# DARTMOUTH COLLEGE
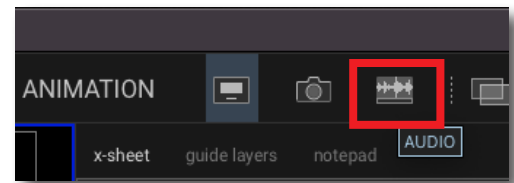## FILM AND MEDIA STUDIES TECHNICAL SUPPORT
# Using the Audio Workspace in Dragonframe

### *Using the Dragonframe Audio Workspace for lip sync*

Open a new Dragonframe scene and navigate to the Audio Workspace window by clicking on the 'waveform' button located on the top right of the screen.
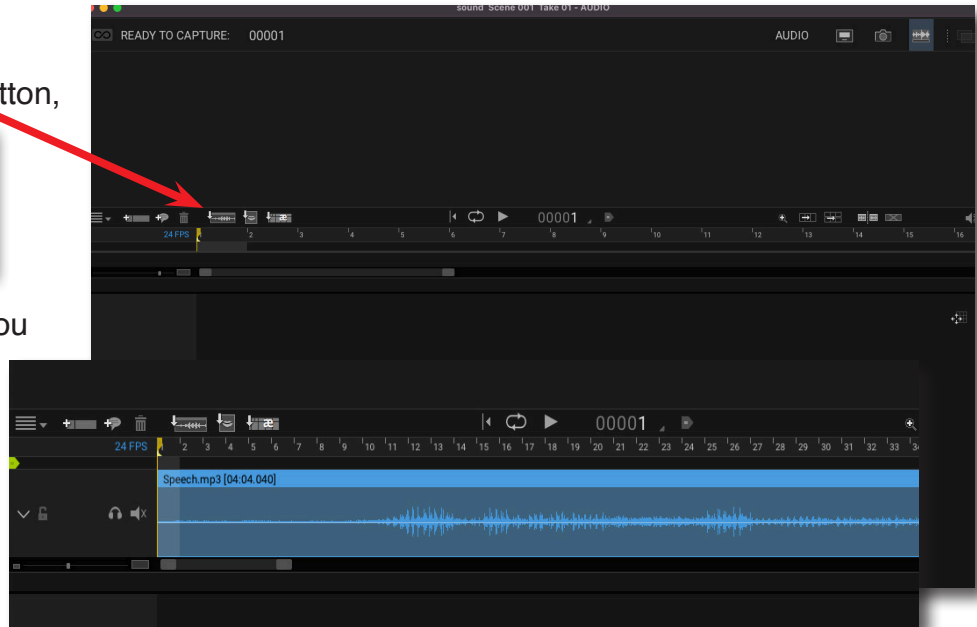
**Importing Audio**
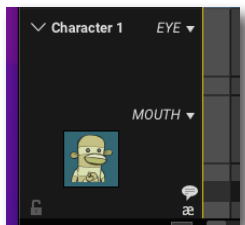
Using the **Import Audio** button,

navigate to the sound file you want to use, and select it.

Your audio file will then appear in the audio track.

Using the "**Add Character**" button located just above the track,

you can add a character to your dialogue timeline.

The character has a premade mouth set using the standard phonemes animators use. You can use this character on the timeline to map out your audio dialogue.
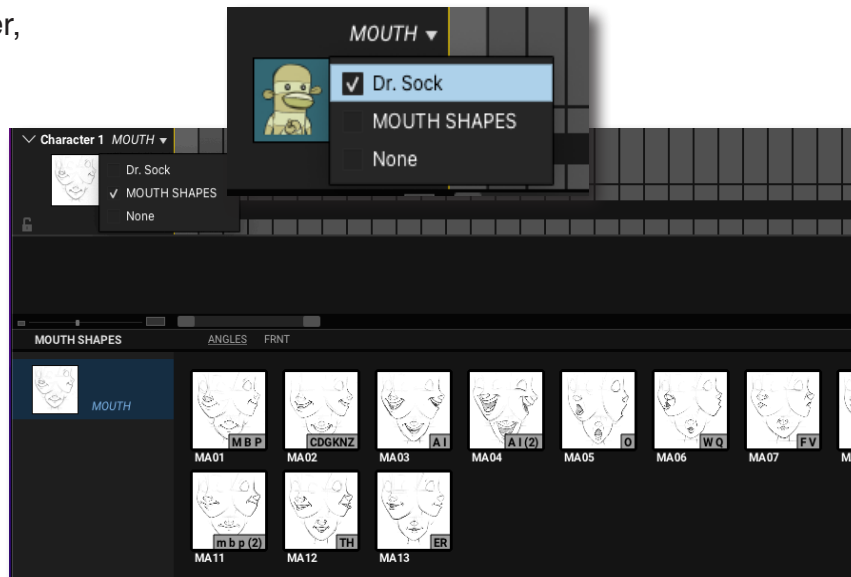
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*Using the Dragonframe Audio Workspace for lip sync*

Besides the "Dr. Sock" character,

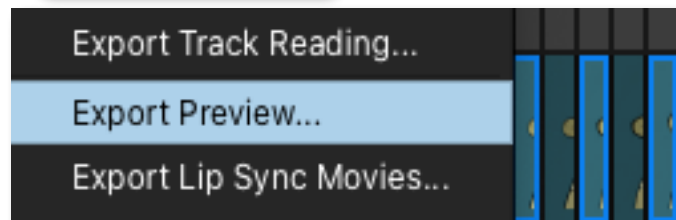there is also a "Mouth Shapes" option which provides another reference for creating lip sync

Select each mouth shape in timing with your audio track. Your edits are automatically saved on the X-Sheet.

To export a reference preview of your work, select the pulldown menu at the left above the audio timeline...
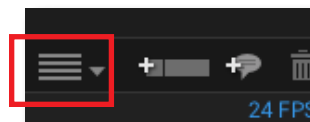
and from the list choose *Export Preview...*

making sure you have selected your character and the format you wish to export with.

Checking the box for "include face shape names" will overlay your selected mouth names (i.e. M_01) onto the video, so that you will be able to easily reference the choice when viewing your preview video