



# Character Animator Training Courses Sydney, Melbourne and Onsite

## 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 TV 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!

**Prerequisite:** Basic Photoshop or Illustrator Skills are preferable, but not a must. Prior experience with After Effects is also a bonus, but not necessary.

### TRAINING MODULES

- The Character Animator Interface
- Creating a New Character
- Creating a Walk Cycle
- Recording an Animation
- Exporting your Animation

**\$540** (+GST)

1 DAY | 9-4:30PM

Please visit our website for enquiries and bookings:


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 **AUTHORISED**  
Training Centre

### Why train with us?

- Certified trainers
- 4 city locations
- Mac and PC\*
- Free course resit\*
- Free after-course support\*

\*Conditions apply

### Premium training for visual communication

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



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### Course Outline

#### 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 Adobe Photoshop and Adobe 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 Behaviour

#### 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 Behaviour
- Adding a Walk Behaviour

#### RECORDING AN ANIMATION

- Enabling and Disabling Recording Properties
- Adjusting Recording Speed
- Recording Facial Expressions with the Webcam and Microphone
- Importing and Analysing 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 Adobe After Effects
- Adding a Background and Compositing FX in Adobe After Effects
- Rendering the Final Animation from Adobe After Effects to Adobe Media Encoder

**Please visit our website for enquiries and bookings:**  
[www.cd.com.au](http://www.cd.com.au)