



## Building a Character in Adobe Animate

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**Building a Character in Adobe Animate:** Welcome to the Character Building section of Adobe Animated! Hello, my name is Connor. I am a professional animator and an animation teacher in the Canadian province of British Columbia.

In my professional life, I've had the privilege of participating in some stunning shows. From animated cartoons for kids to adult comedies, I've had a chance to learn and work with the most skilled animators and well-known Studios.

I aim to share some of the knowledge and skills I've gained through my long job in animation.

In this class, we will cover drawing properties and tools and sketch rough sketches and references. Learn how symbols function and how to use them to make your character animated. We will review review practices and good habits when creating in Flash. At the end of this class, you'll be able to create a fully functional character design that you can create animation for the foreseeable future.

In this course, you'll find numerous working files to refer back to, along with my finished build to play around with. I suggest you upload any work you've done with your newly built model and add my social media handles so I can view what you've built! Get ready for hands-on learning by following me step-by-step.

### What you'll find out:

- Learn the fundamentals of Adobe Animate
- Design a strong character that is ready to be animated. Character
- Troubleshoot issues and make common errors
- Fully built Character for referring to

### This course is to be used for:

- This course is suitable for anyone! From the beginner who wants to master Flash to the advanced artist who wants to add a few new tools to their arsenal.



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