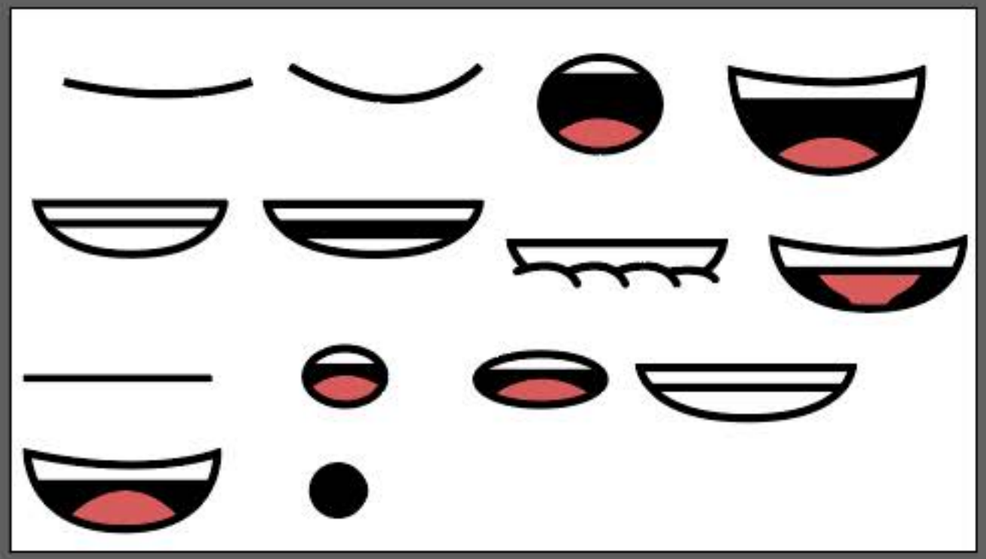
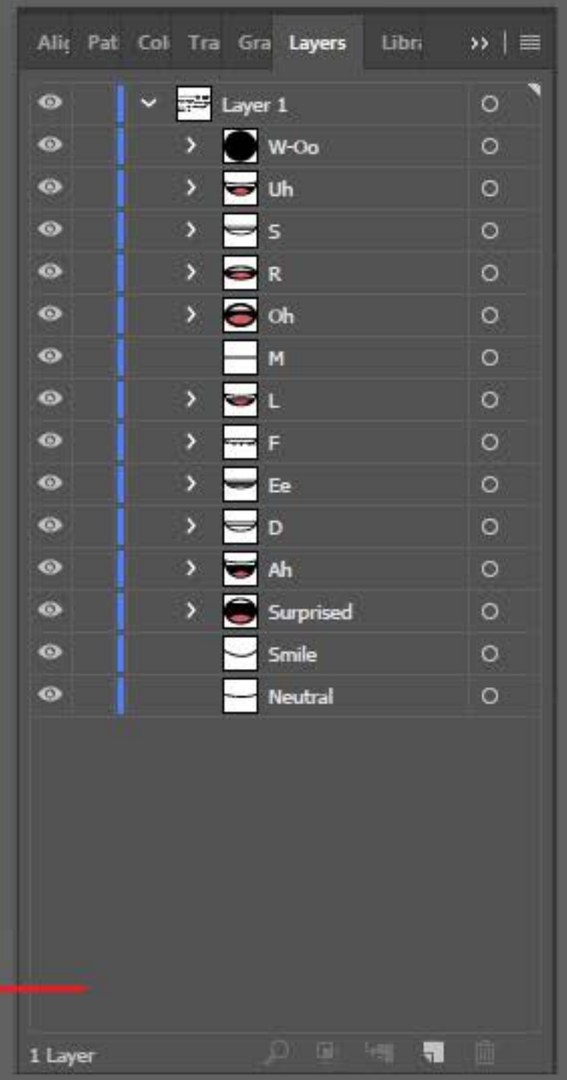
