

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

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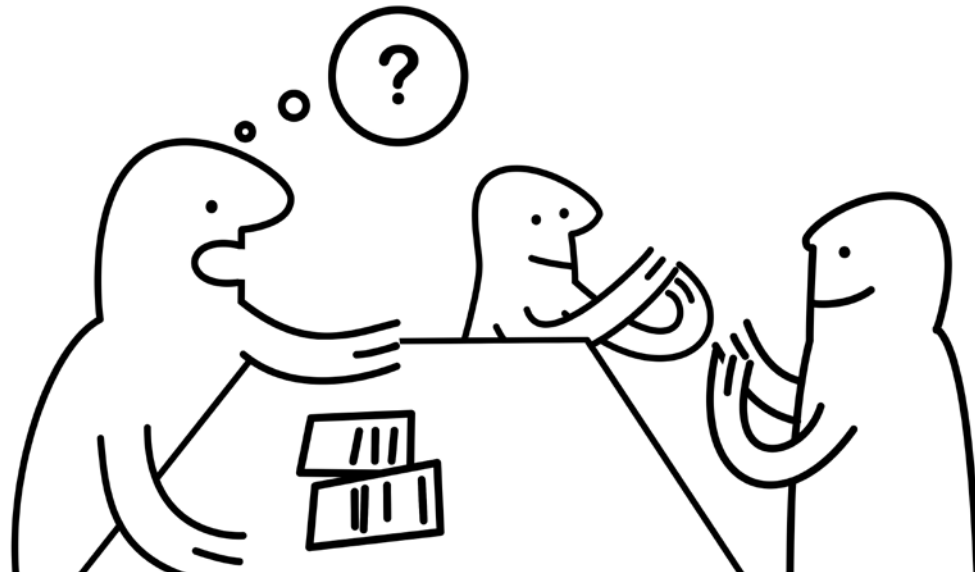
See <http://shura.shu.ac.uk/information.html>

Say what?

Dialogue animation by hearing impaired students:

Challenges and opportunities

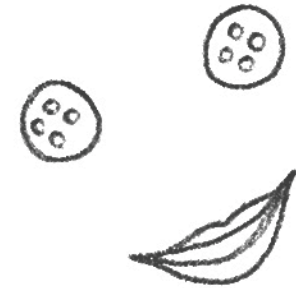
By Melvyn Ternan, Senior Lecturer in Animation @ Sheffield Hallam University





Preamble

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



Find sound clip → Dope sheet → Storyboard → Design puppet → Design mouth set → Animate → Post Production → Delivery

