
Subject: Speech Lip Syncing
Posted by [Poskov](#) on Fri, 11 Apr 2008 01:16:56 GMT
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is there a way to enable lips syncing with speech?

Subject: Re: Speech Lip Syncing
Posted by [danpaul88](#) on Fri, 11 Apr 2008 05:54:58 GMT
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No, in Renegade the only lip movements are a single animation used during the cutscenes and possibly tutorial / single player missions, which simply loops and is not synced at all.

Subject: Re: Speech Lip Syncing
Posted by [Jerad2142](#) on Mon, 14 Apr 2008 14:45:35 GMT
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But it is possible, its just a lot of work, you would have to make multiple animations, each with different mouth movements, keep in mind that 30 frames is equal to 1 second to play time, once you have that done all you have to do is rig up scripts to fire when the sound file crosses certain time points.
