

Motion Graphics  
Cptr.346

Fall 2020 | Southwestern College  
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## Assignment #4 "Audio"

Create a short animated scene featuring a speaking character. The audio for the character's speech must be original. It will also be necessary to create background imagery.

The ability to represent the act of speaking is fundamental for animation as a field. Not only does it allow for the conveyance of verbal information, but it also fills many psychological desiderata of animation. Speaking characters attract our eye, telling us where to direct our attention. They create a sense of story, and ease the burden of our visual cortex by allowing us to focus on other types of input.

*Betty Boop* had a simplified mouth but a highly distinctive voice; her cadence and enunciation are fundamental in defining her character.

