

Design Course

Clay Animation Module - 1

Lip Sync and Eye Blink

by

Prof. Phani Tetali and Swati Agarwal

IDC, IIT Bombay

Source:

<https://www.dsource.in/course/clay-animation-module-1>



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Source:

<https://www.dsource.in/course/clay-animation-module-1/introduction>

Introduction

Clay animation is one of the most exhilarating medium of stop motion animation where you can actually play with the dimensions in the physical world.

Unlike other mediums of animation you can play with dimensionality and movement of your clay characters and make them talk, walk, dance, jump in your own way.

This medium is adaptable to different forms of successive manipulation.

Here we'll be talking about the lip sync and eye blink of our character using the replacement method.



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Making

The process is described as below:

- Start with a rough sketch of the characters.

Note:

Here the focus is only on telling the process of eye blinking and lip syncing so we developed a character which has capsule like eyes and big lips.



- Building up a simple armature for our character using an aluminium wire. An armature is a device that gives skeletal support to your characters. Wrap it up with a paper tape so that the clay doesn't move.

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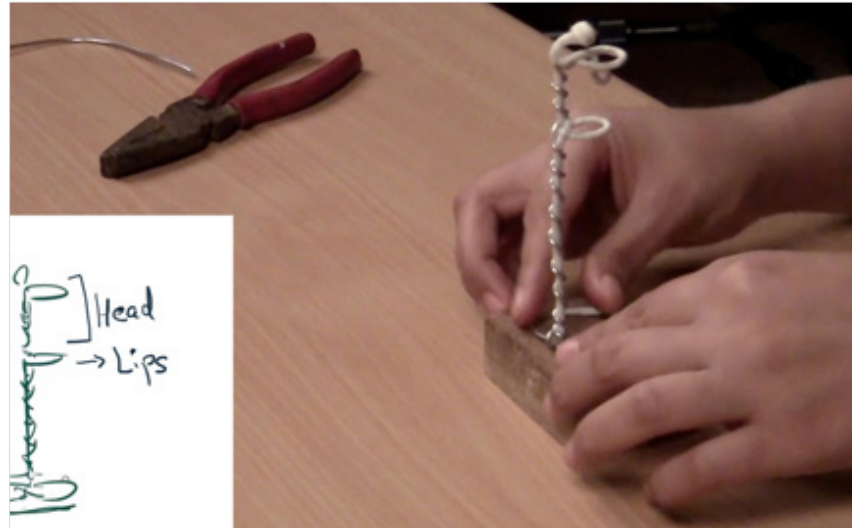
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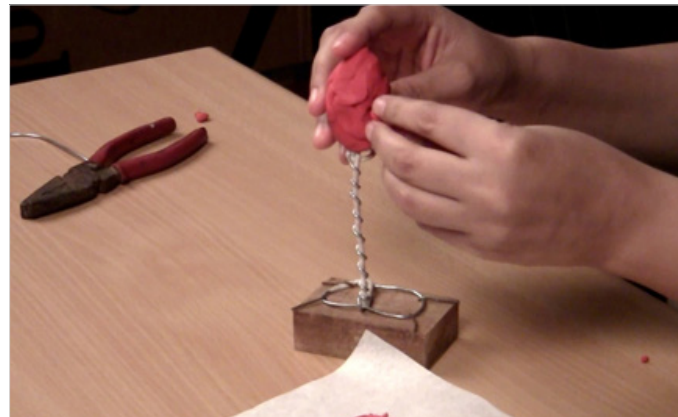
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- Knead the clay to make it smooth. Start applying small mass of plasticine clay over your character (do not put the whole clay together; ensure that there are no gaps in between). Use a clay tool or back of a paint brush for its smoothing. Create a gap for your eye to get mounted.



