Learn Frame-by-Frame Hand-Drawn 2D Digital Animation by Creating A Basic Walk Cycle

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Information About This Class

Learn the fundamentals about digital 2D hand-drawn frame-by-frame animation. In this course, I cover some fundamental principles of animation as well as how to maximize your workspace for animation using Krita which is available for download at no cost. In this video tutorial, Krita 5 Beta is utilized. The tutorial involving the program is intended directed at Krita users.

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After the class, you'll be in a position to draw an animated ball that is bouncing and a person walking from the side.

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