

3D Modeling and Animation
Cptr.240 | Cptr.250 | Cptr.350

Fall 2020 | Southwestern College
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Assignment #12
"Conversation"

DELIVERABLES

Create a short conversation between two characters. The conversation must be lip-synced using the techniques we demonstrated in class, but need not use any other movements. You should supply the audio tracks for both (you can use the Windows *voice recorder* app towards that end). The animation does not require any other movement; it is also not required that you render the results, add materials or textures, or produce fully complete models (just heads are okay).

COMMENTS

Lip syncing profoundly broadens the possibilities of 3D animation. Language is a vital part of digital art, and it is by putting the two together that we form narratives in 3D animation.

MOTIVATION

Conventionally, both 2D and 3D animations have used lip shape tables to automate the tedious task of lip-syncing. In our case, we will adjust mouth movement based on volume alone.