Technical and Creative process

Juxtaposition

Character performance

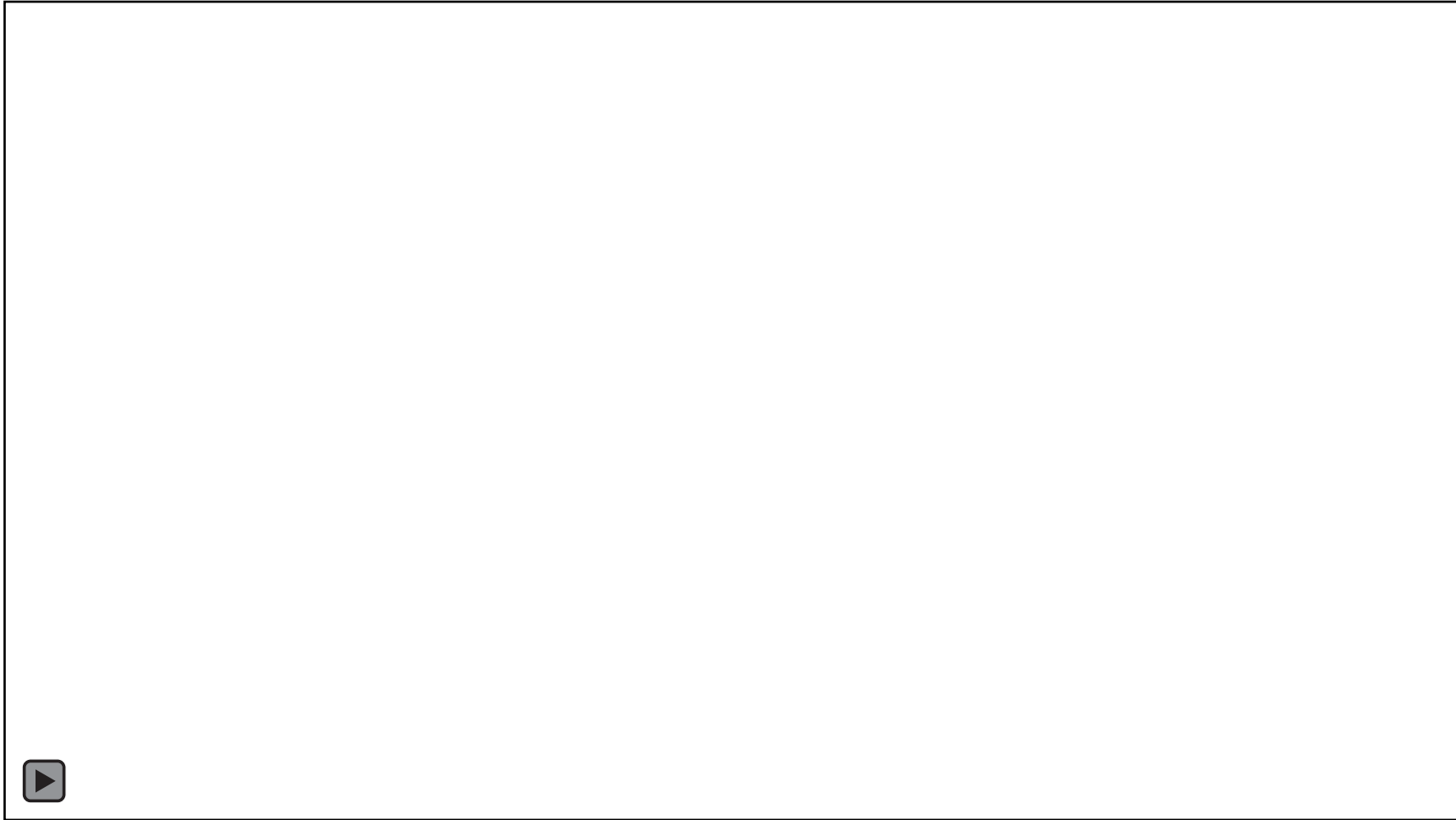
Staging

Dialogue Animation

Pom Pom Moment!



Preamble



Jack Humpherson, 2nd 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
Video using your phone or
any method you wish - as long as:

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

It is clear

it is easy to understand

Challenge 2 – task brief & Marking Scheme

Audio based marking scheme sample

| | How much it's worth | Fail (0-39) | | | 3rd (40-49) | | | 2.2 (50-59) | | | 2.1 (60-69) | | | 1 st (70-100) | | | | Feedback |
|---|--------------------------|--|-----------|----------------|--|-----------|----------|--|-----------|----------|---|-----------|----------|---|-----------|----------|--------------------|--|
| | | 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 | |
| <u>Supplementary production pieces</u> 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 development. | | | It is obvious from each element that a lot of 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 extremely well and production schedule is to a professional standard. | | | | Your feedback for all work on this task has been recorded as an audio file that accompanies this grade |
| Audio Quality | Worth: 10% | Dialogue is very hard to understand. Extremely poor quality sound. | | | Dialogue can just be made out in either all or some of the sound clip. Compression quality low. | | | Dialogue can be made out but ambient, Foley or other noises interrupt. Compression quality is ok. | | | Clear dialogue. Some quick spoken / quiet words are hard to understand but overall acceptable. Good quality compression. | | | Extremely clear audio with excellent audio compression. Sounds like a professionally recorded sound track. | | | | |
| Lip Synch Quality | Worth: 20% | Very little, if any of the animation synchs to the dialogue in the sound track. | | | Some of the lip-synching works but some words are misrepresented visually. Mouths are either too small or turned away / hidden from camera | | | Lip-synching works for the most part with only some notable issues. Mouths can be seen but some obstructions have occurred. | | | All lip-synching works and is represented visually well. Mouths are clear and easy to see. | | | Excellent lip synch that works well visually. Good mouth shapes that are clear and easy to see and fit the unique intonation and inflection of the dialogue being spoken. | | | | |

Challenge 2 – task brief & Marking Scheme - solution

Audio based marking scheme sample

| | How much it's worth | Fail (0-39) | | | 3rd (40-49) | | | 2.2 (50-59) | | | 2.1 (60-69) | | | 1 st (70-100) | | | | Feedback |
|---|--------------------------|--|-----------|----------------|--|-----------|----------|--|-----------|----------|---|-----------|----------|---|-----------|----------|--------------------|--|
| | | 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 | |
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BSL based marking scheme sample

