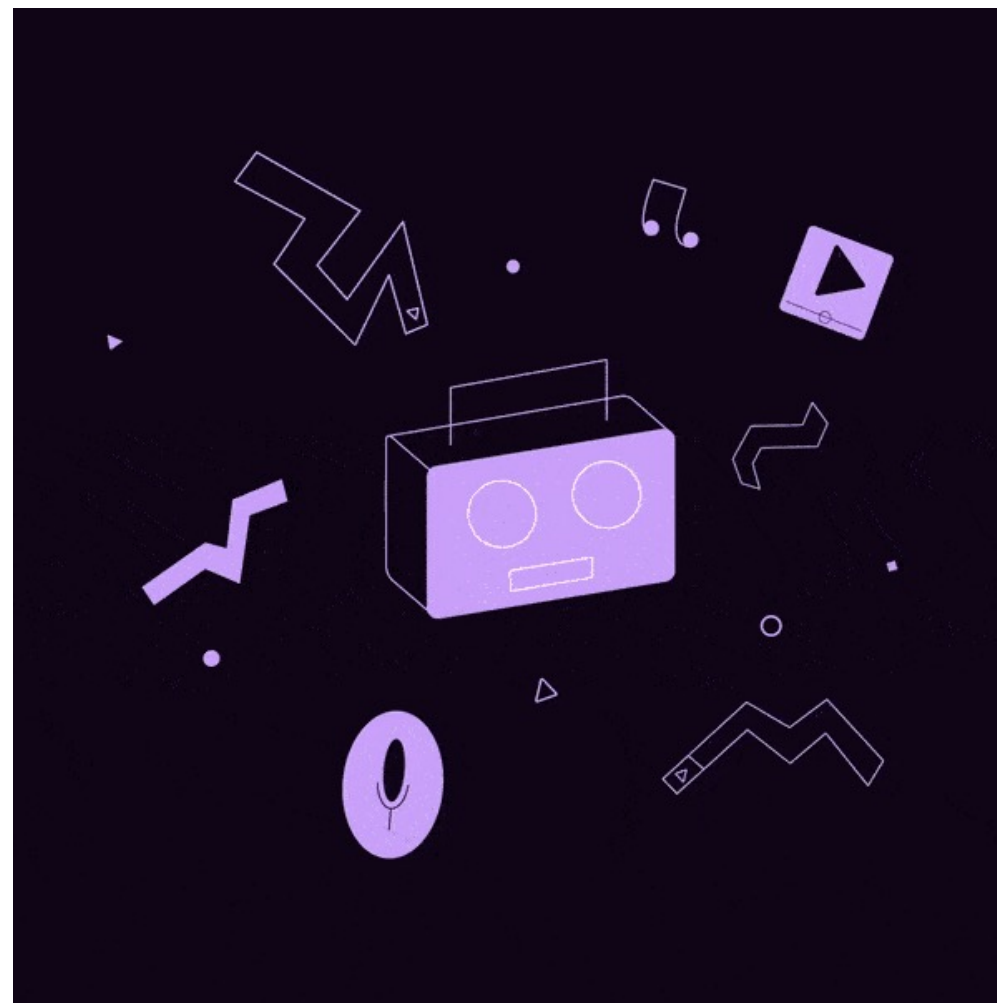




Adding Sounds to Animations

# Topics

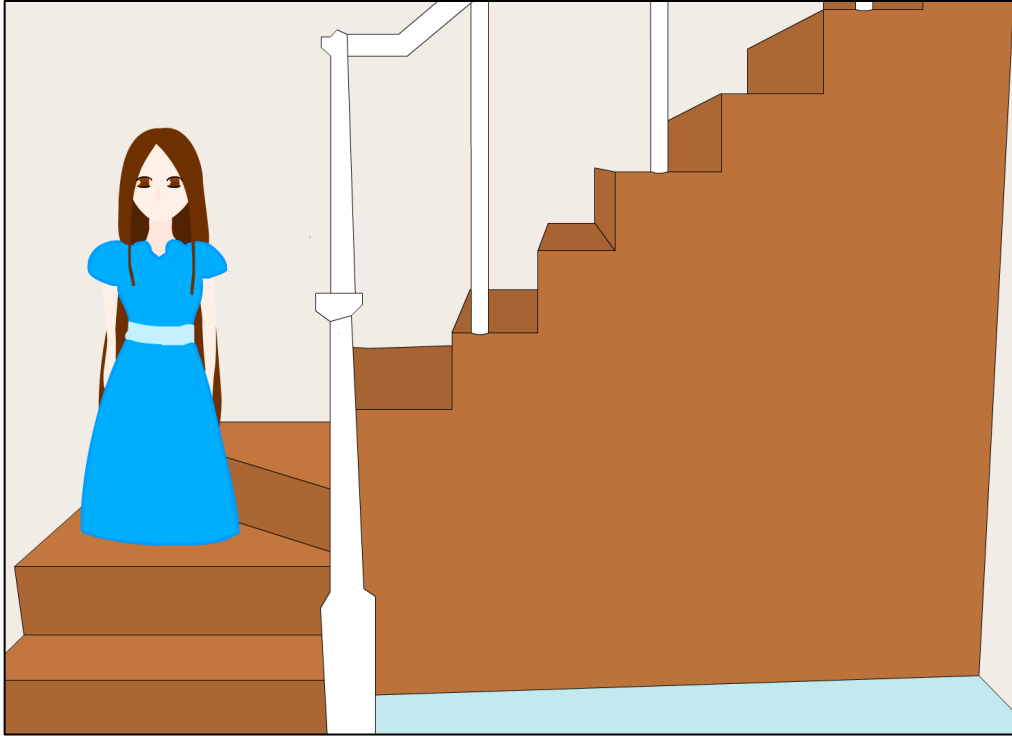
- Why sounds are important.
- Understanding Sound Types
- Practice Adding Imported Sounds to WickEditor Projects
- Best Practices



# Need for Sounds

- Sounds bring animations to life.
- Sounds enhance the viewer's experience.
- Sound is a powerful storytelling tool because it adds meaning.
- Sounds can improve your animations.





