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Subject: Sound or Animation First?

Posted by [Chicken](#) on Mon, 29 Oct 2012 14:38:15 GMT

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When they make animated movies, do they record the sound first and then draw the mouth movements, or do they draw and then have the actors sync their lines? I'm guessing the latter but don't really know.

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Subject: Re: Sound or Animation First?

Posted by [Wayne Parham](#) on Mon, 29 Oct 2012 18:39:04 GMT

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They do both at the same time, using a technique called motion capture. Basically, they record a real actor's motions and use them to create a dot cloud animation. It's a series of points that show where each of their body parts are, forming a mesh. Then this is mapped to an animated character. This way they get realistic body movements and facial expressions. The synchronization of recorded audio is automatic, since it's tied to the movement of the point cloud.

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Subject: Re: Sound or Animation First?

Posted by [audioaudio90](#) on Tue, 30 Oct 2012 12:53:15 GMT

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They can do that now, Wayne, but what did they do before that technology was available? I'm sure there are plenty of animated films that predate it.

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Subject: Re: Sound or Animation First?

Posted by [Chicken](#) on Thu, 01 Nov 2012 14:47:53 GMT

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I forgot all about motion capture. I guess my question still stands for movies made prior to that technology though, as audioaudio90 brought up in her post.

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Subject: Re: Sound or Animation First?

Posted by [Wayne Parham](#) on Thu, 01 Nov 2012 15:48:41 GMT

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Motion capture came pretty early on in 3D computer animation technology. There really wasn't much that happened before that, unless you're talking about artists drawing by hand or modeling

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with clay.

As for 3D computer models, there were some early models that weren't done with motion capture but most were models of machinery and other inanimate objects. As soon as models of living creatures were sought, motion capture was developed. Kind of happened at the same time.

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Subject: Re: Sound or Animation First?

Posted by [The Noise](#) on Fri, 02 Nov 2012 02:56:21 GMT

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I would guess that they draw the mouth movements based on the sound. It just sounds easier somehow. I can't really see how they would do it the other way around.

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Subject: Re: Sound or Animation First?

Posted by [Chicken](#) on Mon, 05 Nov 2012 20:40:23 GMT

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Wayne Parham wrote on Thu, 01 November 2012 10:48

Motion capture came pretty early on in 3D computer animation technology. There really wasn't much that happened before that, unless you're talking about artists drawing by hand or modeling with clay.

As for 3D computer models, there were some early models that weren't done with motion capture but most were models of machinery and other inanimate objects. As soon as models of living creatures were sought, motion capture was developed. Kind of happened at the same time.

Yes, I was referring to older animated movies, since I've been bombarded with Cinderella and Sleeping Beauty lately and they were released in 1950 and 1959, respectively.

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