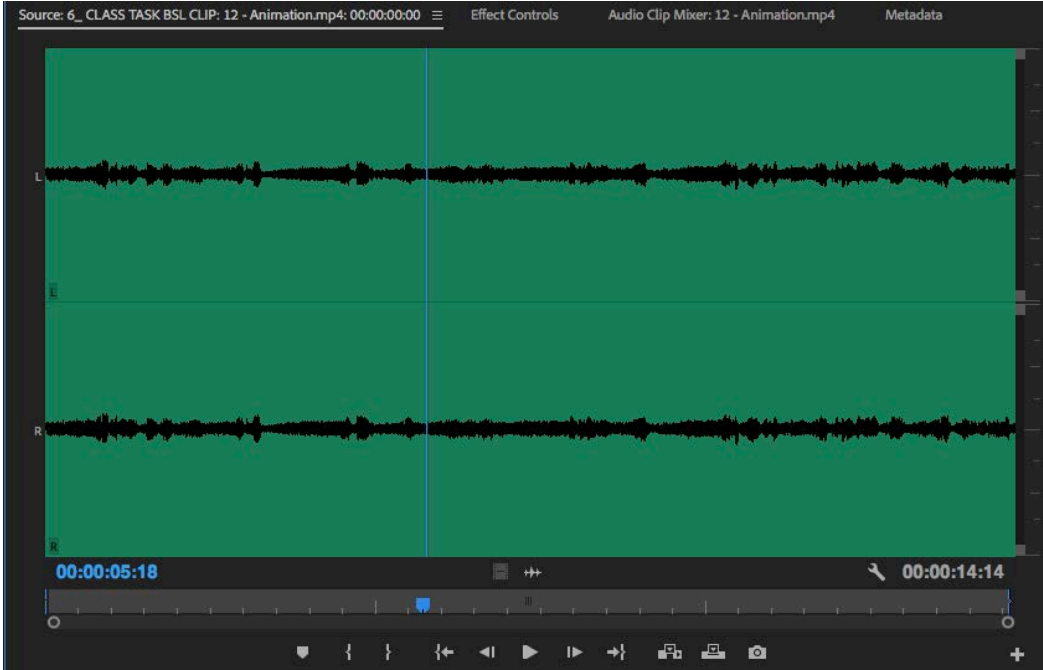
| | | | | | | |
|---|------------|--|---|---|---|---|
| Supplementary production pieces Dope Sheets and script of dialogue Character / puppet Designs Storyboard(s) Production Schedule | Worth: | One or more documents are missing. Those present are poorly presented / lacking in detail. | All documents 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 development. | It is obvious from each element that a lot of 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 extremely well and production schedule is to a professional standard. |
| | 30% | | | | | |
| BSL Quality | Worth: | Very little, if any of the animation portrays the dialogue in the script | Some of the BSL works but some words are misrepresented visually. Hand signs are either too small or turned away / hidden from camera | BSL works for the most part with only some notable issues. Hands can be seen but some obstructions have occurred, making it hard to understand | All Signing works and is represented visually well. Hands are clear and easy to see. | Excellent Signing that works well visually. Good hand shapes that are clear and easy to see and fit the unique dialogue in your script |
| | 25% | | | | | |
| Your feedback for all work on this task has | | | | | | |



Challenge 4 – What to reference instead of sound?



