



## Character Animator Course Outline:

Duration: 1 Day

### Prerequisites:

Basic computer skills

### Course Objectives

At the end of this course the learner will be able to import artwork from Adobe Photoshop or Adobe Illustrator, and breathe life into them. You do so by first capturing your performance using a camera, microphone, keyboard, mouse, or touch screen. While you are performing, Character Animator captures your facial expressions.

### Related Courses:

Adobe Photoshop, Adobe Illustrator, Adobe After Effects, Adobe Premiere Pro

### Workspace basics

- Home screen
- Rig workspace
- Record workspace
- Stream workspace

### Projects

- Create and open projects
- Import contents of another project
- Supported import file formats
- Organize project items
- Save Project Version
- Create a copy of a project

### Creating and Controlling Puppets

- Prepare artwork (body features, subgroups and groups, warping control, group attachment point, handles)
- Create puppets from artwork
- Create a puppet from a template (Photoshop & Illustrator)
- Create empty puppet
- Create puppet using Characterizer (Capture the character, create style, generate puppet)
- Triggering and controlling puppets
- Assemble puppets into scenes
- Rigging your puppet
- Control puppets using behaviours
- Exporting puppets

### Rigging

- Puppet panel
- Working with layers
- Mesh, attachments, and handles

### Behaviours

- Add tags and behaviours
- Control puppets using behaviours

### Record and Playback

- Recording and Playback
- Scene Cameras
- Using Keyframes in Character Animator

### Export Projects

- Export a scene or puppet
- Stream a scene live
- Tips and tricks for streaming