

Fundamentals of Character Animation

Course: **00184**

Filter: **Beginner**

Duration: **4 days**

Category:: **Marketing**

Price: **688,00 €**

About Course

The Character Animation training program aims to train professionals capable of bringing characters to life through dynamic and expressive animations. It enables learners to master the fundamental principles of movement, expression, and visual storytelling, as well as the use of animation software. Upon completion of this training, participants will be able to design and animate characters for audiovisual content, videos, cartoons, advertisements, and digital media, in order to enhance the visual impact and quality of productions.

What you'll learn

- The fundamentals of character animation and its areas of application
- The principles of character movement and expression
- Techniques for creating and animating characters in a realistic and fluid manner
- : Best practices for designing professional animations
- Methods for using character animation software
- Techniques for exporting and adapting animations to different media

Targeted audience

- This training course is aimed at graphic designers, content creators, illustrators, communication professionals, entrepreneurs, and anyone who wants to create and animate characters for audiovisual or digital projects.
- It is also intended for students, professionals undergoing retraining, and anyone wishing to acquire practical skills in character animation for audiovisual production,

advertising, and social media.

Pre-requisites

- Have a basic knowledge of computers.
- Know how to use a computer and handle files.
- Have access to a computer (ideally).
- Have a good understanding of French.
- Be motivated to learn and practice animation
- Have an interest in drawing, graphic design, or audiovisual media
- Have an interest in creating video content and visual communication
- Be willing to do practical exercises in filming and video editing

Curriculum

Module 1: Key concepts in character animation

- Definition and role of the character animator
- Areas of application (cartoons, advertising, audiovisual, social media, games, etc.)
- Fundamental principles of animation
- Importance of movement in visual storytelling
- Introduction to animation styles

Module 2: Principles of Movement and Expression

- Understanding Body Movements
- Animating Facial Expressions
- Animating Gestures and Attitudes
- Concepts of Timing and Rhythm
- Creating Natural and Fluid Movements

Module 3: Organizing a character animation project

- Defining project objectives

- Creating or importing a character
- Preparing character elements
- Organizing the different parts of the character
- Planning the animation

Module 4: Getting started with animation software

- Introduction to character animation software
- Exploring the interface and tools
- Importing the character
- Organizing layers

Module 5: Character Movement Animation

- Simple Movement Animation (Walking, Gestures, etc.)
- Facial Expression Animation
- Movement Animation
- Coordination of Different Body Parts
- Creating Smooth Animations

Module 6: Creating Animated Scenes

- Positioning the Character in a Scene
- Interacting with the Environment
- Adding Visual Effects
- Synchronizing with Audio
- Creating Dynamic Scenes

Module 7: Finalizing the Project

- Adjusting and Improving Animations
- Correcting Movement Errors
- Improving Fluidity
- Checking Overall Quality

Module 8: Exporting and Distribution

- Export Settings

- Formats Suitable for Social Media and the Web
- Quality Optimization
- Preparing for Professional Distributio