How to Make Animations It's Saturday morning. The sound needs to be recorded before the real animations, so that the artists can draw the cartoons to match up with the actors' voices. A sound engineer or a computer program analyzes all the sounds the voices make, what mouth positions match each sound, and tells the artists how many different drawings to make. Reading and Math for K–5 (C) www.k5learning.com Grade 5 Reading Comprehension Worksheet Once they have all of the drawings to match the sound, they use computers to string all of the images together. These artists still make a storyboard and the soundtrack, but instead of drawing all of the individual pictures, they make clay characters. Artists make sketches and put them up on a storyboard, to get an outline of the story. The production team looks very carefully at the cartoon to make sure all the sounds match up the right way, so the artists sometimes may need to add extra pictures or change some pictures to make sure it flows together smoothly. The artists need to draw many pictures to show how the characters' mouths move while they're talking, and how their bodies move. That means, for a 20 minute cartoon, artists have to make around 26,000 drawings – wow! Sometimes artists draw the background just once, then use transparent sheets to draw the characters. When the computer scrolls through all of the images quickly, it looks like the characters are moving. When artists want to use clay for animations, they use a technique called stop motion. This saves the artists some time.