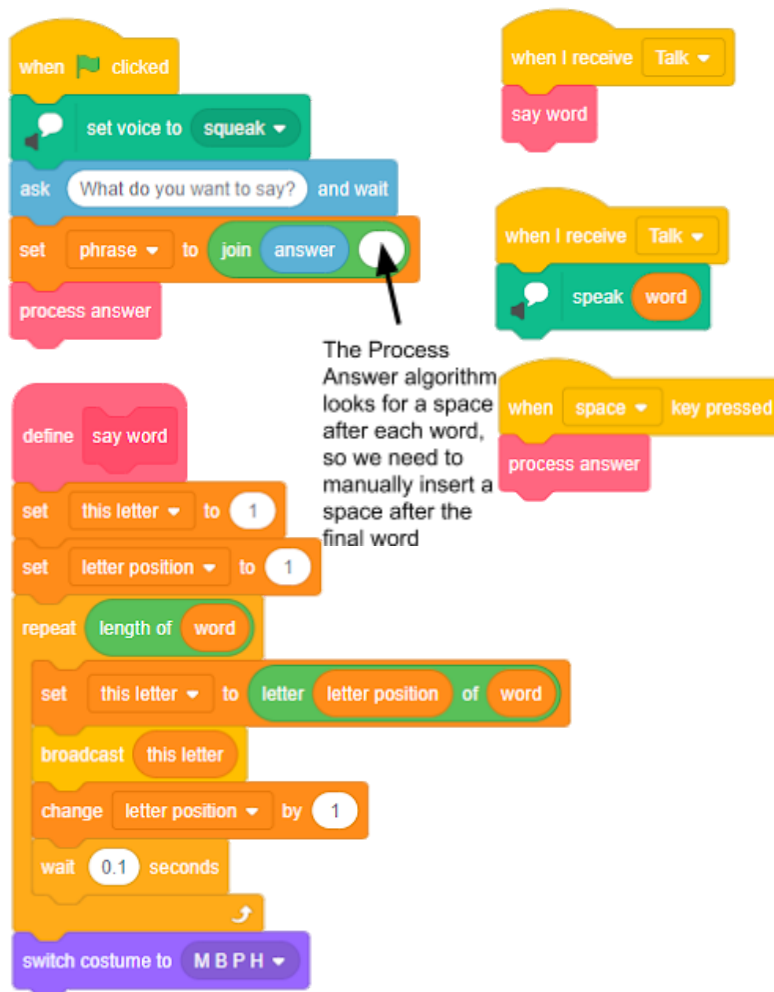**CHROME WORKS**
e-Learning Lab

SCRATCH LIP SYNC

In this lesson we're going to create software that lip syncs your sprite's mouth movements so that its lips match the sounds in your dialogue. The starter file for this project is already set up with mouth animations that portray the most important lip positions people use when making sounds. We're going to write software that takes written text inputs and matches them with lip animations so your character appears to be talking. We'll also experiment with a way to adapt this system to sing along and lip sync to musical tracks. You can find the starter file for this project [here](#).

LIPS

The Process Answer algorithm looks for a space after each word, so we need to manually insert a space after the final word

LIPS (CONT)

```
define process answer

set item number ▾ to (1)

set word ▾ to ( )        This blank has NO content

repeat (length of (phrase))
    if <(letter (item number) of (phrase)) > (0)> and <(letter (item number) of (phrase)) < (10)> then
        wait ((letter (item number) of (phrase)) / (10)) seconds
        change item number ▾ by (1)

    if <(letter (item number) of (phrase)) = ( )> then        This blank is a space
        broadcast (Talk ▾) and wait
        set word ▾ to ( )
        change item number ▾ by (1)
    else
        set word ▾ to (join (word) (letter (item number) of (phrase)))
        change item number ▾ by (1)
```