

Talk to the animals

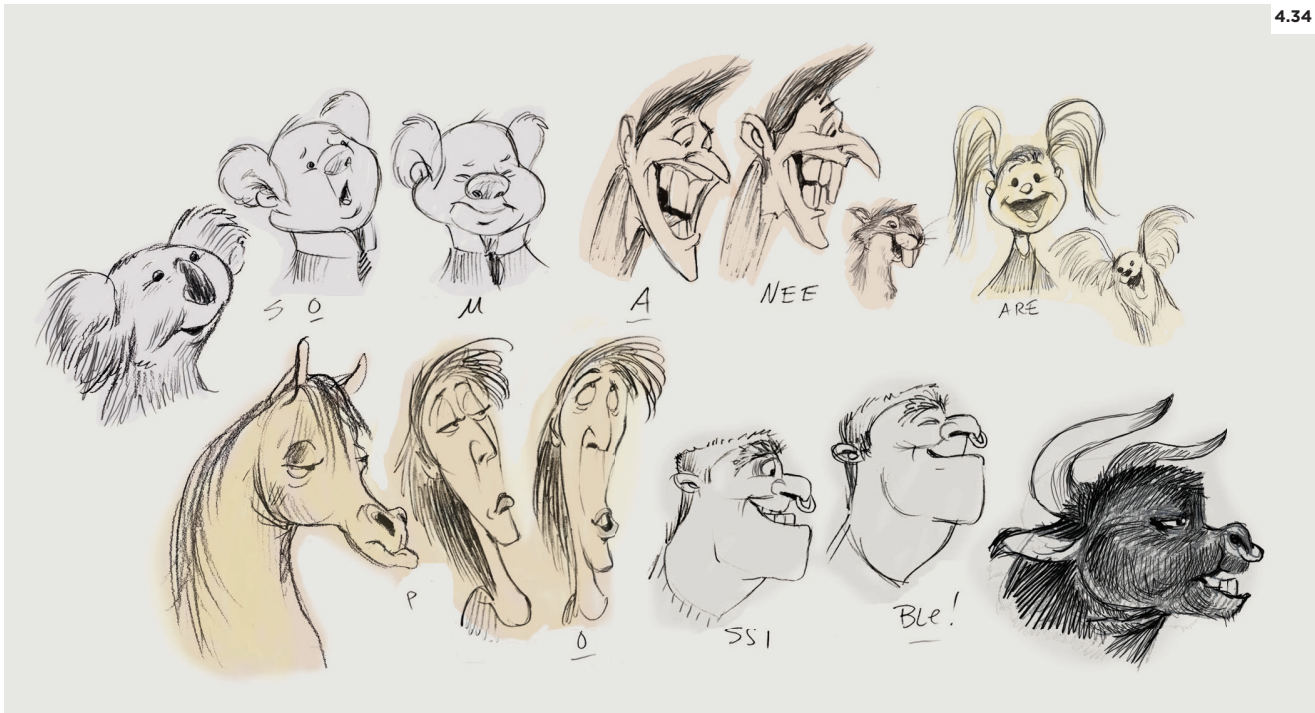
Animal associations can strongly influence dialogue mouth shapes. Human characters can snarl, bark, croak, purr, or hiss their lines (Fig. 4.33). Experiment with your interpretations. The dialogue will create the association; you might reference more than one animal in your performance (Fig. 4.34). Keep your characters and your interpretations loose and flexible; as Disney director Jack Hannah once told me, “It is a lot easier to go a little farther [into caricature] than required and tone it down a bit than to not go far enough and try to exaggerate the poses afterward.”



4.33

4.33 Humans can hiss, purr, roar, snarl, chatter, whine, or even bark their lines. You may reference more than one species of animal for different movements or mouth shapes.

4.34 Both your human character designs and animation can incorporate animal qualities.



4.34