

Lip Sync Assignment – DGIM 2520 - 3D Character Animation

For this assignment, you are required to create a short lip sync clip with facial expressions and body movement using the Blender Flex Rig demonstrated in class. Begin by visiting the Eleven Second Club website at www.11secondclub.com and view some of the entries for inspiration. You may choose to use any of the wav files from that site or search Google for a memorable clip which is between 10 and 20 seconds from a recognizable movie or television show you enjoy. In order to keep render times reasonable, search for clips which only have one character speaking, since you will only use one instance of the Blender Flex Rig.

Begin by setting up the audio as shown in class and then marking the phoneme sounds in the Video Sequence Editor. Use the Lib_Phoneme pose library to create the lip sync. Next, record yourself (or a friend with good acting talent) with a tool like PhotoBooth repeating the same lines with exaggerated facial features and body movements. Use this as a reference to apply to your custom Flex Rig Character. Remember, one of the keys to good character animation is exaggerate to make the character interesting.

Perform one render with the camera positioned for a closeup of the characters face, a second render showing the characters upper body and a third showing the entire character plus the background. Feel free to add some background props but focus most of your energy on the flex rig character.

Upload all video files in mp4 format, along with the blend project file to the Lip Sync Assignment folder on D2L.