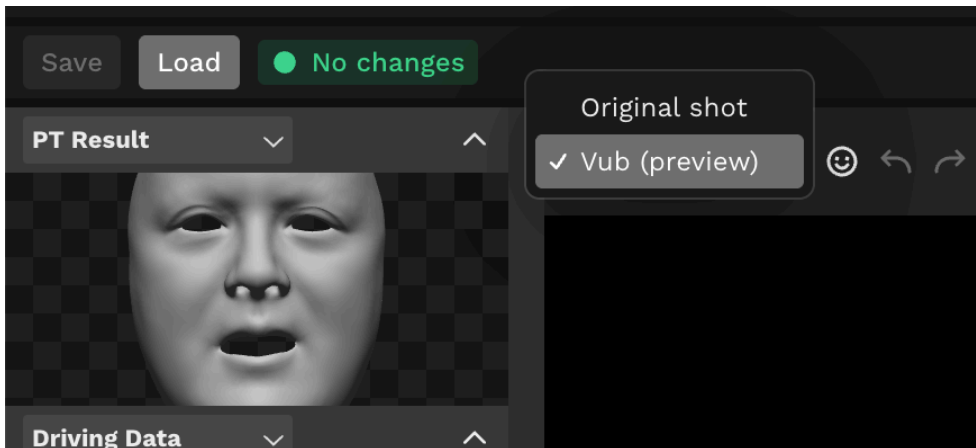


Assess Your Vub

Is there anything you want to change?

▶ Look at the vub – the Vub (preview):



▶ **Know the dialogue** that is meant to be spoken – if there's a transcript handy, check it first.

▶ Play the vub:

- Did you **believe** that the character was saying the new dialogue?
- Were there any specific moments that stood out or did something simply not **feel** right?
- Trust your reaction from your **first viewing** – if something didn't feel right then it is likely something that can be improved. It can be harder to assess the vub honestly in subsequent viewings.
- **Note the moments you want to improve** – you don't have to work out **what** is wrong at this stage, just that there are areas to focus on.

STEP ONE

Assess Your Vub (continued)



Is something not feeling right, but you can't quite identify the issue?

A useful technique is to start from the end of the shot and work backwards. Play the last word. If that feels OK, play the last two words. Keep working back into the vub until something doesn't feel right. Then you've found the word that isn't working.



Keep an eye on the jaw movement!

The jaw is the slowest-moving part of the mouth when talking, so sudden, sharp movements can feel unnatural. If these exist in your vub, you can use **Jaw - Open** in the **Advanced** lip sync controls to smooth them out.