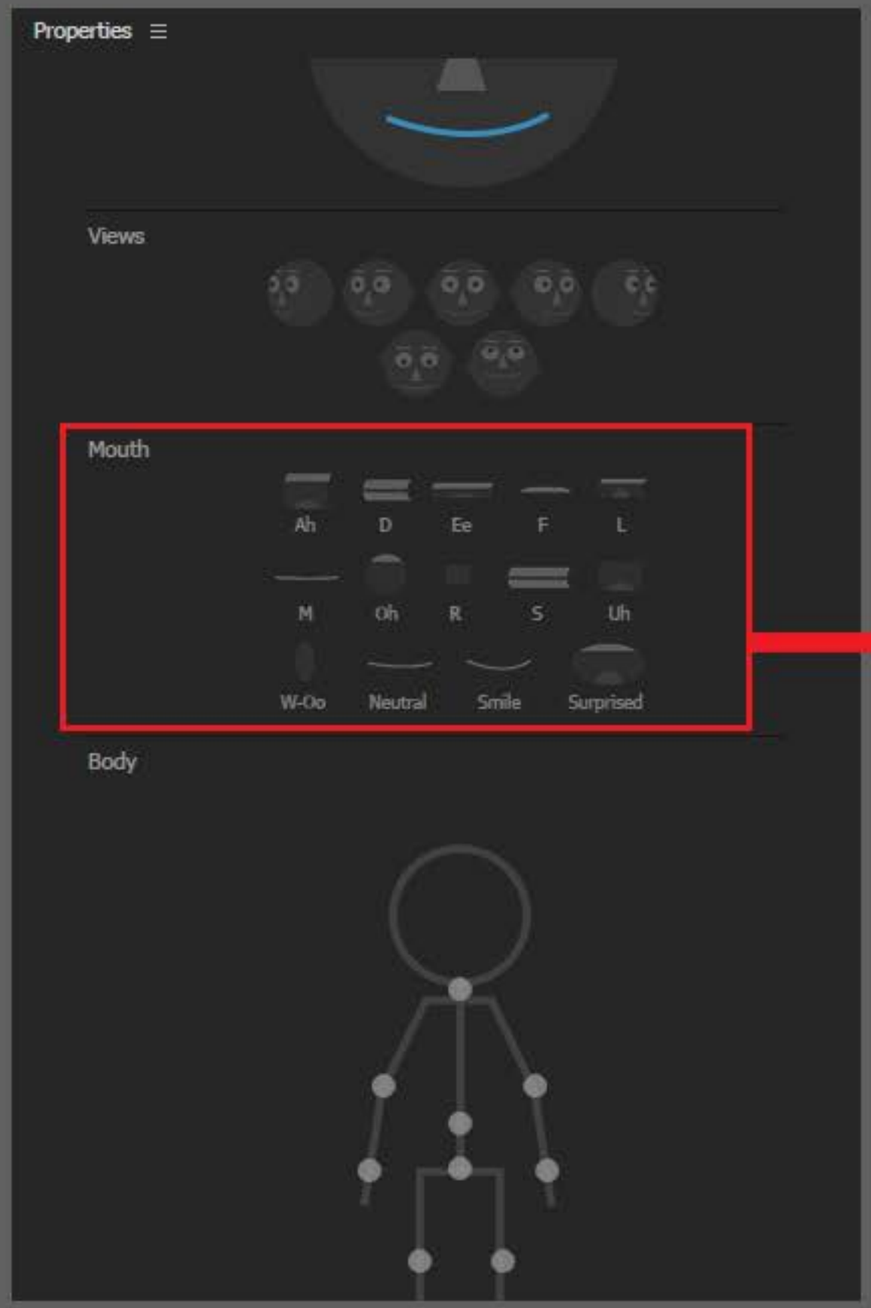