SOUND CLIP

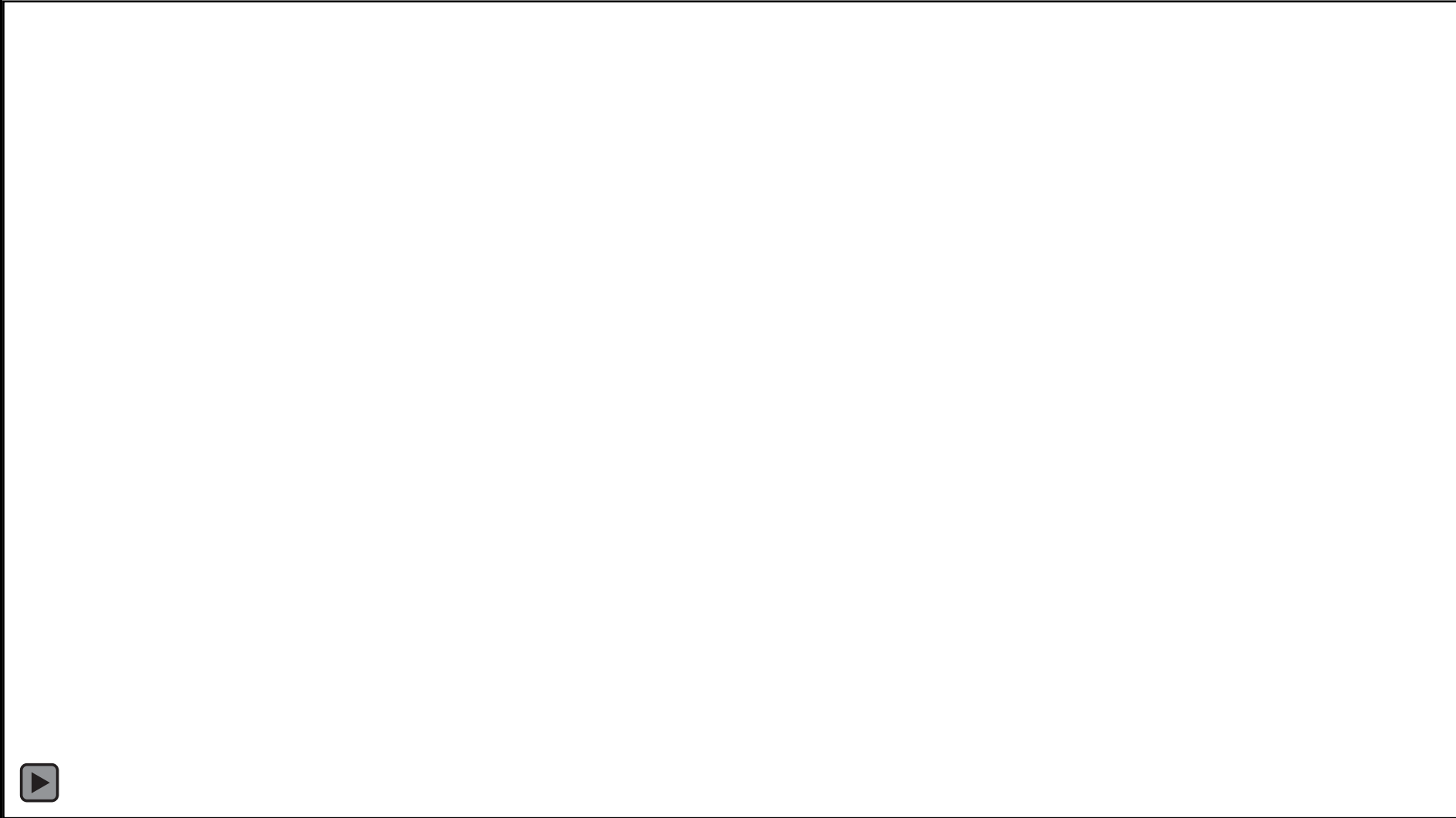


TEXT

"You"



Challenge 4 – What to reference instead of sound?

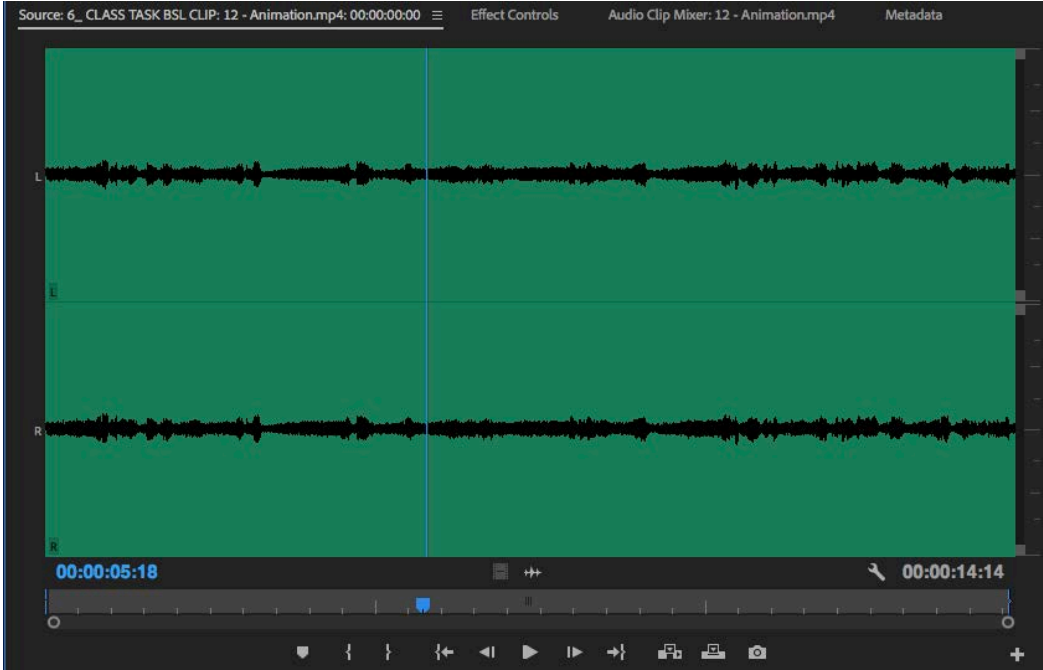




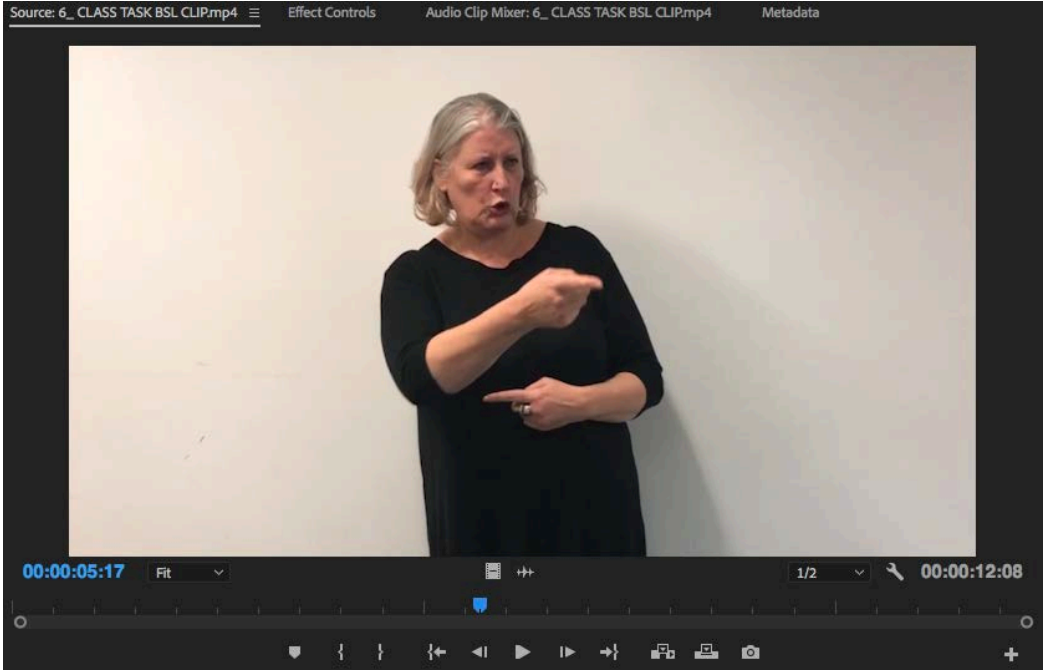
Challenge 4 – What to reference instead of sound - **Solution**



