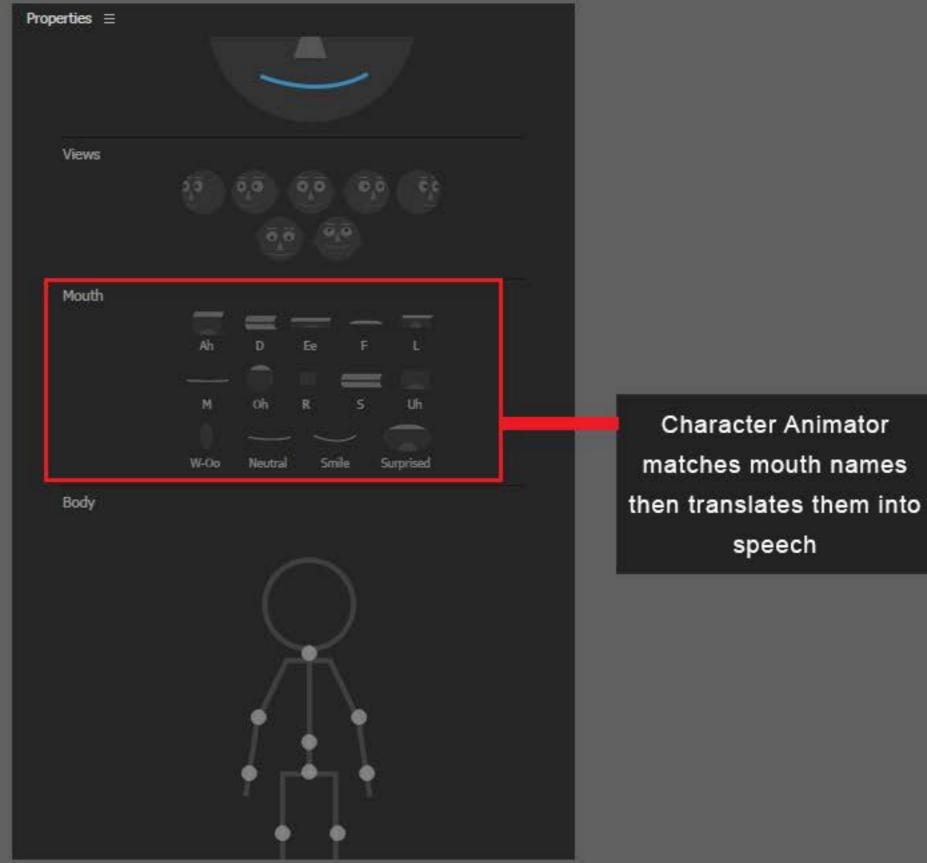
In Photoshop or Illustrator, make sure these mouths shapes are named and arranged in the same style as these.



a Gr	a Layers	Libri	» ≡
Laye	er 1		0
	W-00		0
	Uh		0
	s		0
•	R		0
0	Oh		0
	м		0
	L		0
	F		0
	Ee		0
	D		0
	Ah		0
۲	Surprised		0
\square	Smile		0
Ξ	Neutral		0



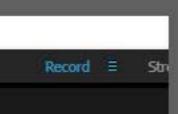
	haracter Animator Project									
File	Edit Scene Puppet	Timeline	Window	Help	Beta 6					
	New Project		Ctr	+Alt+N	1		Start	Rig ≡	Record	Stream
	Open Project			Ctrl+C	TemplateMouth	Ξ				_
	Open Recent Project				>					
	Reveal Project in Explorer	r,			nplateMouth 😫	8				
	New Folder				Name Mouth					
- 1	Close Panel			Ctrl+W	/					
	Save Project (always save	ed)								
	Save Project As		Ctrl+	-Shift+S	S					
	Import			Ctrl+		Import the f	ile			
	Import PNG Cycle									
	Export				>					
	Clear History									
	Copy Media Files into Pro	oject Folder								
	Exit			Ctrl+C	2					
Hist	ory ≡									
Start	of History									

File Edit Scene Puppet Timeline Window H	elp Beta 6
	Start Rig = Record Stream
Project ≡	Puppet: TemplateMouth
Name	 ▲ TemplateMouth ▲ 8 ● ▲ Name ● ▲ Mouth
Add to New Scene Cre History = Start of History	ate a new scene
	Mouth Group
	Add Cycle 🗇 📘 💥 🔍 🎯 ダ 🖈 🄄 🎸 题