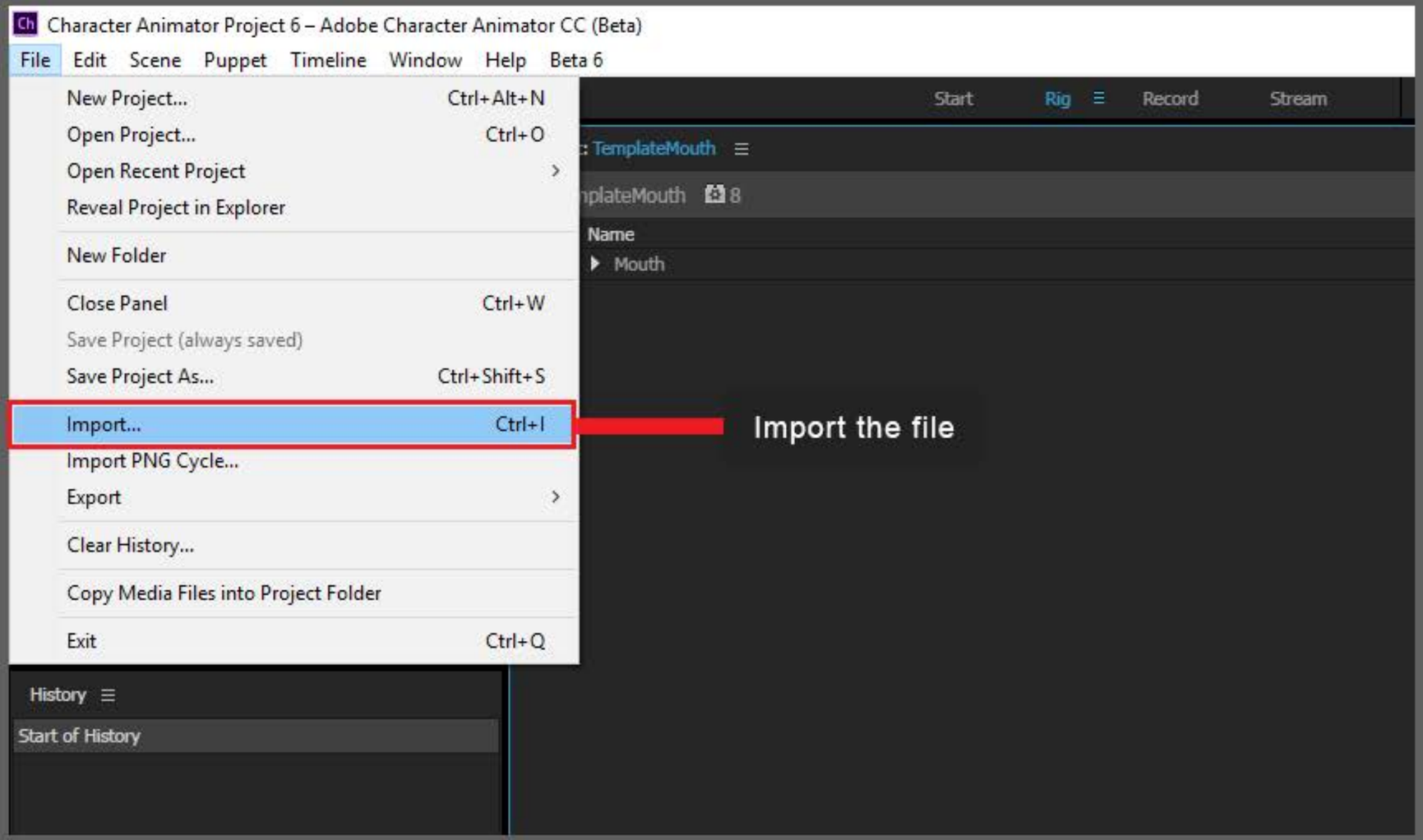
In Photoshop or Illustrator, make sure these mouths shapes are named and arranged in the same style as these.





