

BigMouth

User Guide

The BigMouth app allows you to use any photo of any face from your photo albums and animate the mouth in synch with audio that you record.

Important: BigMouth requires audio input to utilise the apps full functionality. Therefore this app is mainly suitable for iPhone users. iPod Touch 2G users will need to use a compatible mic through the headphone jack to record audio

PLEASE MAKE SURE SPEAKER VOLUME ON YOUR IPHONE/IPOD TOUCH IS TURNED UP

After install iPhone/iPod Touch 2G may require rebooting before first use.

On first launch

When you launch BigMouth for the first time you'll see a message that prompts you to load a photo from your photo albums. On every subsequent launch of the app the last photo to be used will be displayed. You can either work on this photo or choose a new one.



Choosing/loading an image

To do this press the "load" button. You will be taken directly though to your photo album library on your iPhone/iPod touch. Simply choose a photo from any album.

Tip: For best results choose a photo where the person/characters head is relatively straight (not tilted) and facing the camera.

Preparing the image

Move and scale the image by using standard iPhone/iPod touch gestures.

- One finger to drag (pan) the image
- Two finger pinch gesture to zoom in/out

Tip: try to maximise the face you want to work on to fit the space between the upper and lower transparent bands.

To choose another photo at this point tap "cancel". To continue with the current photo tap "choose".

Creating the mouth mask

On the photo you will see the black, transparent mouth mask with 9 red grab handles surrounding it.

1. Put one finger on the grab handle on the mouth mask and move it so that the top edge of the mask sits just below the top lip.
2. Use the middle left and right grab handles to stretch the mask to the width of the mouth
3. Use the top row left and right grab handles and drag the top corners of the mask to match up to the left and right corners of the mouth.
4. Use the top, middle grab handle (lift or lower) to create an arc that matches the line of the lips. Try and keep the top of the mask just below the top lip.

Tip: If the face in the photo you are using is showing teeth, then try and move the top of the mask so it sits in the middle of the teeth. This way when the mouth animates it shows a top and bottom set of teeth.

5. Use the bottom row left, right and middle grab handles (lift or lower) to create an arc that matches and covers the line of the chin.

Once you're happy with the mask you can test what the animation looks like by simply tapping "Test" at the top left of the screen.

If you want to start over just tap the "Reset" button at the top right of the screen.

Recording audio



Simply tap the record button and talk into the iPhone mic (or iPod Touch compatible mic plugged into headphone jack). As you talk you can see the mouth moving to the sound of your voice. The louder you speak the wider the mouth opens.

To stop recording just tap the record button again.

Audio playback



Tap the play button. While audio is playing back the play button changes to display a stop button. Tap this stop button at any time to stop playback.

If when you play back the audio you are not happy with the mouth animation you can tap "Edit" and re-align the mouth mask. There is no need to record the audio again.

Saving a BigMouth file



Tap the "Save" button on the tool bar to display the Save File screen.

Use the keyboard to enter the file name then tap "Done".

You will then be taken to the Saved File screen where all of your saved files are displayed.

Loading a saved BigMouth file

From the Saved File screen just tap the file you want to load. You can then either play or edit this file (audio and/or mouth mask). If you then save the edits it will save as a new file.

Deleting a BigMouth file

From the Saved File screen, drag your finger (left or right) across the unwanted files row. A delete button will appear. Tap it to delete.