

# **Matching Sound to Animation**

(http://www.alice.org/resources/how-tos/matching-sound-to-animation/)

## Programing the Animation and Sound

Create a do together and place both the animation and sound in that same do together

## Adjusting the Synchronization

#### Aligning a short audio clip after the start of an animation

- Drag a do in order into the code editor and place the playAudio procedure along with a delay.
- Set the duration of the delay to however many seconds you would like to wait.

```
do together

(this.whiteRabbit move RIGHT, $\frac{10.0}{}, duration $\frac{2.0}{} add detail

do in order

(this delay $\frac{0.5}{} \]

(this playAudio new AudioSource Cat_meow_high_pitch_04.mp3 (0.99s))
```

### Stretching an animation to match the duration of the audio

- Us the add details drop down to add duration to your procedure and set it to the length of the audio.
- When aligning the audio duration with a set of animations you can add all the procedure durations together to reach the audio length.

```
do together

(this.whiteRabbit move RIGHT, $10.0 , duration $64.0 add detail

(this.whiteRabbit playAudio new (AudioSource) dance.mp3 (64.18s)
```

## Matching a sound that is long to an animation that is short

- Edit the stopping and starting points of a sound by clicking Custom Audio Source on the drop down tab
- In the custom audio editor you can adjust the starting and stopping point of the sound by dragging the starting marker and stopping marker slider.

