# Lip Sync in Adobe Character Animator

Adobe Character Animator looks for a Mouth group in your PSD or AI file and will automatically switch between the layers inside based on what you say. Here are some tips on how to set up your Mouth group.

## Correct Names

If you name and structure your Mouth group like this, Character Animator will automatically recognize and tag these mouth shapes upon import.

📁 Mouth
- Neutral
- Smile
- Surprised
- M
- D
- S
- Ee
- Uh
- Aa
- R
- Oh
- W-Oo
- F
- L

## Custom Mouth Tips

- Lock the top jaw. Keeping the top row of teeth in a consistent place helps things look smoother.
- The Cycle Layers behavior can be added to a mouth group to add a few frames of transitional animation when that sound is picked up. The mouth opening to Ah or W-Oo is a common application.
- You can add additional mouth shapes (sad, yell, etc) into your Mouth group and show them via keyboard triggers.
- These are examples of a frontal view, but quarter and profile views can follow the same general guidelines.

## Webcam Mouths

There are three shapes that are determined by the shape of your mouth in the webcam. These only show up if no audio is detected (no one is talking). Neutral is the most common to see and should be your default "rest" mouth.
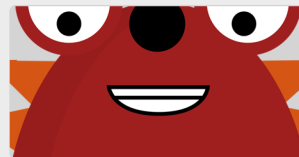


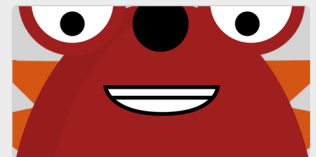Neutral          Smile          Surprised

## Visemes

The other 11 mouth shapes, called *visemes*, are determined by audio. Visemes are visualizations of key mouth positions when saying common phonetic sounds. Character Animator listens for 60+ specific sounds and translates them into visemes.
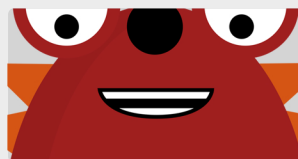


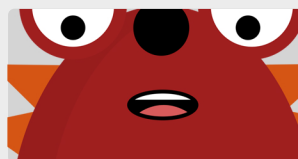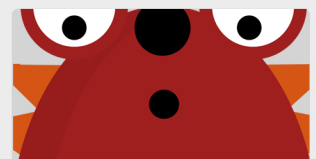M (*M̲ouse, B, P*)     D (*D̲og, N, Th, G*)     S (*S̲nake, Ch, J, Sh, Z*)

Ee (*E̲el*)     Uh (*G̲u̲ppy*)     Aa (*C̲a̲t, I*)

R (*R̲abbit*)     Oh (*T̲o̲ad*)     W-Oo (*L̲oo̲n, Q*)

F (*F̲rog, V*)     L (*L̲lama, Th*)