Character Animation In 3d Software

1. Introduction to 2d /3d animation

   - How animation works
   - Frame per seconds

2. Matter and the animation of inanimate objects

   - How to animate inanimate objects
   - The animation of solids
   - Animation of liquids

3. The construction of a simple character animation

   - Basics of human anatomy
   - Joints
   - Moving in arcs
   - Planning scene

4. Timing Anticipation overshoot follow through and overlapping

   - Timing
   - Anticipation
   - Follow through
   - Overlapping
   - Vibration

5. Human walk and run

   - Walk cycle
   - Run cycle

6. Animation of acting

   - Body postures
   - Responsive
   - Reflective
   - Emotions