Character Animator

matches mouth names then translates them into speech


Character Animator Project 6 – Adobe Character Animator CC (Beta)
File
Edit
Scene
Puppet
Timeline
Window
Help
Beta 6
New Project... Ctrl+Alt+N
Open Project... Ctrl+O
Open Recent Project
Reveal Project in Explorer
New Folder
Close Panel Ctrl+W
Save Project (always saved)
Save Project As... Ctrl+Shift+S
Import... Ctrl+I
Import PNG Cycle...
Export
Clear History...
Copy Media Files into Project Folder
Exit Ctrl+Q
Start
Rig
Record
Stream
TemplateMouth
8
Name
Mouth
Import the file
History
Start of History

File Edit Scene Puppet Timeline Window Help Beta 6

Start Rig Record Stream

Project

Name

BlogVoLipSync.mp3

TemplateMouth

Scene - BlogVoLipSync.mp3

Add to New Scene

Create a new scene

History

Start of History

Add Cycle...

Puppet: TemplateMouth

TemplateMouth 8

Name

Mouth

Mouth

Mouth Group

(69%)

Properties

Views

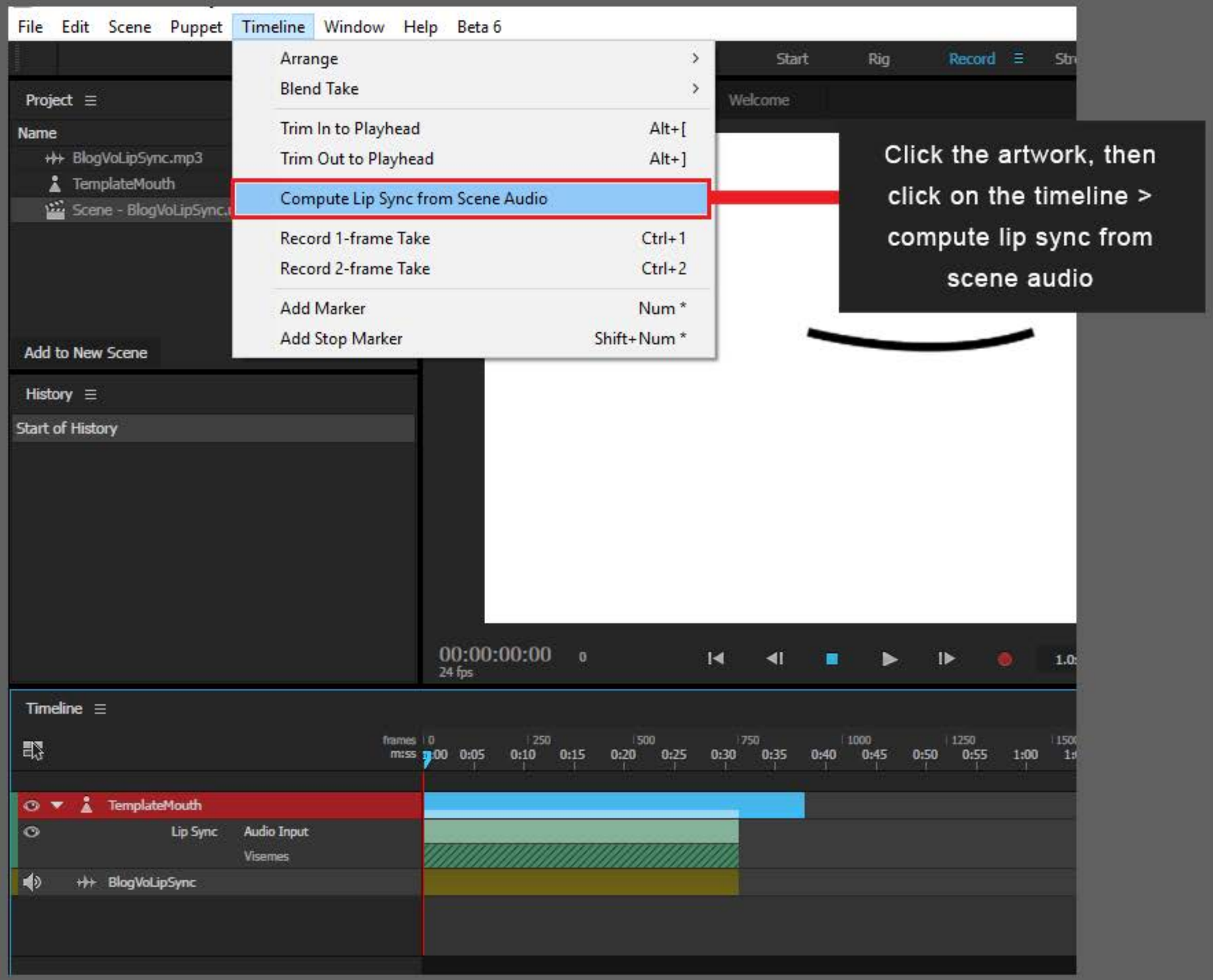
Mouth

Ah D Ee F L

M Oh R S Uh

W-Oo Neutral Smile Surprised

Body


File Edit Scene Puppet Timeline Window Help Beta 6
Arrange
Blend Take
Trim In to Playhead Alt+[
Trim Out to Playhead Alt+]
Compute Lip Sync from Scene Audio
Record 1-frame Take Ctrl+1
Record 2-frame Take Ctrl+2
Add Marker Num *
Add Stop Marker Shift+Num *
Start Rig Record
Welcome
Project
Name
BlogVoLipSync.mp3
TemplateMouth
Add to New Scene
History
Start of History
Click the artwork, then click on the timeline > compute lip sync from scene audio
00:00:00:00
24 fps
Timeline
frames
m:ss
TemplateMouth
Lip Sync
Audio Input
Visemes
BlogVoLipSync

