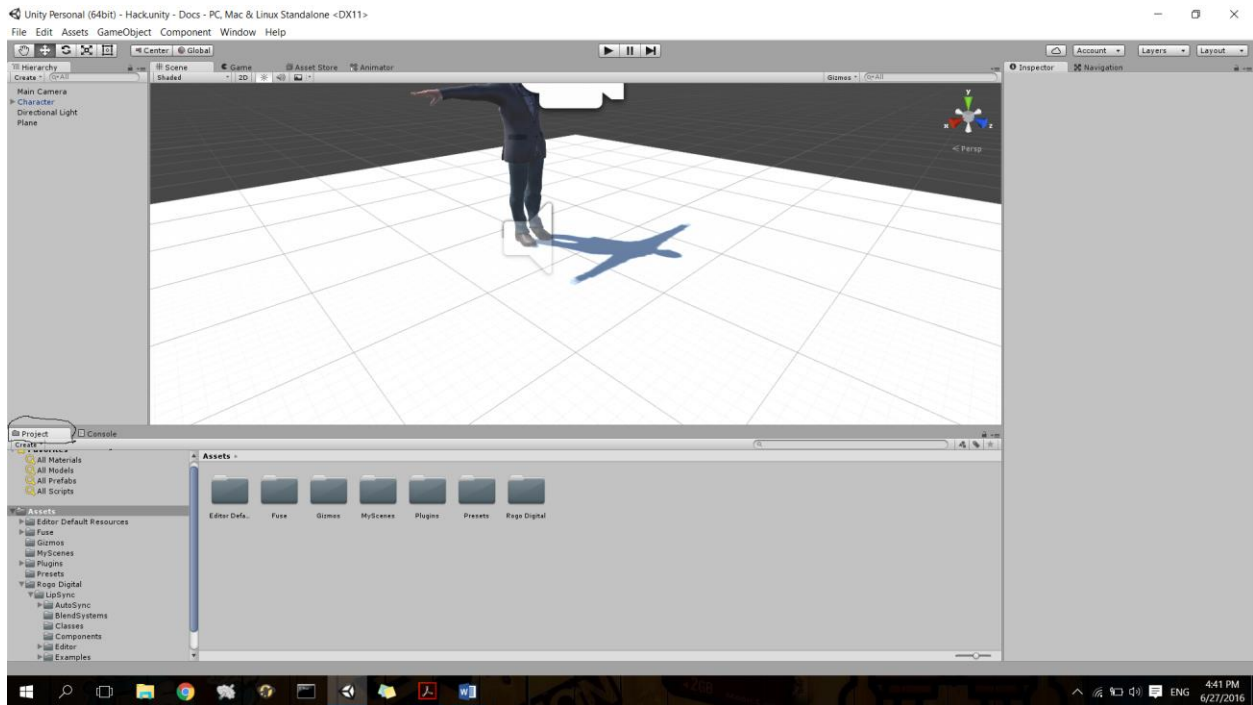
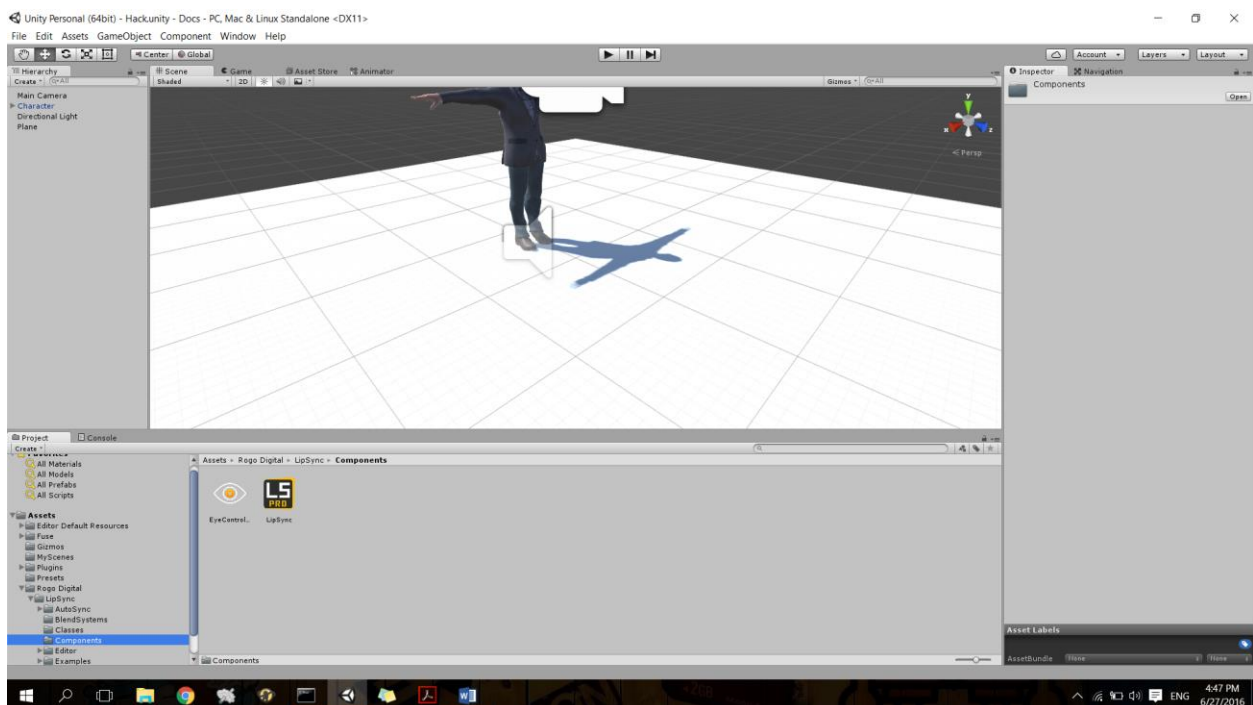