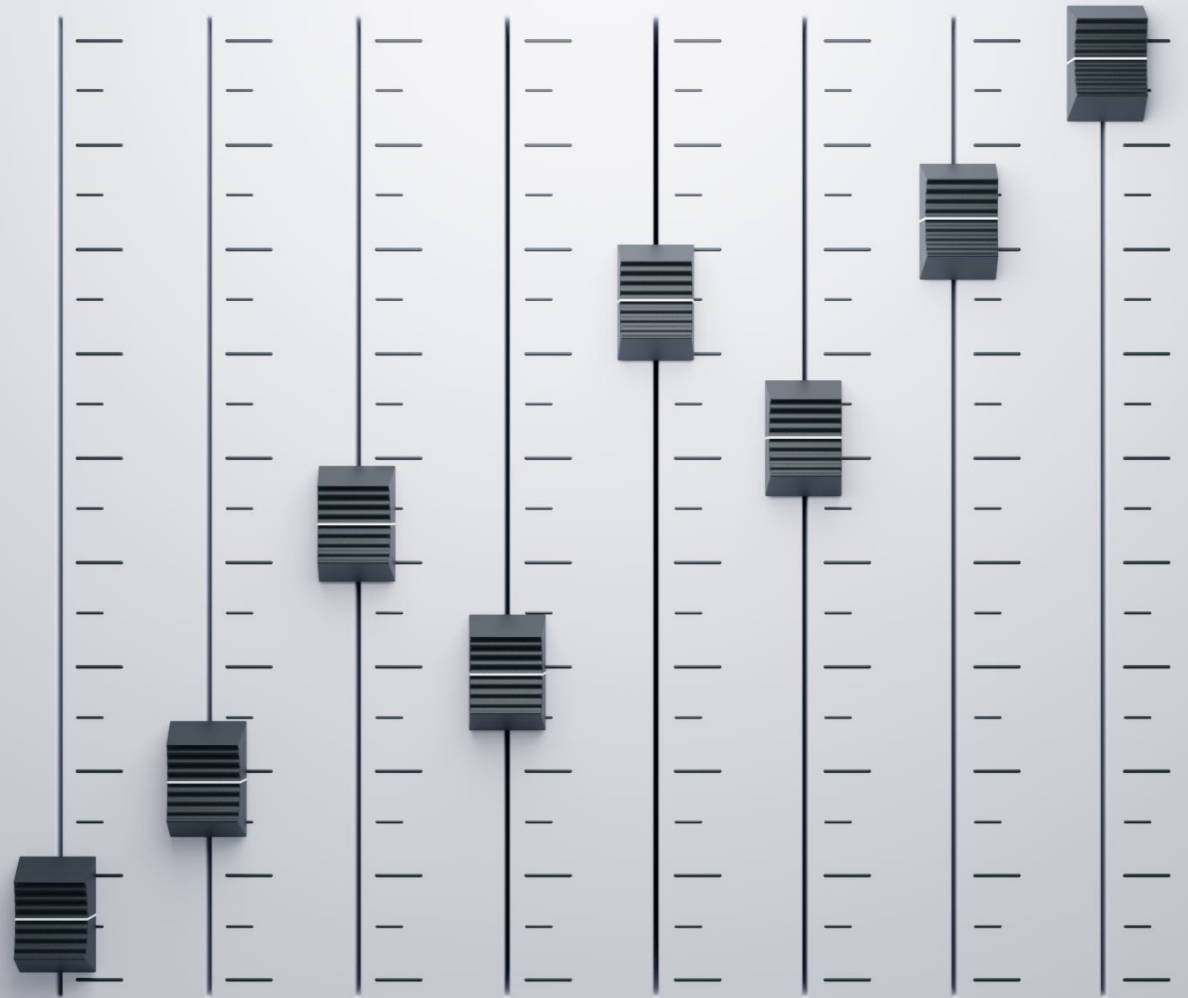
Compare

Which is more effective at telling a story?

# Understanding Sound Types

- Sound formats play a crucial role in the world of digital audio.
- They determine how audio data is stored, compressed, and played back.
- Two commonly used sound formats: WAV and MP4.

.WAV audio file type is easily uploaded into your project.



# WAV (Waveform Audio File Format)

- WAV is widely used for high audio quality.
- It is a standard storing audio on Windows systems.
- WAV files are uncompressed, which means they retain all the original audio data, resulting in high fidelity.



# MP4 (MPEG-4)

- MP4 is a multimedia container format that can store audio, video, and other data.
- It is versatile for multimedia content.
- Widely used for streaming, sharing, and storing multimedia content.



