



Character Animator Course Outline:

Duration: 1 Day

Prerequisites:

Basic computer skills

Course Objectives

At the end of this course the learner will be able to import artwork from Adobe Photoshop or Adobe Illustrator and breathe life into them. You do so by first capturing your performance using a camera, microphone, keyboard, mouse or touch screen. While you are performing Character Animator captures your facial expressions.

Related Courses:

Adobe Photoshop, Adobe Illustrator, Adobe After Effects, Adobe Premiere Pro

Workspace basics

- Home screen
- Rig workspace
- Record workspace
- Stream workspace

Projects

- Create & open projects
- Import contents of another project
- Supported import file formats
- Organize project items
- Save Project Version
- Create a copy of a project

Creating and Controlling Puppets

- Prepare artwork (body features, warping control, group attachment point, handles, subgroups & groups)
- Create puppets from artwork
- Create a puppet from a template (Photoshop & Illustrator)
- Create empty puppet
- Create puppet using Characterizer (Capture the character, create style & generate a puppet)
- Triggering & controlling puppets
- Assemble puppets into scenes
- Rigging your puppet
- Control puppets using behaviours
- Exporting puppets

Rigging

- Puppet panel
- Working with layers
- Mesh, attachments & handles
- Limk IK

Behaviours

- Add tags & behaviours
- Control puppets using behaviours
- Speech-aware animation

Record and Playback

- Recording & Playback
- Scene Cameras
- Using Keyframes in Character Animator

Export Projects

- Export a scene or puppet
- Stream a scene live
- Tips & tricks for streaming