

Project 5 - Character Animator - Animating the Body

Use Character Animator and Photoshop to create and animate the body of your puppet.

Modify your Project to create

Head Turns

Movable Legs

Movable Arms

Cycle Layers for Hands

Cycle Layers for Feet

Experiment with:

Dragger to move body

Keystrokes to move body

Record different body positions and Blend the differences

Animating Photos

Record your video!

Consult the notes on the blog for more help.

Requirements

1280 x 720 px or 1080 x 1920 px

5 seconds (or more).

The Character must be **UNIQUE**, modify the basic puppet!

Export to Lastname_Character_Animator_Body.mov file

BACK UP YOUR WORK!

