

Character Animation in 3dsMax

(20 hours) One to One



real animation works (Ltd)
Turn your Imagination Into reality

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Training provided by
certified professionals

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.

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