**Stop Motion 1/7/23**

Share work from assignments

**Focus on audio recordings**

Use external mic

Quiet area

Test for echo and the sound quality

**After recording:**

Know what you want the loudest, use -6 to -12 decibels. Every audio software has meters once over -6 to 0 very loud.

Edit with headphones loud/soft to make sure it is till clear.

Background noise should be <-12.

**Tips**

Fade in and out with clips, makes a big difference

Prep when starts can be hidden with fade. Prevents an abrupt start and end.

Record room tone- just a couple minutes of silence in the space the character is in. There is always noise like a distant appliance noise, dog, or doors. Add this room tone to add to video to prevent a recording from sounding like it was done in space.

Sound mix to put the viewer in the environment. – Bird noises to signify outside.

Add a pop filter or wind screen or mic cover device for over the end of the microphone.

**Lipsync**

Depends on project but when character not extremely human, doesn’t have to be perfect or accurate. Example puppet.

Stop motion- mouth closed/mouth open to correct rhythm. Should work creates illusion of mouth motion. More realistic human form will need more detail.

Assignment- record something of own, say a line of dialogue, record clip of movie