Motion Design School – Rigging In Moho

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Animation and Character Rigging in MOHO. Beginning with program features, you can move to create a complete scene for your video.

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LESSON #1

Introduction to MOHO

We will cover the basics of the MOHO Software to familiarize you with the primary software we will utilize throughout the course.

LESSON #2

Rigging

How to rig your characters quickly and easily using MOHO using various methods.

LESSON #3

Smartbones

A real-world application that uses intelligent bones that mimic 3D head movements. Tips and tricks for making an appropriate animation of body and face.

LESSON #4

Animation principles for characters

Learning how to animate basic motions and movements of characters through the example of humans

LESSON #5

Animation of the main scene

Your first real project scene, complete with creatures and characters.

LESSON #6

Animation and Hand's rig

Disgusting 2.5D hands, and then animating the

Animation and character rigging with MOHO. Learn all the essential features of MOHO and rigging 2D characters and smartphones, how to use the principles of animation cut-out animation of characters, and how to create the entire scene of your explanation video.

What is Rigging In Moho?

Rigging in Moho, also known as Anime Studio, refers to the process of setting up a character or object for animation within the Moho animation software. Rigging involves creating a hierarchical structure of bones and controlling points that allow you to animate the character or object more flexibly and efficiently.

Moho's rigging capabilities make it a powerful tool for 2D animation, especially for character animation. It allows animators to create complex and expressive movements efficiently, making it suitable for various animation projects, including cartoons, explainer videos, and more.

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