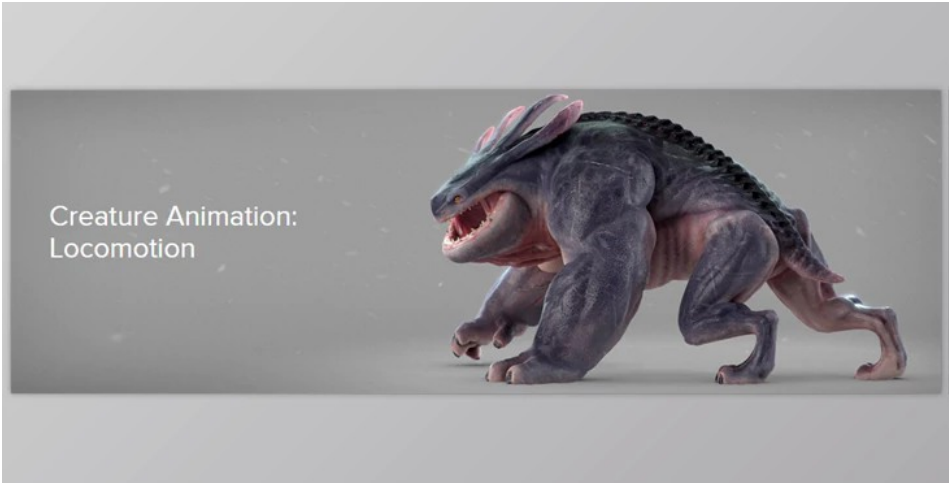




## Animation Mentor – Creature Animation Locomotion

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Creature Animation: Locomotion

### A 12-week workshop for advanced Animation

Discover the essence of Creature Animation: Locomotion

You are familiar with body mechanics and now are prepared to take your body mechanics to the next step with animating creatures. This workshop is specifically designed to help you understand the fundamentals of creature and animal locomotion. It will teach you the way an animal or creature walks, runs, feels stops, turns, and stops. Make use of your keen observation and push you to master the art of animating realistic creatures with the help of top animators.

### The Industry Needs

In the entertainment business, they are constantly searching for animators with a wide range of skills and a talent for creature animation. will make your demo reel stand out in studios such as Industrial Light & Magic, Blizzard as well as TV and commercial VFX companies that specialize in realistic animation. Animation Mentor Co-founder and ILM Associate Animation Supervisor Shawn Kelly describe why the art of creating solid creatures is an essential skill.

### Start Animation

Make use of one of our Dozer, Hatch, Leopard, Ogre, or Cat equipment and begin animating with three challenging tasks such as a walk-cycle as well as a shot of locomotion, and an action shot. These tasks are designed to help you learn the fundamental body mechanics that are required for realistic animation.



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