SOUND CLIP



VIDEO





Challenge 5 – Dope Sheeting BSL

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Dope Sheet denoting:
mouth shapes

Dope sheet
denoting: just hand
gestures?

h m s

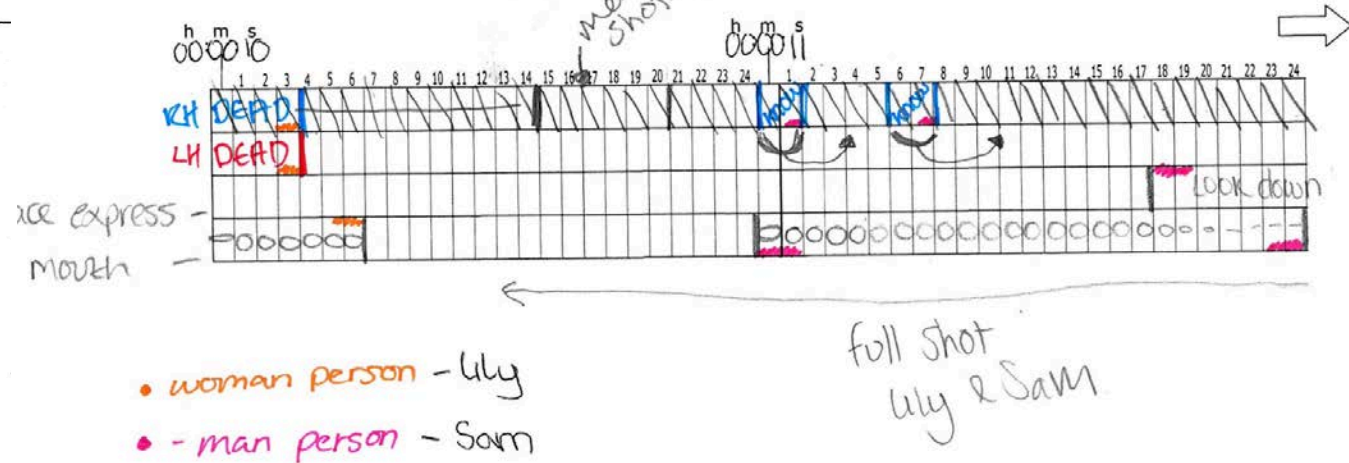
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| 21 | 22 | 23 | 24 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | |
| EE | EE | V | RR | RR | RR | TH | TH | EE | EE | AH | AH | | | | P | P | P | L | AH | N | T | m | AH | | | T | RR | RR |
| | | | | | | | | | | | | | | | | | PL | | | | | | | | | | | |
| | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
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| | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| WHAT EVER | | | | | THE | | | | | VH... | | | | | | PLANT | | | | | | matter | | | | | | |

