Character Animation in 3dsMax

(20 hours) One to One

real animation works (LTD)
Turn your Imagination into reality

Introduction
1. What is animation?
2. Storyboarding
3. Character Modeling for animation

Rigging
1. Character Rig overview
2. Character Rigging

Principles of Animation
1. Squash & Stretch
2. Anticipation
3. Arcs
4. Drag
5. Turning of head
6. Animating a simple character

Animating the Character
1. Poses
2. Key framing the initial poses
3. Creating a walk cycle
4. Animating the runs
5. Value of weight in animation

Facial Animation
1. Eye blinking and motion
2. Head animation
3. Facial Expressions

End task: How to analyze characters in real life and replicate their motion in 3dsMax.

www.realanimationworks.com