

lip syncr

USER GUIDE

for v. 2.1

CONTENTS

Prerequisites	3
Installation	4
Workflow: How-To	5
Workflow: Tips	7
Viseme Cheat Sheet	8
Cinema 4D	9
Support	10

PREREQUISITES

Lipsyncr speech analysis requires Java Runtime Environment (JRE, recommended) or Java Development Kit (JDK) to be installed on your computer. The script will check whether you have the right version. If it is not installed, it will link you to [the Java download site](#).

INSTALLATION

How-To

1. Download the script
2. Copy **LIPSYNCR.JSXBIN** into the following directory:
 - Mac OS:* **APPLICATIONS/AFTER EFFECTS <VER>/SCRIPTS/SCRIPTUI PANELS**
 - Windows:* **PROGRAM FILES\ADOBE\AFTER EFFECTS <VER>\SCRIPTS\SCRIPTUI PANELS**
3. Restart After Effects® if currently running
4. Inside After Effects, access *lipsyncr* via 'WINDOW > LIPSYNCR'

On first launch, the script will automatically download files (~13 MB) needed to run the script.

WORKFLOW

How-To

1. In the first tab, select your desired number of visemes (Mouth Shapes) and click Create. Lipsyncr creates a template composition.
2. (If you haven't already, import your spoken track to the project.)
3. In the second tab, select the audio file from the corresponding dropdown and write/paste its transcription to the text box.
INFO: If the Speech Analysis Checkbox is ticked, this has to be a single-channel (**MONO**) Waveform (**WAV**) file.
INFO: If the Speech Analysis Checkbox is ticked, try using a high-quality audio file. Compression-wise, it should not be below **16 KHZ SAMPLE RATE** and **16 BIT DEPTH**. (**24 BIT DEPTH** and **32 BIT FLOAT** are not supported.)
INFO: There is a [downloadable Adobe Media Encoder preset](#) for converting to single-channel WAV (at the bottom).
4. You can uncheck the Checkbox to make lipsyncr skip the speech analysis and instead distribute the Layer Markers evenly. Use this option if you have speech analysis metadata from Premiere Pro (just leave the textbox empty).
INFO: Use this option only if your spoken track's language is not supported by the speech analysis engine.
5. In the second tab, select the audio file from the corresponding dropdown and write/paste its transcription to the text box.

WORKFLOW

6. After clicking *Analyze*, *lipsyncr* will analyze and create layer markers on the audio layer. This can take up to one minute.
7. When it's done, double-check the result and adjust the markers' in-points and durations.
8. In the third tab, you can combine any number of analysis results with different mouth shapes. Hit *Animate!*
INFO: *lipsyncr* will add (!) in front of the marker comments that it does not know. These words might not look as good as the rest, so you might want to double-check them.
9. (If you haven't already, import your mouth images into your project.)
10. Inside your desired *MouthComp*, select a placeholder, hold alt on your keyboard, and then drag the mouth shape corresponding to the placeholder onto it.
11. Repeat the process for all the placeholders. The placeholders provide informations on how to design the visemes, if you haven't already.
INFO: Alternatively, you can also right-click the placeholder in the project panel and select **REPLACE FOOTAGE/FILE...**

[Watch the tutorial here.](#)

WORKFLOW

Tips

- Sometimes, the speech analysis engine has issues finding the first word. As a result, parts of the speech alignment will be off. In those cases, *lipsyncr* displays a warning. Mostly, the problem can be solved by replacing this word by a similarly pronounced word (eg. 'Gwen' to 'When').
- Make sure to create the composition and animate everything in one session while *lipsyncr* is opened. As soon as you close the window, you will not be able to reference the *MouthComps* in the *Animate* panel anymore the next time you open it.
- Do not duplicate a *MouthComp* inside After Effects, as *lipsyncr* will not recognize it in the *Animate* panel. If you have an already filled *MouthComp* that you want to duplicate, just create another Comp with *lipsyncr* with the same amount of *Mouth Shapes* and substitute the contents with those of your desired *MouthComp*.

