LipSync

This is an automated 2D mouth animation package with 21 different characters. Every character has it's own sprites for every english letter, and common collocations (such as 'ee', 'ch', 'sh', 'th'…). The only thing you have to do is add the input text, and that's all. You can try it in the editor through the Inspector window, or you can pass the data through code as well.

☆ **But that's not all …** ☆

There is a smart text correction system, which you can use to add your own letters from another language and use your own sprites. You can use it to tweak the animation to make it more sightful.

Installation

Download it from the Unity Asset Store, and import it to your project through the Package Manager. From Unity version 2020.1 onwards, the Unity Asset store will only exist on the web form, so you have to download this asset from the web, and then import it through the Package Manager into your project.

Usage

There is a 'DemoScene', where you can find all the characters at one place to try out them. You have to enable the parent of the wanted GameObject to see it.

The 'LipSyncManager.cs' script manage all the needed informations and mechanics. It is well commented, so you have every information there, if you want to modify it.

If you have any questions, suggestions or feedback, please feel free to leave a review on the Unity Asset Store or contact me at petrahugyecz@gmail.com.