

# Adobe Character Animator

**Duration: 1 Day (9am – 4.30pm)**

**Course Pre-Requisites: A strong understanding of Photoshop or Illustrator is essential. Experience with After Effects is helpful, but not required.**

**Resits: 1 Free Course Resit**

**Certificate: All attendees will receive a certificate of completion.**

## Course Overview:

Bring your characters to life with Adobe Character Animator! Use your webcam, microphone, and creative spark to create expressive 2D animations. Design puppets in Photoshop or Illustrator, then unleash their personalities in Character Animator. Perfect for cartoons, eLearning, and social media!

## Who should attend?

- Creatives wanting to add expressive character animations to their projects.
- Anyone interested in real-time animation for social media or eLearning.

## Course Outcomes:

By the end of this course, you'll be able to:

- Use Adobe Character Animator's interface and real-time facial tracking technology.
- Create custom characters in Photoshop and Illustrator.
- Set up character rigs for expressive animations.
- Record facial expressions and voiceovers to animate your characters.
- Create walk cycles and other basic character movements.
- Export your animations for various uses and integrate them with After Effects for even more effects.

## Training Modules Overview:

### 1. Creating a New Project

- Get familiar with the Character Animator workspace.

- Set up your webcam and microphone for real-time animation capture.

## 2. Creating a New Character

- Customize puppet templates in Photoshop and Illustrator.
- Import your puppet and set up a rig for movement using Warp Controls, tags, and handles.

## 3. Creating a Walk Cycle

- Work with layer groups to create different character views (front, profile, etc.).
- Use behaviors to automate movements like head turns and walking.

## 4. Recording an Animation

- Enable recording, record facial expressions and voice, and analyze existing voiceover files.
- Edit and blend takes, and adjust timing and mouth shapes.

## 5. Finishing the Animation

- Export your animation in various formats.
- Use Dynamic Link to integrate your project with After Effects for advanced compositing and effects