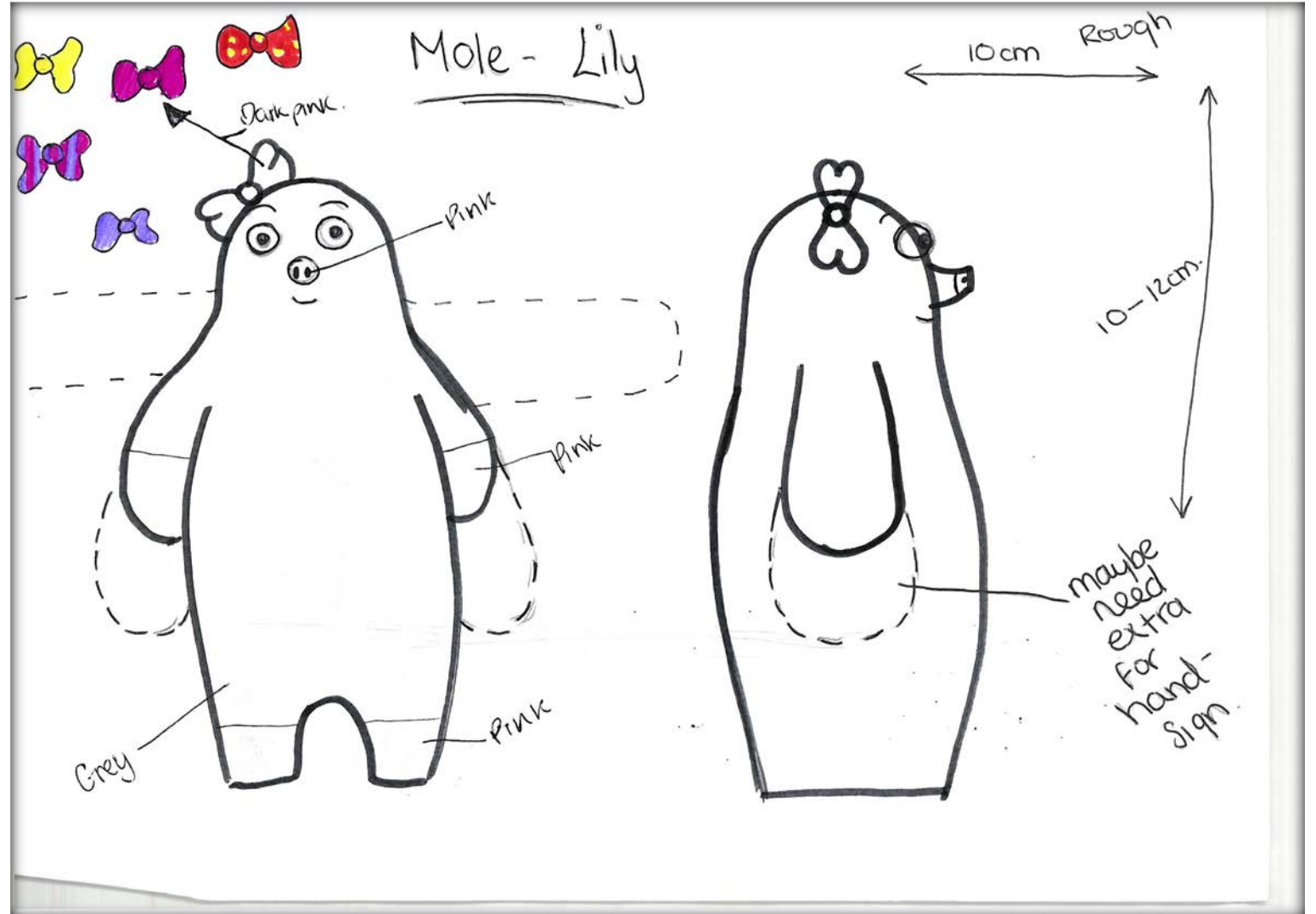
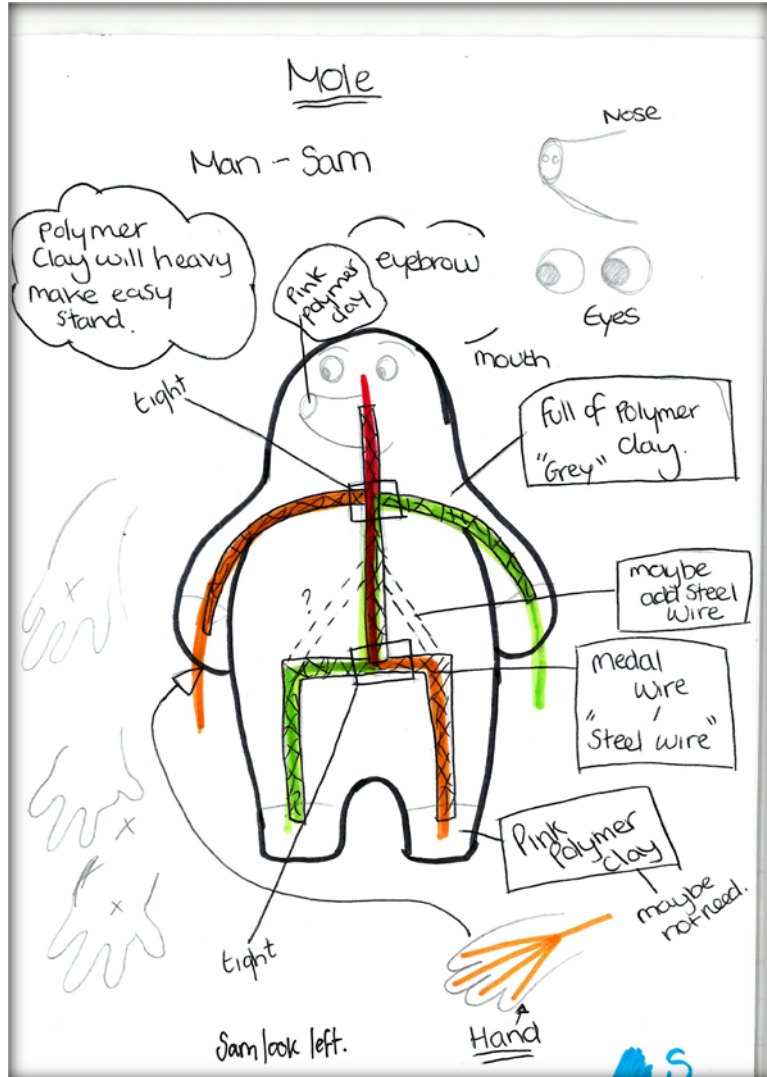
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