File Edit Scene Puppet Timeline Window Help Beta 6

Start Rig Record Stream

Project

Name

BlogVoLipSync.mp3

TemplateMouth

Scene - BlogVoLipSync.mp3

Add to New Scene

History

Start of History

Scene: Scene - BlogVoLipSync.mp3

Welcome

Conversion kicks in

Computing Lip Sync From Scene Audio

Estimated time remaining: 12 seconds

13%

Computing Lip Sync Take

Cancel

00:00:00:00

24 fps

1.0x

Timeline

frames 0 250 500 750 1000 1250 1500 1750

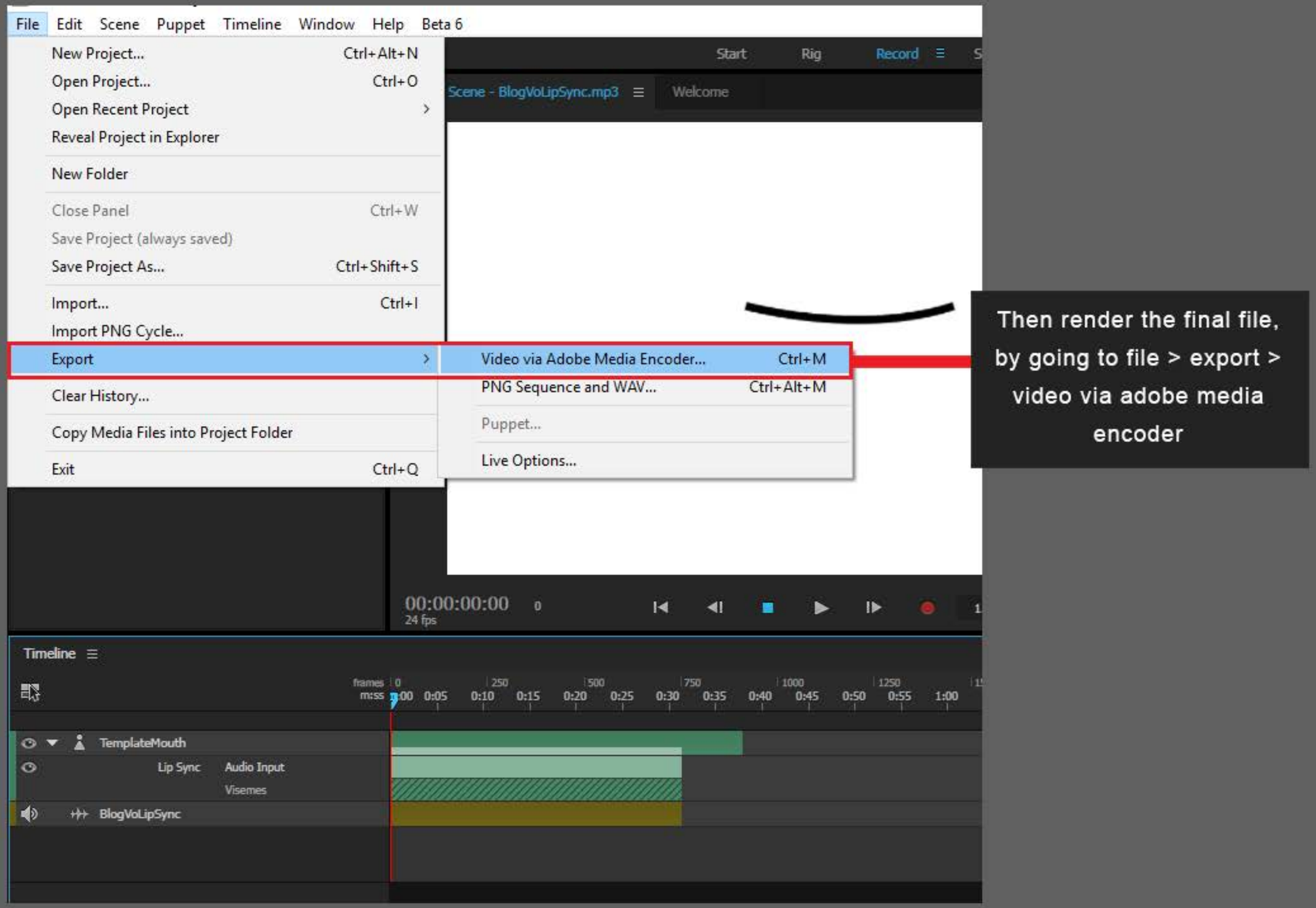
m:ss 0:00 0:05 0:10 0:15 0:20 0:25 0:30 0:35 0:40 0:45 0:50 0:55 1:00 1:05 1:10 1:15

