**Types of Dialogue:**

* Sync dialogue – scripted or unscripted
* Wild Track – recorded on location without picture either to augment or replace existing
* ADR – addition dialogue replacement
* Dramatic voice over
* Commentary
* Loop group – improv, ADR for BG extras

**Animation Process:**

1. Script/storyboard
2. Dialogue record
3. Animatic – storyboard edited to dialogue and guide audio
4. Full animation

**99% of dialogue recordings are mono –** even if they appear as stereo interleaved tracks

**DO:**

* make sure edits will work before the end of a recording
* maintain rhythm of speech
* edit where the next/word syllable starts

**DON’T:**

* Take out all the breaths or pauses
* Assume words from different session/scenes will work together
* Assume because the word is in the script it will work elsewhere
* Assume you can fix it with a plug-in

**Common Problems:**

* Actors/Contributors – unwanted vocal/bodily sounds, lip smacks, jewellery, etc.
* Mics – clothing on radio mic
* Set noises – dolly noise, lights, footsteps
* Background noise

**Common solutions:**

* Editing out pops, lips smacks
* Use alternative takes in drama or words from another part
* If problem is heard on location, there may be a wild track to cover
* ADR
* Software solutions

Remember to record with **perspective** in mind