VISEME CHEAT SHEET



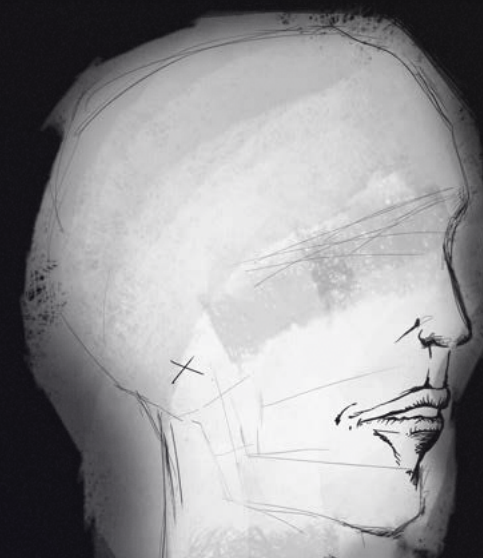
- SILENCE 4



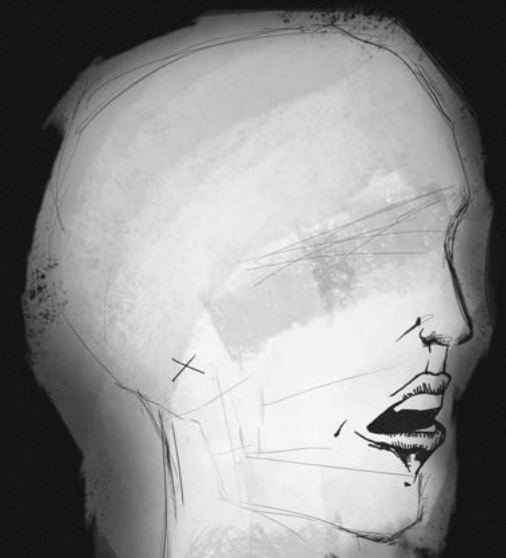
AH SUN 4
Lips Rel-Narrow Opening



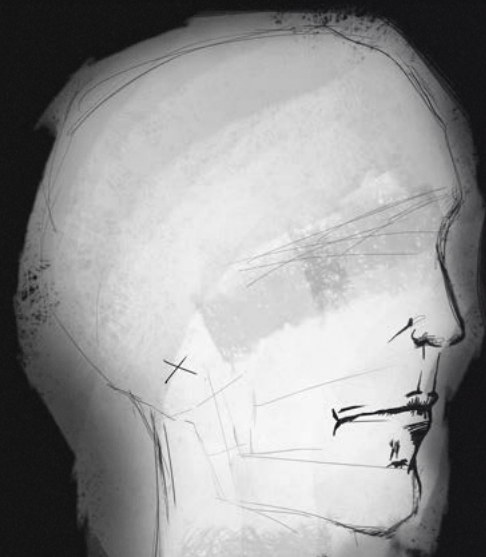
D DAY 4
Tongue Up or Down



F FOR 7
Lip to Teeth



G GO 10
Tongue Back



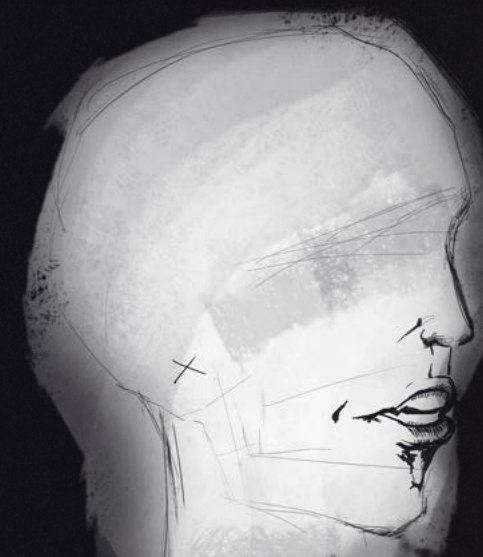
M MAN 7
Lips Together



O GO 4
Lips Puckered



S SUN 7
Teeth Together



SH SHOW 10
Lips Forward



TH THANKS 10
Tongue Between Teeth

Depending on your project, you might want a different level of detail and illustration effort. *Lipsyncr* provides a selection of three viseme counts: **4** (*Lowest Quality*) - **7** (*Medium Quality*) - **10** (*Highest Quality*). Just select your desired number and see which images go into your composition. The quality is accumulative, eg. if you chose 7, you would need illustrations for 4, plus the ones in 7.

CINEMA 4D

[Samplistic Media](#) came up with a workflow for using lipsyncr for creating 3D mouth animation inside Cinema 4D. There is also a free C4D scene file available.

[Watch the tutorial here.](#)

SUPPORT

Twitter: [@lipsyncr](#)

[Forums](#)

[lipsyncr FAQ and troubleshooting](#)