

Character Animation for Motion Graphics

Introduction

Character Animation for Motion Graphics covers the core principles and techniques behind believable character movement in After Effects. Students will work through animation fundamentals, rigging, walk and run cycles, and 3D camera mechanics. The course builds the skills to bring characters to life with purpose and control.

Things to know before entering this course

Motion Design Fundamentals course or equivalent skills is required for this course.

Course Duration: 10 classes, 4 hours per class

Course contents

Class 1: (Animation Principles Recap)

- Robot Animation FK

Class 2-3: (Character Rigging)

- IK & FK
- Bones
- Controllers
- Prepare assets

Class 4: (Walk Cycle)

- Body Mechanics and key poses of walk-cycle
- Balance

Class 5: (Continue Walk Cycle)

- Stylized walk-cycles

Class 6: (Run Cycle)

- Key poses and power contrast in run-cycle

Class 7: (Jumping Time)

- Key poses
- Integrating Principles

Class 8: (From one state to another)

- Transition between loops
- Walk to stop
- Walk to jump

Class 9-10: (Final Project)

- Finalizing project

Attendance Policy

- Students missing more than 2 classes will be failing the course.
- Students choose to attend whether in-class or online live for all course classes with 1 exception switch permitted

Grading Policy

- Grades are distributed as follows
 - Assignments and in-class Exercises 40%
 - Mini Project 20%
 - Final Project 40%