Practice







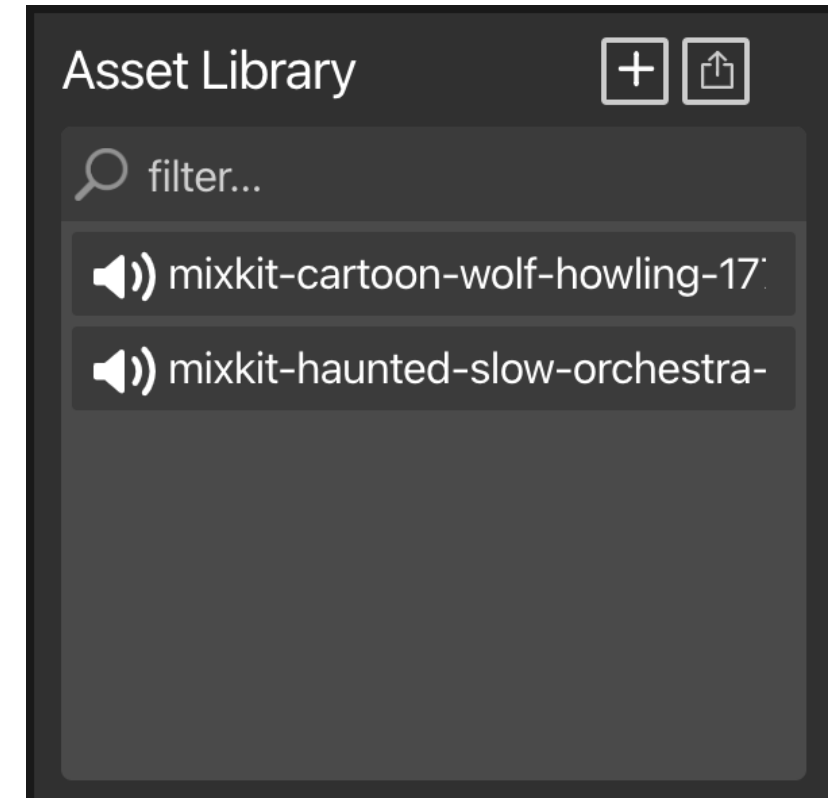
## Task 1: Collect Sound Files

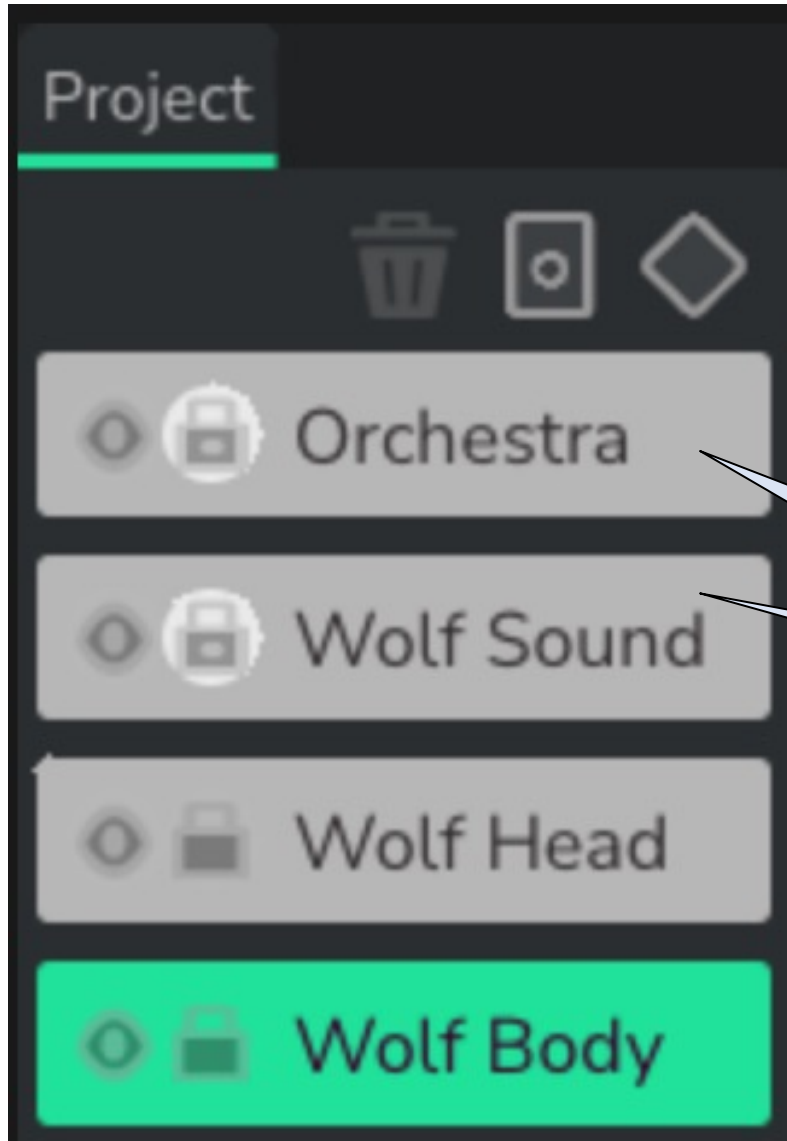
MixKit search for:

1. Cartoon wolf howling
2. Haunted slow orchestra

Task 2: Create a new Wick Editor project and add sounds.

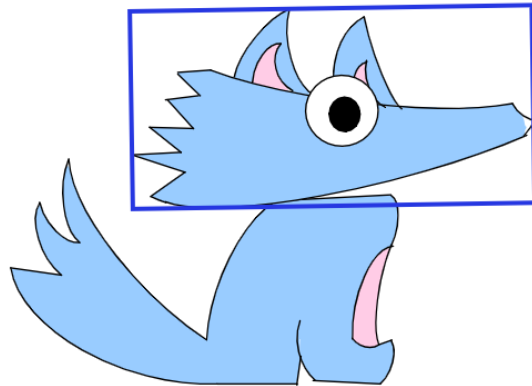
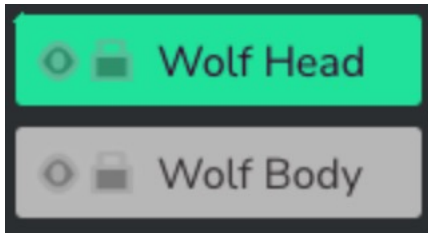
Upload the Sound Files  
you collected in Task 1.





Task 3:  
Create the “layer”  
structure for the timeline.

