Maya
2024
Session#3
Synch to an Audio File

Synch to an existing Audio File

Make a new Maya scene
Make sure the Timeline is displayed
  If it isn't...
  >Windows >Workspaces >Animation

 In the Timeline window...
  Right mouse > Audio >Import Audio
  Browse to find your audio file
    Several possible file formats:
    Most common is .wav

  The audio file appears in the Timeline as a waveform
    Note the peaks, silences, etc
    Note at which frames these occur

  Hit Play in the Timeline
    The audio plays as the frame marker moves

Make a simple geometric primitive
  e.g., a sphere, torus, cone, etc

  Transform and set keyframes for the object
    Make it synch with the audio soundtrack

Save your scene file
  The audio is saved with the animation.

Synch to an existing Animation

You can also work in the reverse direction
  Starting with an existing animation

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and making a soundtrack to synch to it.

Open an existing animation scene file
      Or make a new simple animation

Play the animation.
      As the animation plays,
      ...use your phone to record something in real time
          ...and in synch to the animation
      For example, your voice or some sound effects

Save your phone's audio file
      Convert it (if necessary) to a format Maya accepts
          For example: .wav; .aiff

Import this new audio file into your Maya scene