SSMA200

Computer Science

Animatrix

Animation is a lengthy process. Many aspiring YouTube animators do not reach the level of quality they would prefer in their output due to lack of time and resources. Aside from blinking, mouths are the part of the face that move the most at any given time. From displaying facial expressions to eating food, they are constantly in motion. However, when drawing out each panel, or even having the computer generate in-between frames, the shifting movement of a mouth may not be completely appreciated and end up choppy. Many artists do not bother animating mouths anymore, choosing to upload "animatics" (storyboard-like pictures set to audio), instead.

We propose to make mouths move fluidly by scanning faces and audio, recreating videos onscreen using test-to-speech software. Our project will scour the audio of a video and have the computer display the shape of the mouth frame-by-frame needed to create a smooth animation of speech using Python. Eventually, we hope for our project to have instantaneous results, animating live speech with a fully active face.

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