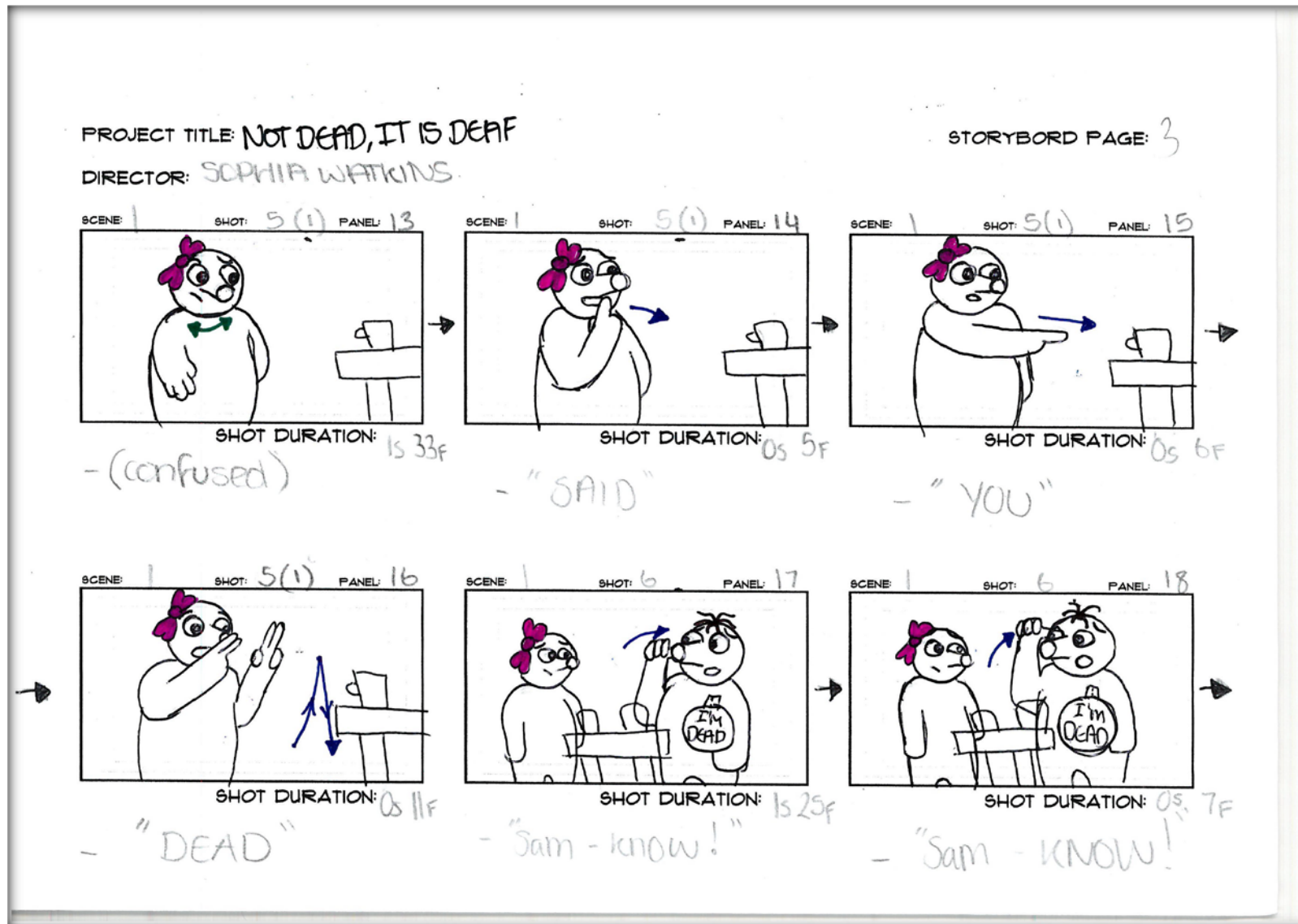
Dope sheet
denoting: Right hand
gestures
Left hand gestures
Facial expressions
Mouth shape