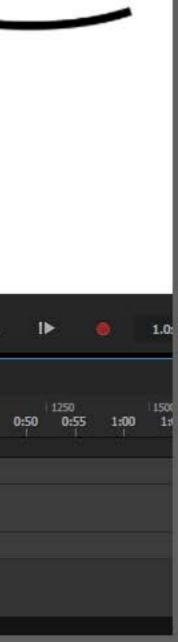


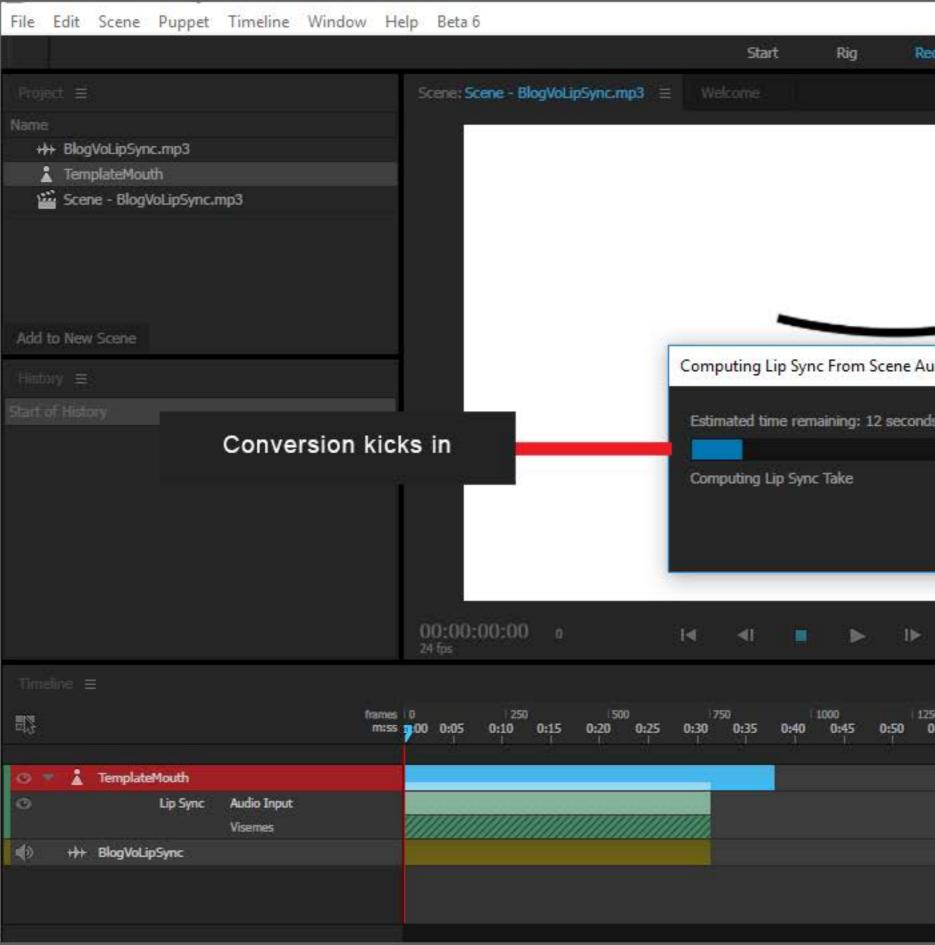


File Edit Scene Puppet	Timeline Window Help Beta 6	i		
	Arrange	>	Start	Rig
Project ≡	Blend Take	>	Welcome	
Name	Trim In to Playhead	Alt+[_	
+++ BlogVoLipSync.mp3	Trim Out to Playhead	Alt+]		С
TemplateMouth Scene - BlogVoLipSync.	Compute Lip Sync from Scene	Audio		c
	Record 1-frame Take	Ctrl+1		С
	Record 2-frame Take	Ctrl+2		
	Add Marker	Num *		
Add to New Scene	Add Stop Marker	Shift+Num *	-	
	00.00-	00:00 o 1		
	24 fps	00.00 0 1	• •! •	•
Timeline ≡			Sec.	
83	frames 0 m:ss 900 0:05	0:10 0:15 0:20 0:25 (0:30 0:35 0:40	0:45
🔿 🔻 🛓 TemplateMouth				
⊘ Lip Sync	Audio Input Visemes		<i></i>	
♦) +++ BlogVoLipSync				
and a second sec				



lick the artwork, then lick on the timeline > compute lip sync from scene audio





				٦
cord 😑	Stream			l
				1
				1
-				
Idio			×	
				2
5		13%		l
				l
				l
	Ca	ncel		l
_	_			1
	1.0x			
10	1500		1750	1
:55 1:00	1:05	1:10	1:15	
		2		

