

Moho Animation and Rigging

Overview

Teaches rigging and animation pipeline on Moho software, as well as intro to compositing on Aftereffects. The goal of this focused course to produce finalized short animation clip from scratch using the Moho-Aftereffects pipeline.

Duration: 8 Classes / once per week

Prerequisites: 2D Animation/Motion Design Fundamentals courses are required OR equivalent skills

Contents

Class 1 – Moho Interface & Character Preparation

- Interface & Workspace
- Character Preparation for Rigging
- Layer Organization
- Joints Preparation

Class 2 – Building the Character Rig

- Bone Layer & Bone Structure
- Parent/Child Relationships
- Bone Strength
- Flexi-binding & Layer Binding
- Point Binding

Class 3 – Smart Bones & Character Turns

- Smart Bones & Smart Action
- Head Turns & Body Turn
- Hand/mouth Switches
- Rig Controls & Testing

Class 4 – Rigging Final Project & Animation Fundamentals

- Final Rig Project Review
- Individual Feedback & Fixes
- Introduction to Timing & Spacing
- Ball Animation

Class 5 – Walk Cycle

- Walk Cycle Construction
- Contact, Passing & Up/Down Positions
- Weight Distribution
- Individual Feedback

Class 6 – Character Acting & Final Project Development

- Acting Through Movement
- Body Language & Posing
- Facial Expressions
- Acting Shot Planning & Blocking

Class 7 – Introduction to Compositing in After Effects

- After Effects Intro and Importing
- Backgrounds & Scene Setup
- Basic Effects & Color Correction
- Final Render & Export

Class 8 – Final Acting Shot Review

- Final Project Presentation
- Individual Feedback
- Animation & Compositing Notes

Attendance Policy

Students missing more than 2 classes will be failing the course.

Grading Policy

Grades are distributed as follows

- Assignments and Exercises 40%
- Final Project 60%