TemplateMouth

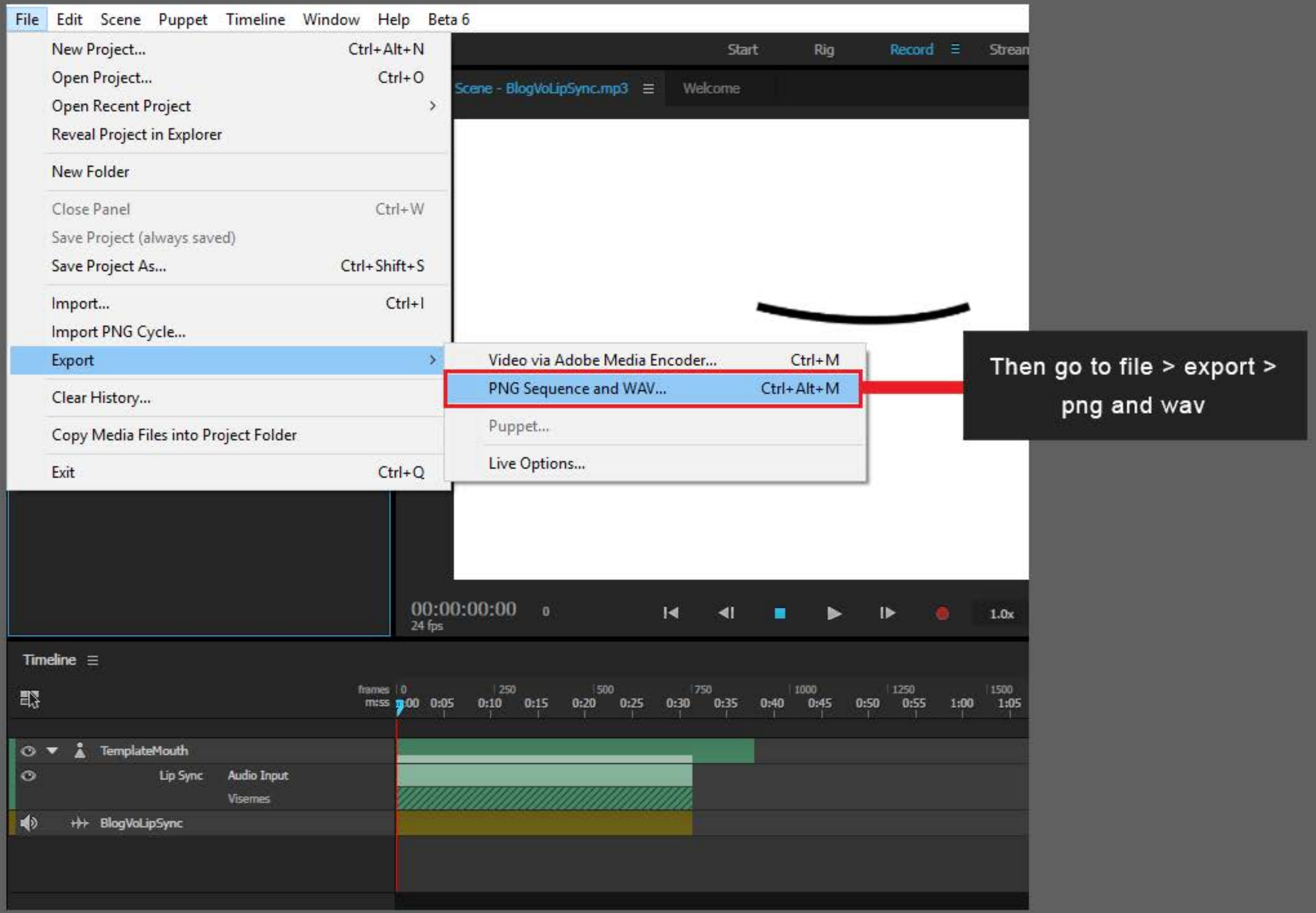
Lip Sync Audio Input

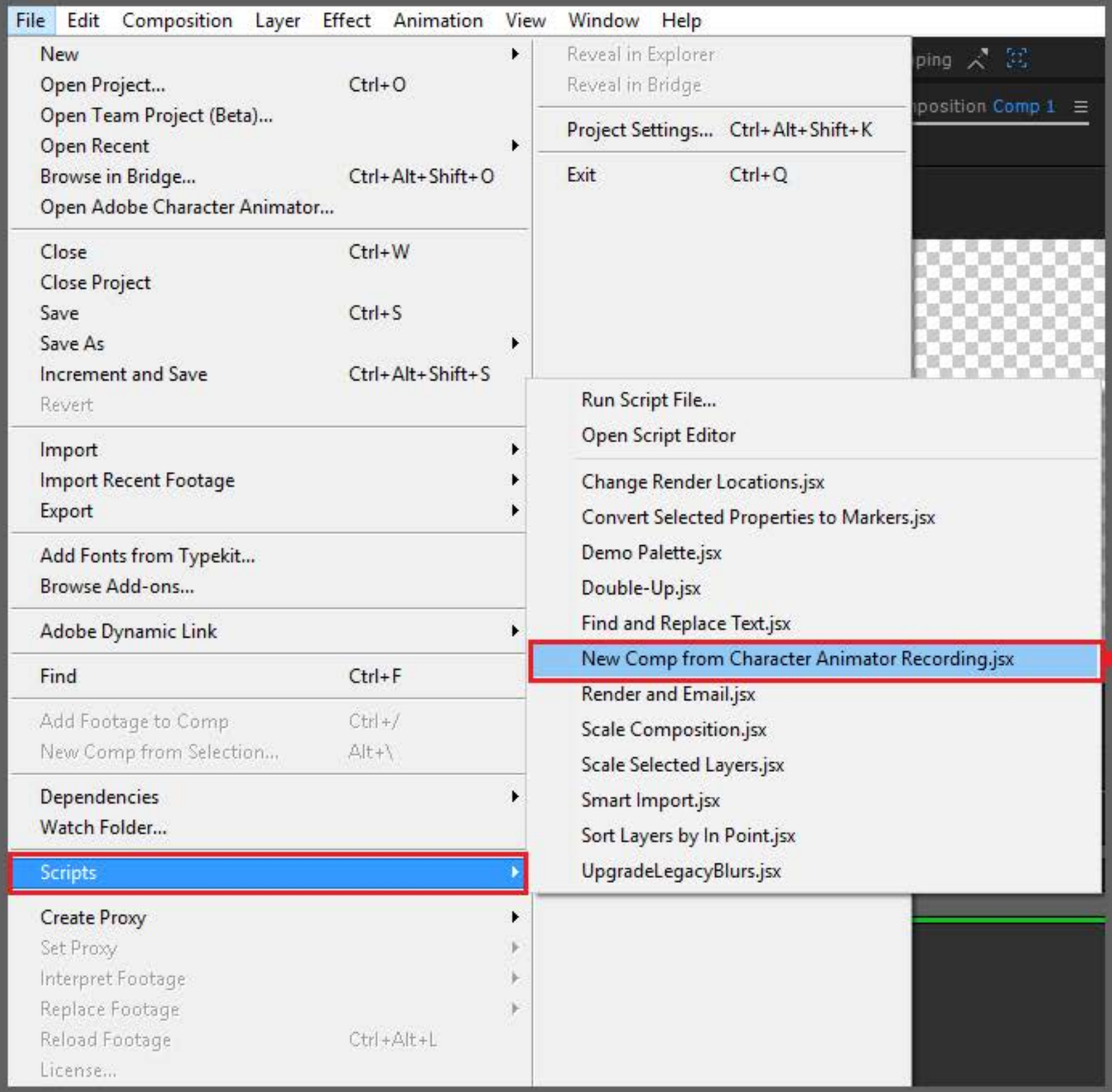
Visemes

BlogVoLipSync



Then render the final file, by going to file > export > video via adobe media encoder


File Edit Scene Puppet Timeline Window Help Beta 6
New Project... Ctrl+Alt+N
Open Project... Ctrl+O
Open Recent Project
Reveal Project in Explorer
New Folder
Close Panel Ctrl+W
Save Project (always saved)
Save Project As... Ctrl+Shift+S
Import... Ctrl+I
Import PNG Cycle...
Export
Clear History...
Copy Media Files into Project Folder
Exit Ctrl+Q
Video via Adobe Media Encoder... Ctrl+M
PNG Sequence and WAV... Ctrl+Alt+M
Puppet...
Live Options...
Start Rig Record Stream
Scene - BlogVoLipSync.mp3
Welcome
Then go to file > export > png and wav
00:00:00:00
24 fps
1.0x
Timeline
frames m:ss
TemplateMouth
Lip Sync Audio Input
Visemes
BlogVoLipSync



In After Effects > File > Scripts > New Comp from Character Animator Recording.jsx