File	Edit Scene Puppet Timeline W	/indow Help	Beta	6		
	New Project	Ctrl+Alt+N		St	art Rig	Record ≡ S
	Open Project	Ctrl+0		cene - BlogVoLipSync.mp3 = Welcome		
	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		>	Video via Adobe Media Encoder	Ctrl+M	
	Clear History			PNG Sequence and WAV	Ctrl+Alt+M	
	Copy Media Files into Project Folder			Puppet		
	Exit	Ctrl+Q		Live Options		
			0:00	:00:00 o I 4 4 I		IÞ 😑 1
Tin	neline ≡					
83		frames 0 mtss <mark>1</mark> 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
0	▼ 👗 TemplateMouth				1	
0	Lip Sync Audio Input Visemes		////		-	
۲						

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

File	Edit	Scene	Puppet	Timeline	Window	Help	Beta	16						
	New P	project			Ct	rl+Alt+I	N		Star	t Rig	Record	Ξ	Stream	
	Open	Project				Ctrl+(D	Scene - BlogVoLipSync.mp3 😑	Welcome					
	Open	Recent P	Project				>							
	Revea	I Project	in Explore	r										
	New F	older												
	Close	Panel				Ctrl+V	V							
	Save P	project (a	always sav	ed)										
	Save P	Project A	.s		Ctrl	+Shift+	s							
	Impor	t				Ctrl+	-1					-		
	Impor	t PNG C	ycle											
	Export	t					>	Video via Adobe Media Er	ncoder	Ctrl+M			The	n go to file > export >
	Clear	History						PNG Sequence and WAV		Ctrl+Alt+M		-		png and wav
	Сору	Media F	iles into Pr	oject Folde	r			Puppet					- 1	P3
	Exit					Ctrl+(2	Live Options						
							6						_	
						()0:0(^{14 fps}):00:00 0	I a al		I I		1.0x	
Tim	ieline E	E					-1 - P-2							
ALLER CONTRACT						ames 10		250 500	750	1000	1250		1500	
-13						m:ss 9 0(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	
0	-	Templat	eMouth							6				
0	2.72			Audio Input										
				Visemes										
۲	***	BlogVoLi	ipSync											
k														

File Edit Composition Layer	Effect Animation	View	Window Help					
New			Reveal in Explorer ping 🖍 🔯					
Open Project	Ctrl+0		Reveal in Bridge					
Open Team Project (Beta)			Project Settings Ctrl+Alt+Shift+K					
Open Recent		* -	Exit Ctrl+Q					
Browse in Bridge	Ctrl+Alt+Shift+O	8	Exit Ctrl+Q					
Open Adobe Character Animator								
Close	Ctrl+W		D0000000					
Close Project			pooooooo					
Save	Ctrl+S		0000000					
Save As			00000000					
Increment and Save	Ctrl+Alt+Shift+S		Bus California					
Revert			Run Script File					
Import		+	Open Script Editor					
Import Recent Footage		•	Change Render Locations.jsx					
Export		•	Convert Selected Properties to Markers.jsx					
Add Fonts from Typekit			Demo Palette.jsx					
Browse Add-ons			Double-Up.jsx					
blowse Add-olis		-						
Adobe Dynamic Link		1	Find and Replace Text.jsx					
Find	Ctrl+F	L	New Comp from Character Animator Recording.jsx Render and Email.jsx					
Add Footage to Comp	Ctrl +/							
New Comp from Selection	Alt+\		Scale Composition.jsx					
	10102000	-	Scale Selected Layers.jsx					
Dependencies		•	Smart Import.jsx					
Watch Folder			Sort Layers by In Point.jsx					
Scripts		•	UpgradeLegacyBlurs.jsx					
Create Proxy		+						
Set Proxy								
Interpret Footage		+						
Replace Footage		*						
Reload Footage	Ctrl+Alt+L							
License								

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