Following the rest of the workflow – puppet designs



Following the rest of the workflow – story boards





Challenge 6 - Feedback

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| ually. d easy to nfection | Your feedback for all work on this task has been recorded as an audio file that accompanies this grade sheet on your grade centre. | |
| e, head, an attention and | | |

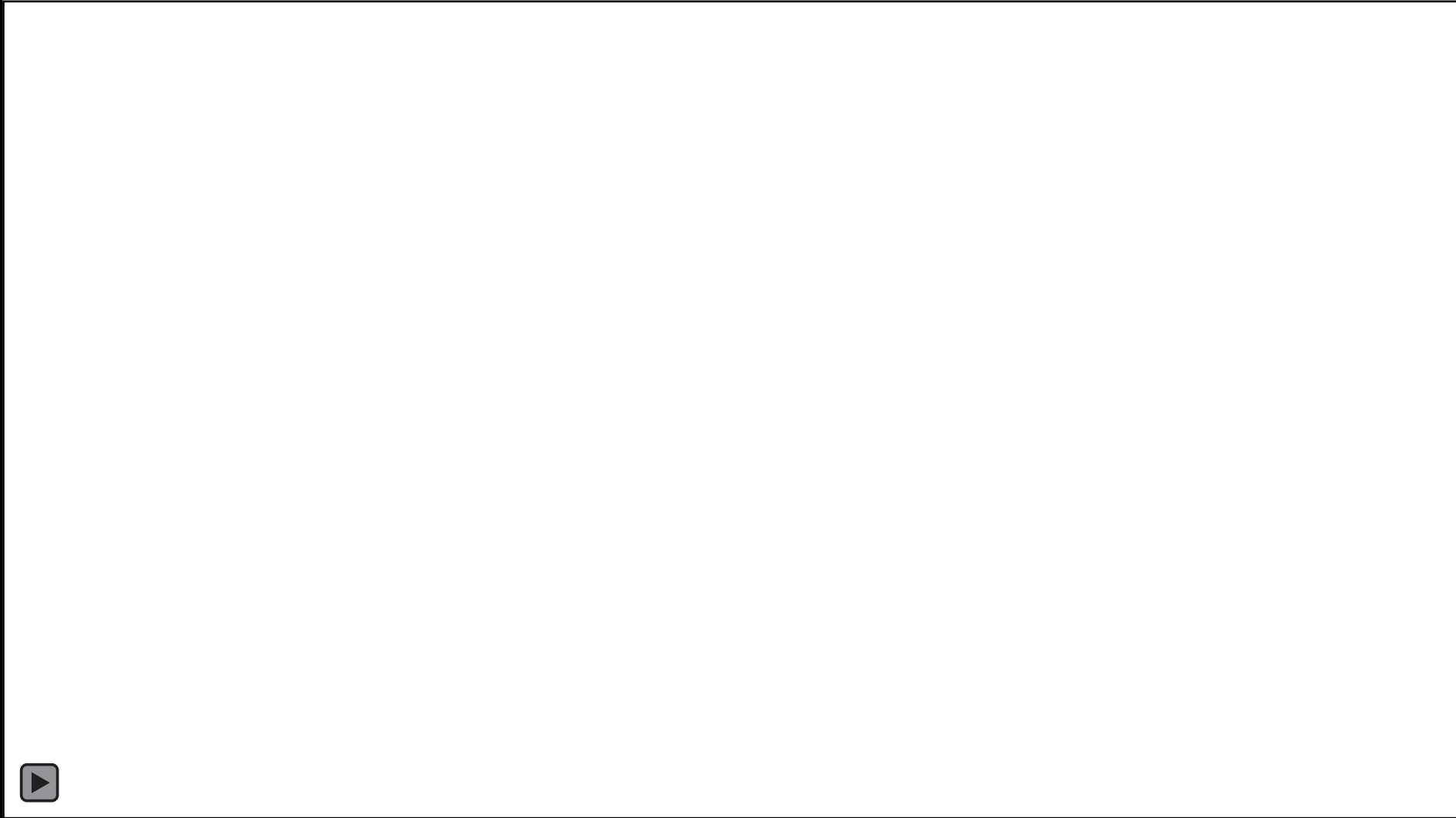
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| ead, ntion the | Your feedback for all work on this task has been recorded as a text file that accompanies this grade sheet on your grade centre. | |





Challenge 6 - Feedback





Challenge 6 – Feedback - solution

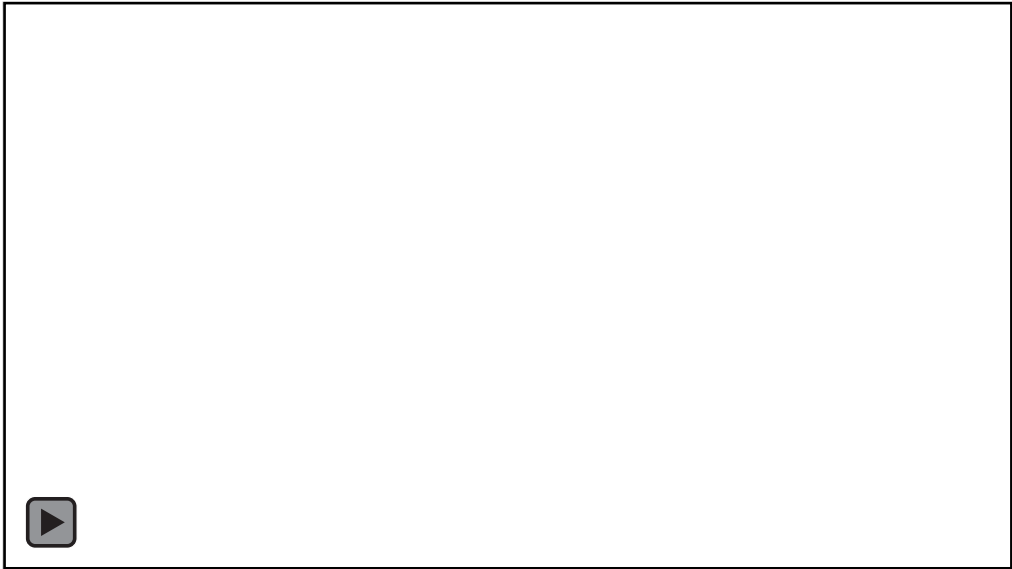
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| ually. d easy to nfection | Your feedback for all work on this task has been recorded as an audio file that accompanies this grade sheet on your grade centre. |
| e, head, an attention and | |



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A video of BSL feedback





Final Output – without subtitles





Final Output – with subtitles





Opportunities

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