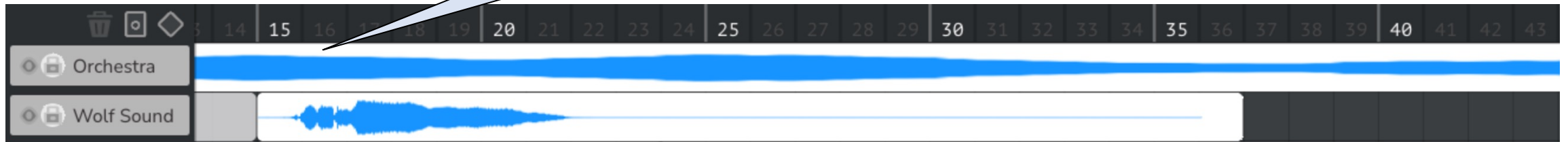
Each sound will occupy its own layer.



Task 5:  
Draw the Wolf Head and  
turn it into a Clip.

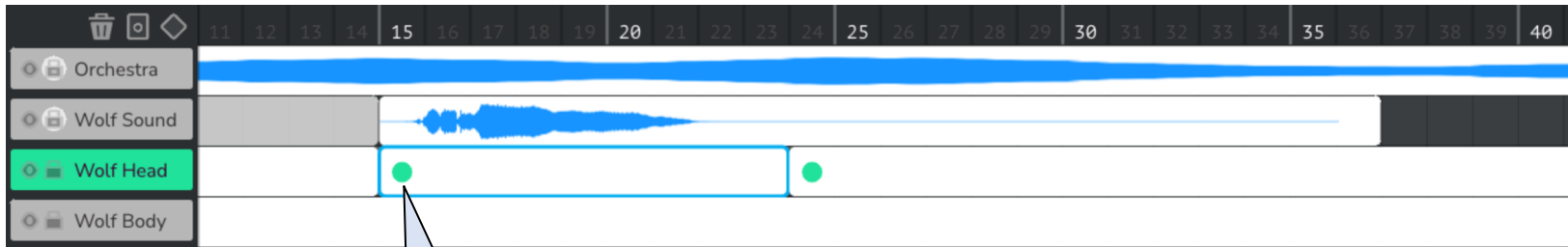
## Task 6: Add Sounds

Drag Orchestra sound to the timeline in frame 1.  
extend it to frame 60.

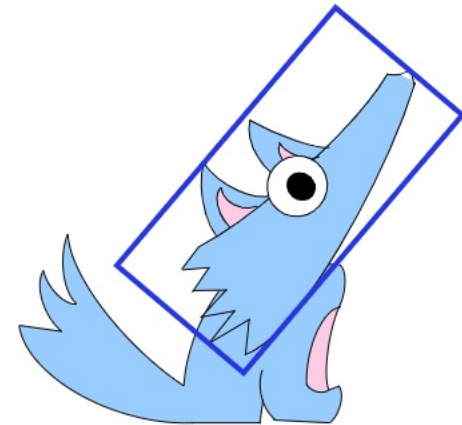


Drag Wolf sound to frame 15. Extend it to  
frame 37.

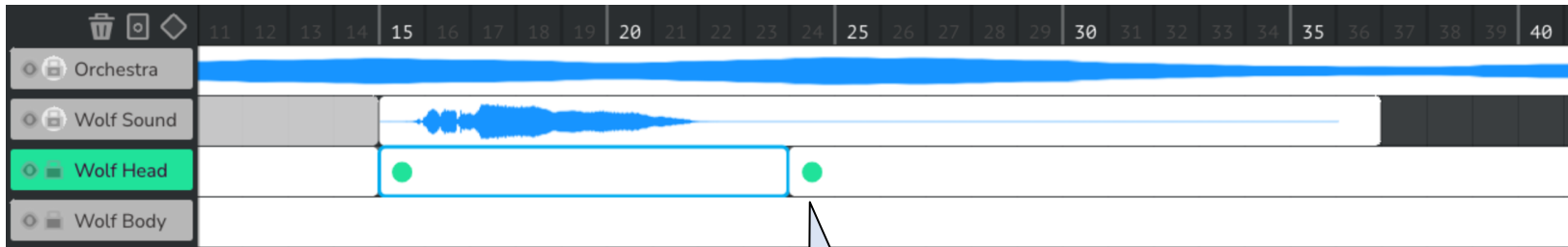
## Task 7: Make the Wolf Howl



Wolf head tilts back in frames 15-23



## Task 8: Wolf finishes his Howl.



Wolf head returns to normal in frame 24.

