CARTOONING/ANIMATION

Name_____   Per._____

SOUND AND LIP SYNCING CRITERIA CHART

- ❑ Toon Boom Studio tutorials. DUE OCTOBER 15
  - Drawing
  - Painting
- ❑ Toon Boom Studio character design. DUE OCTOBER 18
  - Turn off all layers, except character layers. Turn off mouth and background layers.
  - Save to desktop as PNG
  - Character's face and upper body imported and vectorized from Photoshop or drawn
  - Full color
  - No mouth
  - 1 cell
- ❑ 8 mouth position drawings corresponding to the animation phonemes completed. DUE OCTOBER 22
- ❑ Background design completed. DUE OCTOBER 30
  - Original drawing or based on an Internet image
  - Full color
  - Internet images must be significantly changed
  - 1 cell
- ❑ Toon Boom Studio tutorial. DUE NOVEMBER 1
  - Lip syncing
- ❑ Dialogue written. DUE NOVEMBER 5
  - 50 syllable minimum
  - Can be a quotation
- ❑ Voice Recording. DUE NOVEMBER 19
  - Recorded in Garageband
  - All dialogue clear and undistorted
  - Saved to class flash drive as mp3
- ❑ Lip syncing added to character animation.   DUE NOVEMBER 22
  - Dialogue recorded clearly
  - Lip sync matches mouth positions
  - Face extended.
  - Background extended.
  - Animation exported as a Quicktime file.
- ❑ Premier Pro Tutorials. DUE DECEMBER 5
  - Importing video
  - Basic editing

- Titles
- Transitions
- Audio
- Motion and effects

❑ Premier Pro edit completed. DUE DECEMBER 10
- Animated titles and credits added
- Music and sound effects added
- Transitions and visual effects added
- Sound clear and balanced
- NO MEMES OR BL0OPERS

❑ Video output completed. DUE DECEMBER 10
- Saved on desktop as an mp4 file
- Transferred to class storage

❑ Video presented and screened. DUE DECEMBER 11-13
❑ Self-assessment completed. DUE DECEMBER 11