Limber Character Rigging to Secondary Animation in After Effects

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Limber Character Rigging to Secondary Animation: Learn how to create a character designed to perform a particular action and make it come to life using animations using Adobe After Effects. Learn how to include secondary animations to give it the most realistic look.

Animations of characters can be an effective storytelling tool that lets viewers imagine the character's position and connect your story to their own. But animating characters can be time-consuming, particularly when you factor in the time required to construct.

Gfx plugin details of Limber Character Rigging to Secondary Animation in After Effects

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Limber is an After Effects add-on that lets users quickly design flexible and form-based limbs. It comes with all the essential options, including the ability to design customized limbs using your own designs, auto-rotate hands, and effortlessly change between animations in IK and FK (Not sure of what that is? We'll explain the subject in this class!). In addition, it's compact, not overly complex, and simple to master.

This course is intended for 2D animators proficiently using After Effects and ideally understand basic rigging of characters and animation.

It is important to know the following:

- How can I import art from Adobe Illustrator
- After Effects basics such as the compositing process, keyframes rendering, etc.
- How do you adjust anchor points to rotate the layer
- How can layers be parented to properties?
- How do you create an effect on the layer
- How do you animate the path of a shape
- How can you relax keyframes? make use of an editor graphic to alter the amount of interpolation that occurs between keyframes

After this course, you'll be capable of the following:

- Effectively rig limbs using customized graphics using Limber
- Your character can come to life by animating your character
- Create a second animation to achieve a more realistic look

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