



Simple Character Animation: Walk Cycle in AE with No Keyframes

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Walk Cycle in AE with No Keyframes: Animation and character rigging are integral to motion graphics. In this course, I will guide you through an easy method that will allow you to create a rig for an easy character and then automate the walks in minutes. It is possible to share your work in gif format on the web.

With the recent updates to DUIK (The free character rigging tool that is part of After Effects), the walk cycle is no longer as challenging as it was in the past and can be executed without the need for keyframes.

Today, I'll demonstrate the most straightforward and efficient method to make a character rigged and automate a walk. Anyone with a basic knowledge of After Effects will be able to follow this tutorial and follow the steps.

- Complete professional workflow starting from sketch board to final render. (AI workflow to AE)
- How do I prepare and build the character in Illustrator before making the rigging?
- Character rigging
- Automating the walk cycle with no keyframes
- Export GIF file

This is an introductory course on character rigging as well as animation. We have to learn about numerous aspects in this course; therefore, a basic knowledge of After Effects will be recommended before beginning this course. If you're a novice looking to improve your After Effects fundamentals, I have two courses that can help you master the fundamentals of After Effects before taking this course.



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