

# Say What? Dialogue animation by hearing-impaired students: challenges and opportunities.

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### Challenges and opportunities

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#### Preamble

Dialogue Animation: A staple diet of any student developing within the field of Animation



Find sound clip  $\rightarrow$  Dope sheet  $\rightarrow$  Storyboard  $\rightarrow$  Design puppet  $\rightarrow$  Design mouth set  $\rightarrow$  Animate  $\rightarrow$  Post Production  $\rightarrow$  Delivery

Technical and Creative process Juxtaposition Character performance Staging Dialogue Animation

# **Pom Pom Moment!**



#### Preamble



Jack Humpherson, 2<sup>nd</sup> year Dialogue Animation piece



#### Challenges

#### How can Audio based, Stop Motion, Dialogue animation work for BSL?

British Sign Language

Technical process challenges

Teaching process challenges



#### Challenges

#### How can Audio based, Stop Motion, Dialogue animation work for BSL?

British Sign Language

Technical process challenges Teaching process challenges

The 'Straight Ahead' nature of Stop motion Can be challenging Adjustments necessary in a brief and marking scheme could also prove difficult



## Challenge 1 - inclusion

'The student may need to engage in a different task with separate classes'



# Challenge 1 - inclusion



## Challenge 1 – inclusion - solution

"Dual Format" Lecture slides

Record the Audio using your phone or Video

any method you wish - as long as:

It can be played back as an audio file on your computer Video file

It is clear

it is easy to understand

## Challenge 2 – task brief & Marking Scheme

#### Audio based marking scheme sample

	How	Fail	3rd	2.2	2.1	1 <sup>st</sup>	Feedback
	much it's	(0-39)	(40-49)	(50-59)	(60-69)	(70-100)	
	worth	LOW MID Marginal 1-29 30-34 35-39	LOW MID HI 40-43 44-46 47-49	LOW MID HI 50-53 54-56 57-59	LOW MID HI 60-63 64-66 67-69	LOW MID HI Exceptional 70-77 78-84 85-92 93-100	
Supplementary production pieces	Worth:	One or more documents	All documents are	All elements are	Each element is clear	It is obvious from each element that a lot of	]
Dope Sheets Character / puppet Designs Storyboard(s) Production Schedule	25%	are missing. Those present are poorly presented / lacking in detail.	present. Each or most are to a low standard. Rushed work or missing relevant	completed and show some effort but more time could have been used to develop the	and well presented. Well thought out schedule and good character designs	time and effort has been put into making the documents clear and presentable. Dope sheet is immaculate, Character designs are plentiful, showing development Storyboards read	
	25%		information.	documents further and make them extremely clear.	showing puppet measurements, colour and character development.	extremely well and production schedule is to a professional standard.	
Audio Quality	Worth:	Dialogue is very hard to	Dialogue can just be	Dialogue can be made	Clear dialogue. Some	Extremely clear audio with excellent audio	]
	10%	understand. Extremely poor quality sound.	made out in either all or some of the sound clip. Compression quality low.	out but ambient, Foley or other noises interrupt. Compression quality is ok.	quick spoken / quiet words are hard to understand but overall acceptable. Good quality compression.	compression. Sounds like a professionally recorded sound track.	
Lip Synch Quality	Worth:	Very little, if any of the	Some of the lip-	Lip-synching works for	All lip-synching works	Excellent lip synch that works well visually.	]
	20%	animation synchs to the dialogue in the sound track.	synching works but some words are misrepresented visually. Mouths are either too small or turned away / hidden from camera	the most part with only some notable issues. Mouths can be seen but some obstructions have occurred.	and is represented visually well. Mouths are clear and easy to see.	Good mouth shapes that are clear and easy to see and fit the unique intonation and inflection of the dialogue being spoken.	Your feedback for all work on this task has been recorded as an audio file that accompanies this grade

#### Challenge 2 – task brief & Marking Scheme - solution

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#### Audio based marking scheme sample