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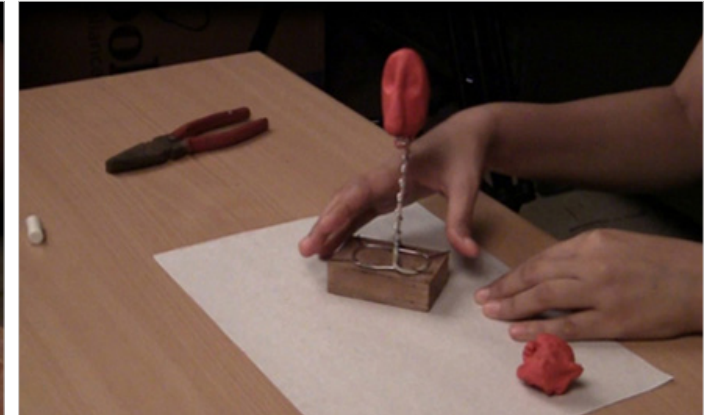
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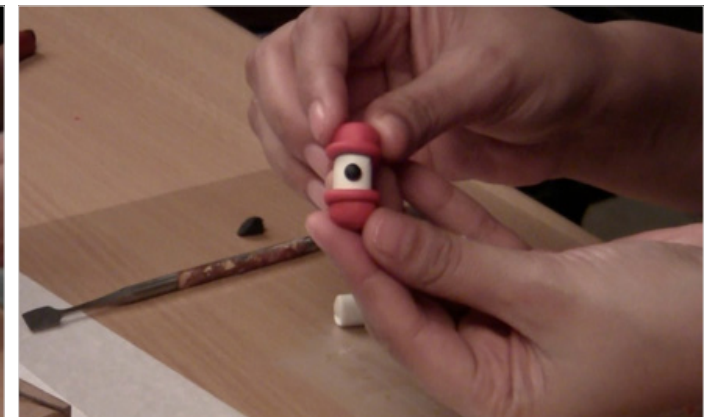
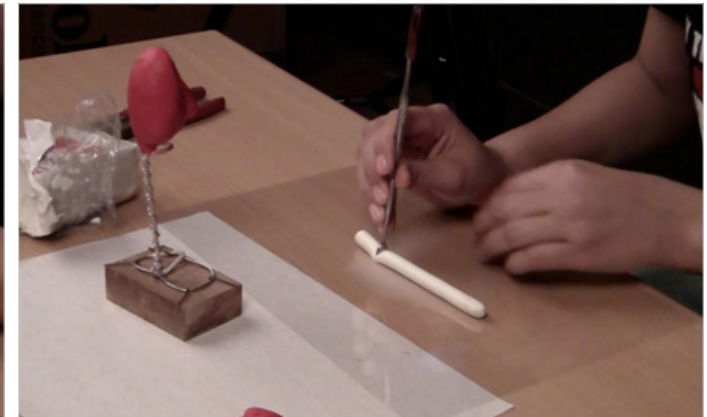
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- For making the eyes, coil a white clay and cut it into 2 equal parts.



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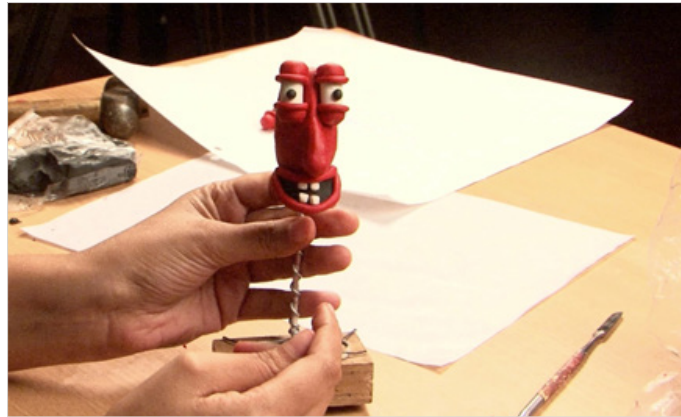
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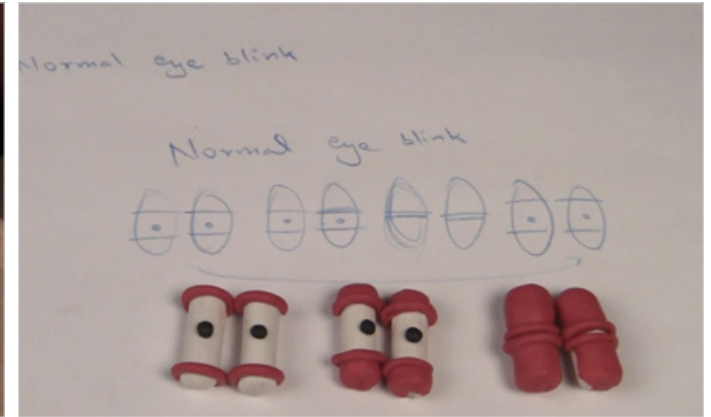
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- Similarly, attach the lips and get ready to animate your character.



- Developing multiple eye sets and lip shapes, which can be replaced every time while animating.



