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Duration: Days

Related Courses:

After Effects, Premiere Pro, Premiere Rush, Audition, Media Encoder, Photoshop,, Illustrator, Cinema 4D

### Course Overview and Objectives

This Adobe Character Animator course is part of the official Adobe Authorized training series for graphics and publishing software, developed by Adobe Certified Instructors.

If you're new to Adobe Character Animator, you'll learn the fundamental concepts and features you'll need to master the software.

If you've been using Adobe Character Animator for a while, you'll find that the courseware covers many advanced features.

Each lesson concludes with formative and summative assessments reinforcing what you've covered.

Pre - requisites:

You should have working knowledge of your computer and its operating system

## Character Animator Course Outline

### Introduction to Character Animator

- What's new in Adobe Character Animator
- Character Animator system requirements
- Adobe Character Animator overview
- Workspace basics
- Setting up Projects
- Keyboard shortcuts for Character Animator

### Creating and controlling puppets

- Prepare artwork
- Create puppet using Characterizer
- Create puppets from artwork
- Assemble puppets into scenes
- Triggering and controlling puppets
- Control puppets using behaviours
- Rigging your puppet

### Puppet Creation Fundamentals

- Creating a basic face
- Creating eyes and eyebrows
- Creating mouth shapes
- Creating a basic body
- Recording and editing performances
- Adding physics to a character and a scene
- Controlling a character with triggers

### Rigging your Puppet

- Using the Puppet panel
- Working with layers
- Mesh, attachments, and handles
- Identify rigging issues

### Working with Behaviours

- Add tags and behaviours
- Control puppets using behaviours

### Recording and playback

- Record and Playback
- Refine a recorded performance
- Scene cameras
- Using Keyframes in Character Animator

### Export projects

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