1. In your unity project, click on the project window

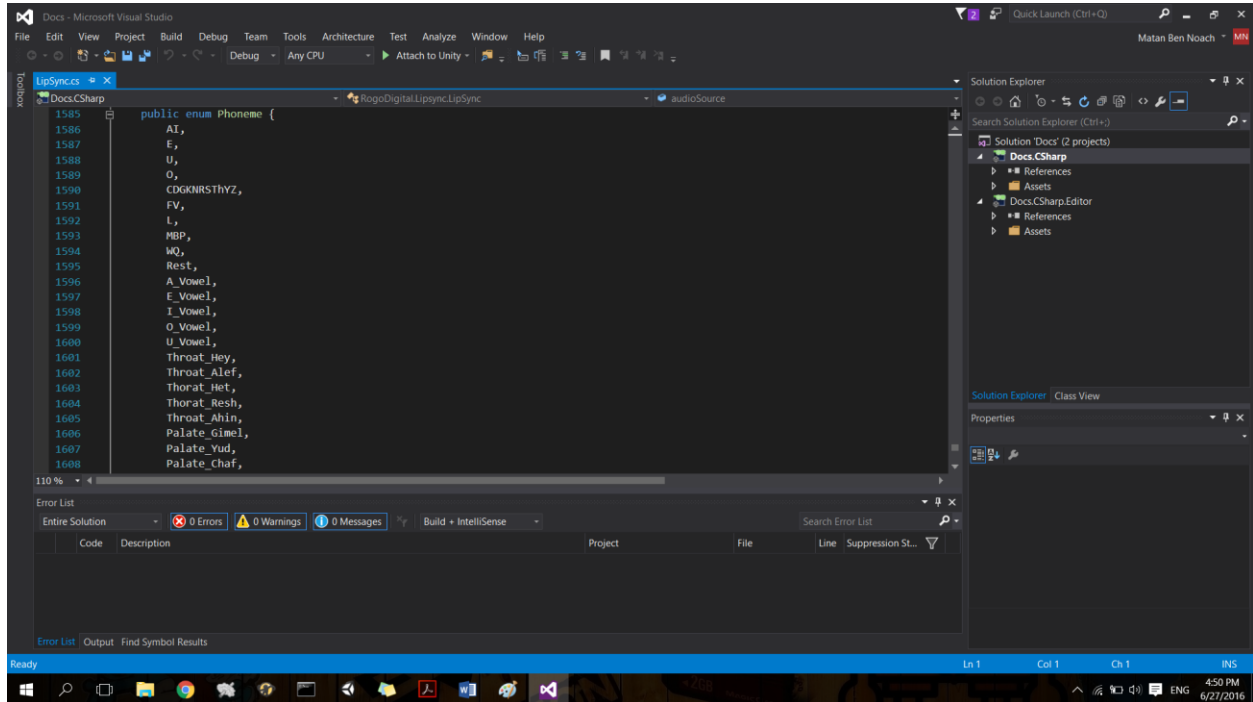


2. In your project window click on Rogo Digital->LipSync->Components.

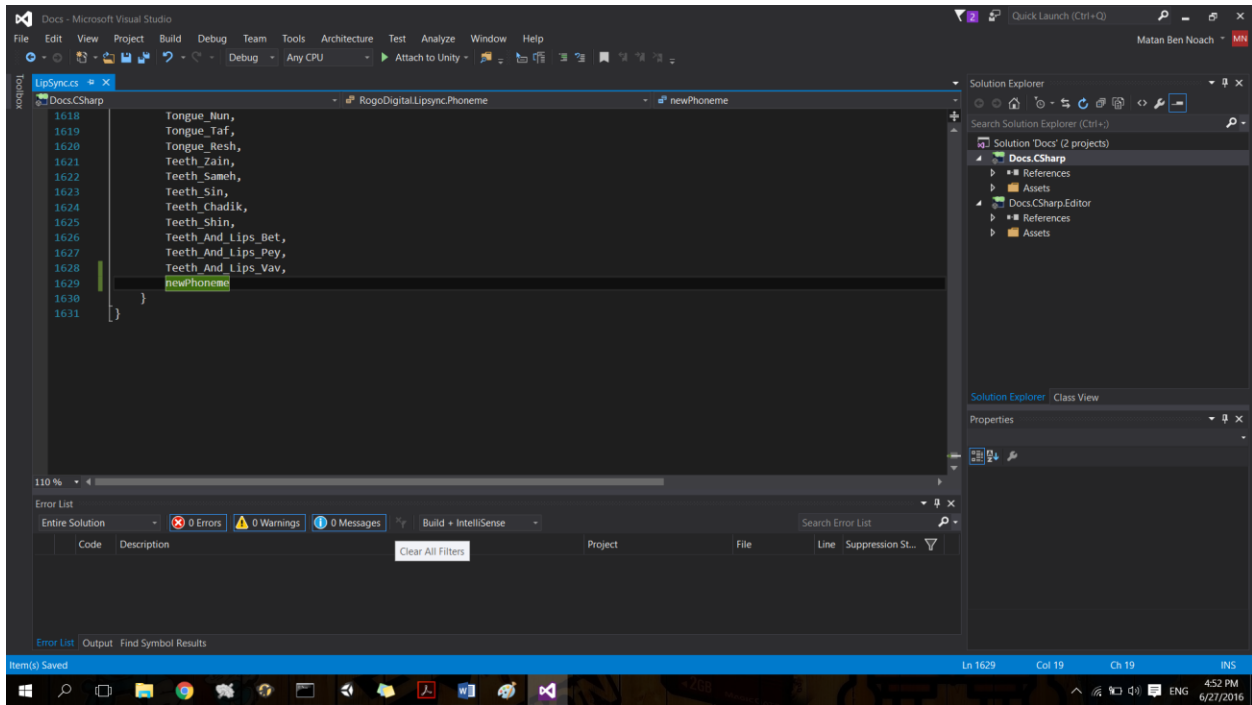


3. Double click on the LipSync file, it should open up with visual studio.

4. Go to the end of the file and find the lines public enum Phoneme.



5. Once you found it, to add a phoneme, go to the last phoneme (the one without a “,” in the end and before the “}”) add a , in the last phoneme, and in a new line write your new phoneme.
- **The name of the phoneme should start with a letter and can not include spaces (Hebrew is possible but would be written from left to right).**



6. Reselect your characters and you should see the new phoneme.

