

Design & Animation 11/12 – WLSS – Mr. Hawk

Flash: Project 2 – Talking Head Animation

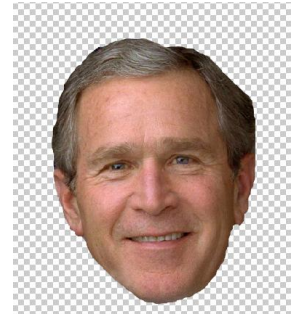


Instructions:

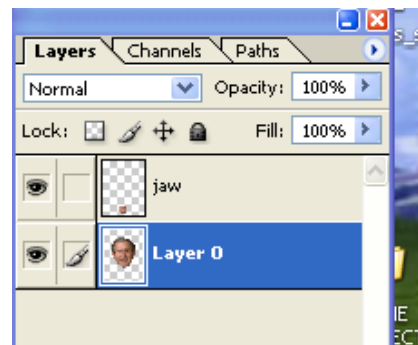
1. Take several pictures of your face or use another face from a picture or from the Internet. Make sure you get a smiling face as in the BUSH example below. To see an example of this technique click the link below:

http://sendables.jibjab.com/originals/this_land

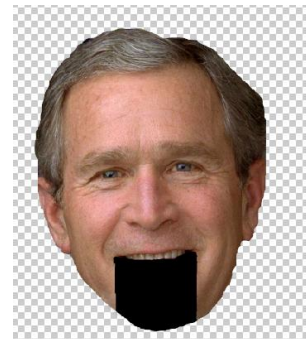
2. With PHOTOSHOP Extract the smiling head using whichever selection tool you like (Quick Select, Magic Wand, Quick Mask etc...).



3. Duplicate the original layer and call it JAW or mouth. Using the Lasso tool, Rectangle Marquee and/or the QUICK MASK make a selection of the JAW ONLY (try to keep the sides of the jaw as straight as possible). Go to INVERSE and DELETE and you should have a layer with the jaw only. You might want to include some teeth in the jaw to get a better effect. Use the eraser to make fine adjustments. You now have the elements to make a talking jaw.



4. Use the same SELECTION you made for the jaw area in the FIRST LAYER and select the original layer with the full head. EDIT and FILL and choose BLACK to fill the SELECTION with black.



5. Drag the JAW layer above your other layer. You may find that the jaw is too small. Use the EDIT and FREE TRANSFORM tool to make the jaw a little bigger so that it covers the black area. If you need to make any final adjustments like erasing a piece of the jaw or mouth, do it now before you take the images into FLASH.



6. You now must save the JAW and the HEAD separately as .PNG files. To do this turn off the layers you do not want to save and save 2 Separate files, one for the mouth and one for the head.
7. Import both images into FLASH. CONVERT both images into GRAPHIC SYMBOLS. Make sure you use the GRAPHIC SYMBOLS not the bitmap images for your movies and animations. Use FRAME by FRAME or MOTION TWEEN to create your animation. Remember to use layers to get the effects you want.
8. Make sure you have 2 layers in your movie. One layer would have the head and one would have the JAW. The head should stay locked. Move the jaw by making a series of keyframes.
9. Add animation to the head by creating a small body or using a photograph of a small body. With this type of animation leave the head bigger. Create a background for your animation by using photographs or simply drawing a background.
10. For advanced users you may want to create a second talking head and have a conversation.
11. Record your own voice in AUDACITY or find a 30 second voice track to go along with the animation. Try to do 2 or 3 phrases. Import the sound(s) to the LIBRARY. Create a NEW LAYER in FLASH and put the sounds in that layer. SYNCH the mouth with the sound(s). Your entire animation should be approximately 30 seconds (360 frames at 12 fps)
12. Use music to JAZZ up the animation. Create a new layer in FLASH and import a song or part of a song.

You will be marked according to the following criteria (10 marks):

| Project 4 - Criteria | Max Score | Your Score |
|---|-----------|------------|
| Head and Jaw are designed and imported correctly | 3 | |
| Voice and jaw demonstrate synchronization | 3 | |
| Animation is approx. 30 seconds in length (360 frames @ 12 fps) | 2 | |
| Animation demonstrates originality and creativity | 2 | |