't already have a mouth on the face, draw a basic mouth in the first frame the new "mouth" drawing element.

So you can see the face element while you draw the mouth, you can place the face in the static light table (hit the static light table button, then drag the bottom of the exposure sheet down until you get the light table open). OR you can go to the view menu and choose "turn on auto light table."

3. **Add the sound:** Make a new sound element. Right-click in the frame of that element where you want the sound to begin, and select "import sound file." Then select your sound and hit OK.
4. **Show the suggested lip-synch mouth positions.** Right-click in the first frame of the sound and choose "show lip-sync." Then click the "thumbnail" button at the top of the exposure sheet.
5. **Draw your face and mouth positions.** You will need face drawings in each frame in which the sound exists. Insert and copy/paste as needed. Then draw mouth positions similar to those shown in the thumbnails of the sound element. That should do it.

