

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.



Stretching an animation to match the duration of the audio

- Use 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.



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.

