Adobe Character Animator | Course Overview

COURSE DESCRIPTION

Learn how to create amazingly realistic 2D character animations in realtime for social media, elearning projects and/or creating professional cartoon animations.

Using just your computer's webcam and microphone you can record your voice and facial movements using advanced new facial tracking technology in Adobe Character Animator.

Create you own custom puppets using industry standard tools such as Photoshop and Illustrator, then send your animation to Adobe After Effects for advanced compositing and visual effects. You can even stream your performances live on many popular social media networks such as Facebook or T.V broadcast, (as seen on Homer Simpsons live on Saturday night live TV or Donald Trump live on the late show), note this technique requires additional software and as such, beyond the scope of the 1 day Character Animator course.

At the end of the course, students will have created and animated their own characters with a finished video file (and project files). It's never been easier to bring your characters to life!

~~$540~~ $490 (+GST)

1 DAY | 9–4:30PM

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Providing quality training since 1989 to the publishing, design, marketing, print and web industries. Join us in Sydney, Brisbane, Canberra & Melbourne.

Character Animator Training Courses
Sydney, Melbourne and Onsite

Course outline: Adobe Character Animator

CREATING A NEW PROJECT
The Character Animator interface
Creating a new project
Setting up the webcam and microphone
Creating an new scene

CREATING A NEW CHARACTER
Customizing a puppet template in Photoshop and
  Illustrator
Importing a puppet
Rigging a puppet with warp controls
Adding face tags
Adding attach points and drag handles
Adding sticks
Adding dangle handles
Setting an eye delay behavior

CREATING A WALK CYCLE
Working with different layer groups (front and profile
  views)
Adding body tags
Triggering layer switching with keyboard shortcuts
Adding a head turn behavior
Adding a walk behavior

RECORDING AN ANIMATION
Enabling and disabling recording properties
Adjusting recording speed
Recording facial expressions with the webcam and
  microphone
Importing and anlysing a pre recorded voice over
Editing and blending takes
Adjusting timing
Adjusting mouth shape timing with visemes

FINISHING THE ANIMATION
Exporting your animation directly to Adobe Media
  Encoder and as an image sequence
Dynamic link the project to After Effects
Adding a background and compositing FX in After
  Effects
Rendering the final animation from After Effects to
  Adobe Media Encoder

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