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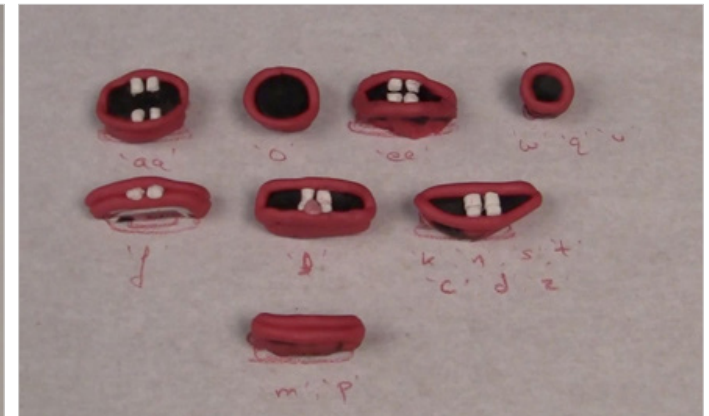
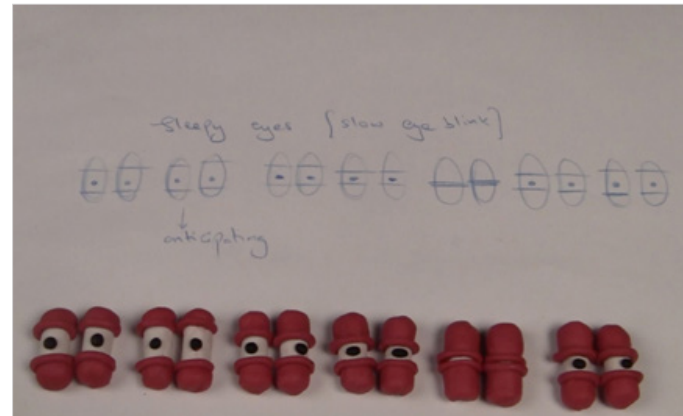
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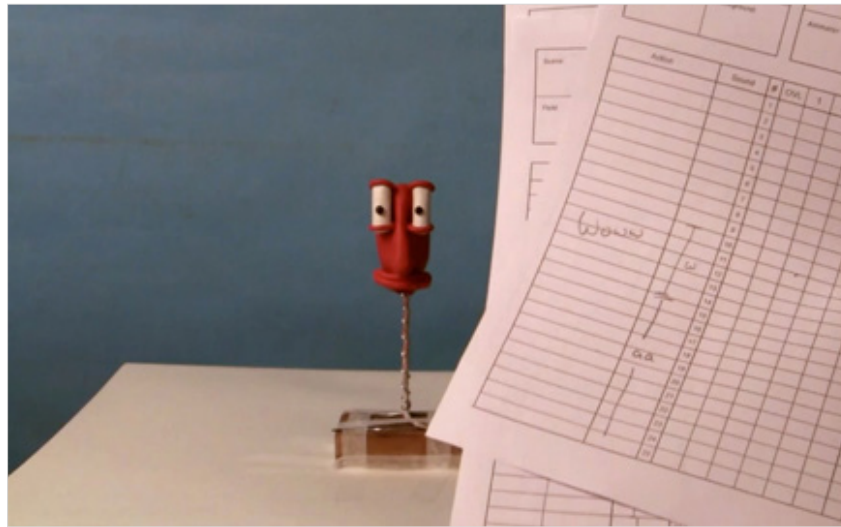
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- Prepare an exposure sheet- to breakdown your dialogue according to phonetics of your dialogue. It helps an animator to organize his/her thinking.



• Starting with Shoot:

Set up your camera. An inbuilt program called 'EOS software utilities' that comes with a SLR camera has been used here to capture the frames. Other software's like monkey jam, stopmotion pro etc. can also be used for capturing. Pre-production is a little time consuming but ones the things are ready, animation becomes quite easy. Just replace the eye set and click. If you don't want very fluid motion, click the same frame twice.



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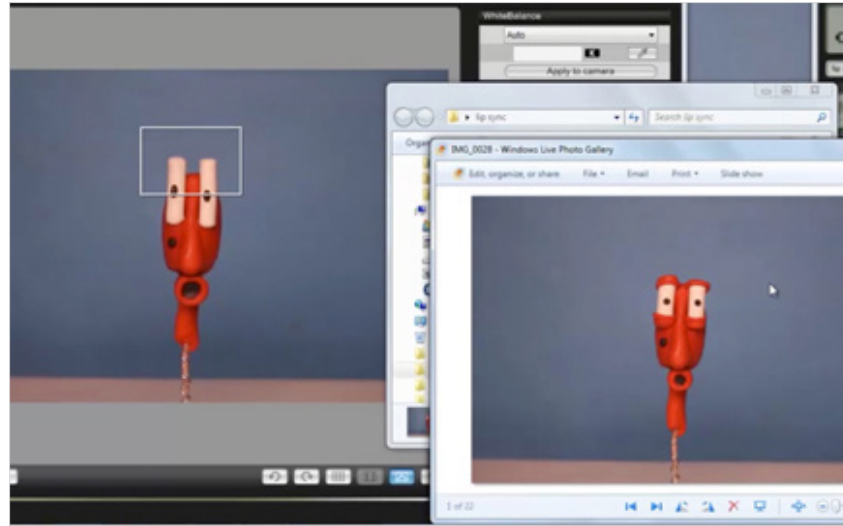
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- Click 2 frames and keep checking back and forth if you are getting the animation correct, move further.



- Play the entire sequence of the clicked images to see the result.



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Video



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References

For More Details:

You can refer to the following major books on clay animation:

- Clay animation-American Highlights from 1908 to present by Michael Frierson
- The Art of Clay Animation- it's history, artists and techniques by Frank T. Thompson
- Creating 3D Animation- The Aardman book of filmmaking by Peter Lord

Clay Used: Fun clay (or Kores) by creations.

Also, for a detailed understanding of lip syncing, refer to the module called 'Lipsync in Animation' by Samidha Gunjal.

Or click the link below:

Design Course on - [Lip Sync in Animation](#)

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Contact Details

This documentation for the course was done by Swati Agarwal, IDC, IIT Bombay.

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