**Shoislom Shoolim ogli Khusanov**
State Institute of Arts and Culture of Uzbekistan
master's degree
shoislom.xusanov@mail.ru

# THE ROLE OF VOICE DIRECTOR IN TODAY'S UZBEK NATIONAL MULTIPLICATION AND ITS DEVELOPMENT

*Abstract: This article compares 2D and 3D animated films, highlighting both the disadvantages and advantages of both types. In this direction, there are examples from developed countries. In particular, special attention is paid to the work done in Uzbekistan in these areas and the shortcomings. The role of the sound director in today's Uzbek national animation is well illustrated and supported by the necessary evidence.*

*Key words: 2D, 3D, animated films, voting process, anime cartoons, national multiplexes, sound director, multiplayer industry.*

*Language: English*

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## Introduction

Today, in the world of animation and multiplication, working with 2D is also very popular. This is because the 2D style animated films are much more comfortable and much wider than traditional animation. When we put sound material in the 3D graphics editor known to us, the character can duplicate lab voice actions. In 2D, the lips, mouth and jaw are drawn one by one. Also available in the 2D Editor program is the ability to control the rectangular and lip movements of the drawing, the length and the hip. There are many mistakes in organizing our national 2D multiplayer voting process. For example, there are many artificial or very simple creative approaches in the voting process. We can see these shortcomings when we compare them to other countries' voting processes.

For example, in one of the developed countries, 2D style cartoons are very popular in the United States. They also have the development of television musicals, with the main emphasis being put on them, that is, every word and idea is conveyed to the audience. In contrast, in Japanese anime cartoons, the main focus is on emotions and emotions, that is, we can only understand the ideas and the content in the words without the use of words, with accents and

words. It is also worth noting that the multimedia series they create reflect their national identity and the national spirit of their country. In contrast, our cartoons do not meet either of the two areas mentioned above.

We have every animation of the actor even through the animator, and the finished animation is put into sound. This circumstance limits the capabilities of the character because the artist is not able to adequately describe the actor's innermost thoughts and experiences, no matter how skillful he is. As a result, the harmony becomes distorted and the director cannot produce the image he wants. This is a superficial look at the voting process. Unfortunately, our current 2D-style national cartoons are making the same mistake.

We should try the following to prevent these situations:

First, we draw the actions of the Lab corresponding to our national alphabet;

Second: We need to follow the voting process in one of two ways.

Method 1. The actor gets acquainted with the script and works on the character along with the sound director. Then, depending on the video material, the volume is recorded, and the disconnected audio is then

returned to the animator. Animator labels on recorded audio. If there is a technical error or a new idea for the director, the material will be revised.

Method 2. Sometimes it is difficult for a professional actor to work without the material. It cannot work without hearing the sound. In this case, it is handled by a semi-professional actor and the material is almost ready. But a professional actor is involved in the voting process. It is in this process that all the cases are reviewed and brought to perfection. The animator is then given the sound material. It makes the necessary adjustments to the finished material. This process can double work, but improve the quality of work.

It is very important that Uzbekistan uses method 1 for the development of its national multiplexes. But in this process, the actor should not only vote, but also play his role. In this case, when the director takes into account both the actor's opinion and the editorial work with the animator, the image becomes even more perfect, and the character's state is more reliable. In this way, we also gain the confidence of our small audience.

In particular, we are not mistaken to say that almost 50% of the success of the Multiplication depends on the work of the sound engineer and the voice director. This is because the expected results cannot be achieved if the sound is whitewashed or there is a mismatch between animation and sound. This is because of the harmony of creativity.

At present, the reforms in all spheres are being carried out in our country. It is not wrong to say that a new era of development and renewal has begun. In particular, we should note that the State Unitary Enterprise "Multiplication Films Studios" under the auspices of the National Agency "Uzbekkino" was established to promote Uzbekkinomotography and multiplication. However, we cannot say that changes are taking place in all areas. In particular, we can mention the work being done in Uzbek multiplication.

In fact, when we talk about the history of Uzbek multiplication and its origins, it has been quite vivid in leaving its mark. Since independence, more than 80 cartoon films have been produced, but unfortunately, few of them are remembered. So let's talk about what we really need to do to develop this industry.

The profession of sound director is one of the most developing professions in the country. While the demand for television and radio, theater and public performances, as well as music and cinema has been growing in popularity, now is the time to develop the multiplayer industry.

Today, on-screen animations are evolving, but its sound, noise, and even music are not coherent with animation. The reason for this is that the Uzbek multiplayer does not work with the actual sound engineer, but instead only the notion of the actor and the voice director. In my opinion, the voice director must be a specialist in a particular field.

I would like to share my thoughts on what a sound director can do in a multiplication.

Have you ever been in a similar situation? Sometimes the TV is turned on and we are busy doing other things, but the pleasant sound coming from the TV, the glare of a serious person, the noise or the like makes us shake our work. Or, when we read something, that hero would appear to his right. Another example is when we listen to the radio, the speaker, the reporter or the actor in the radio play, and we look at the image. There are many examples of this. However, sometimes the opposite is the case. That is, the offensive sounds and noise on the screen are suddenly high, resulting in a loss of proportion and the sounds in our ears are unpleasant. It is the sound engineer who prevents similar disproportions and eliminates such disadvantages. Thanks to its skill, you will not be disturbed by sounds or mismatches in your ears. Also, the sound engineer is in the hands of the sound engineer. For example, a character has collapsed during the film, and the audience cannot feel the pain of the character unless his fall condition is confused. Rotation is available not only on screen but also in voice. All the characters have their own soundtrack. No matter how much original animation can be achieved, if the same speaker does not fit into the acoustic region of the character or the noise invoice does not match. From this we can say that not only images, but also sound, noise and sound are creative solutions.

What is the role of sound director in today's Uzbek national animation?

Although the sound engineer plays a major role in our national multiplayer, there are not enough experts in this area. In the 2010 Guest of Mobility, the first Uzbek 3D cartoon, we can meet other professionals. Or in the 2019 movie Cheerful Chef, the same is true. Especially in the acclaimed movie "The Adventures of Auto," the sound director was not included at all, and instead he was a voice director.

Therefore, the role of sound director in today's Uzbek national animation is almost invisible. This is a sad situation. Without personnel training in this area we will not see any fundamental changes in our multiplayer development.

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