	How		Fai			3rd			2.2			2.1				1 <sup>s</sup> (70-1		Feedback
	iťs		(0-39	")		(40-49)			(50-59)			(00-09	')			(70-1	00)	
	worth	LOW 1-29	MID 30-34	Marginal 35-39	LOW 40-43	MID 44-46	HI 47-49	LOW 50-53	MID 54-56	HI 57-59	LOW 60-63	MID 64-66	HI 67-69	LOW 70-77	MID 78-84	HI 85-92	Exceptional 93-100	
Supplementary production pieces Dope Sheets Character / puppet Designs Storyboard(s) Production Schedule	Worth: 25%	One or more documents are missing. Those present are poorly presented / lacking in detail.		All documents are present. Each or most are to a low standard. Rushed work or missing relevant information.		All elements are completed and show some effort but more time could have been used to develop the documents further and make them extremely clear.		Each element is clear and well presented. Well thought out schedule and good character designs showing puppet measurements, colour and character designs showing clour time and effort has been put into making the documents clear and presentable. Dope sheet is immaculate, Character designs are plentiful, showing puppet extremely well and production schedule is to a professional standard.										
Audio Quality	Worth: 10%	unders		y hard to tremely und.	made or som	ue can ju out in eiti ne of the ompress low.	ner all sound	out but or other	e can be ambient, r noises in ession qua	Foley terrupt.	quick s words unders accept	pment. dialogue. poken / are hard tand but able. Go compres	quiet to overall od	compre		ounds like	th excellent audio e a professionally	
Lip Synch Quality	Worth: 20%	animati		y of the ths to the sound	synchi some misrep visuall either	of the lip ng works words an resented y. Mouth too small away / h	but e s are or	the most some n Mouths	ching wor st part with otable iss can be se bstruction d.	n only ues. een but	All lip-s and is visually	synching represen y well. M ar and e	works nted ouths	Good r see an	mouth sha	apes that inique int	vorks well visually. are clear and easy to onation and inflection oken.	Your feedback for all work on this task has been recorded as an audio file that accompanies this grade

#### **BSL** based marking scheme sample

Production Schedule BSL Quality	30% Worth:	detail. Very little, if any of the animation portrays the	missing relevant information. Some of the BSL works but some words	used to develop the documents further and make them extremely clear. BSL works for the most part with only some	character designs showing puppet measurements, colour and character development. All Signing works and is represented visually	showing development Storyboards read extremely well and production schedule is to a professional standard. Excellent Signing that works well visually. Good hand shapes that are clear and easy to		
	25%	dialogue in the script	are misrepresented visually. Hand signs are either too small or turned away / hidden from camera	notable issues. Hands can be seen but some obstructions have occurred, making it hard to understand	well. Hands are clear and easy to see.	see and fit the unique dialogue in your script	Your feedback for all work on this task has	

## Challenge 4 – What to reference instead of sound?

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#### SOUND CLIP

Source: 6_ CLASS TASK BSL CLIP: 12 - Anima	ation.mp4: 00:00:00:00	$\equiv$ Effect Controls	Audio Clip Mixer: 12 - Animation.mp4	Metadata
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TEXT

"You"

## Challenge 4 – What to reference instead of sound?



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## Challenge 4 – What to reference instead of sound - Solution

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#### SOUND CLIP



VIDEO

#### 

### Challenge 5 – Dope Sheeting BSL

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#### Dope sheet denoting: just hand gestures?

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## Challenge 5 – Dope Sheeting BSL - Solution



## Following the rest of the workflow – puppet designs

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#### Following the rest of the workflow – story boards

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### Challenge 6 - Feedback

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#### ually. easy to nflection Your feedback for all work on this task has been recorded as an audio file that accompanies this grade sheet on your grade e, head, centre. 2m attention





# Challenge 6 - Feedback

## Challenge 6 – Feedback - solution

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# Final Output – without subtitles

# Final Output – with subtitles

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#### Opportunities

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Giving a BSL Animation student the SAME opportunity to develop within animation

Developing a new workflow for Stop Motion Dialogue Animation

Offering my findings to be used by other Institutions and Industry alike