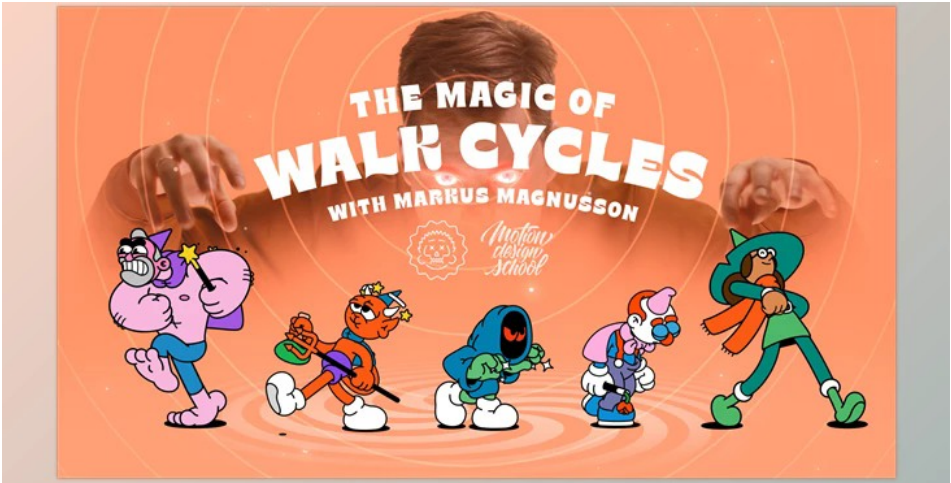




## Motion Design School – The Magic of Walk Cycles

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**Motion Design School – The Magic of Walk Cycles:** Get your hat on and prepare to push your animation abilities into the upper echelon because this class will show the secrets of smooth walking cycles.

### How to learn Leg and shoe Animation in the tutorial?

you can use Motion Design School – The Magic of Walk Cycles.

### Where can I download the product?

After subscription, You can download it for free from here.

I saw enormous interest in walk cycles when I was more active on Patreon times. At a fundamental level, my walk cycle course was by far my most popular tutorial ever created by a margin of several. The result was that I began to consider the possibility of a more profound course.

Making courses on the software you use is one thing, but creating courses on something as creative as walk cycles is entirely different. It's a good thing!

After months of research, I've finally cracked this nut and created a practical and easy-to-understand instructional course. It leaves no doubt about how to make your character move through time.

If you are familiar with After Effects or Illustrator, I invite you to attend my animation classes.

### LESSON #1

#### My walk-cycle setup

In the first lesson, we'll examine how I set up my walk cycles to create animation.

### LESSON #2

#### The upper body is timed by the upper

The most vital aspect to any Walk cycle, or any animation, for that matter, is the timing, so in this lesson, I'll explain how I determine the pace of my walk by animating my upper body first. Also, we'll quickly review how to draw cartoon hands in just two minutes.

### LESSON #3

#### Leg & Shoe Animation

A difference between an outstanding walk-cycle is often how you can animate your legs and shoes, so in this video, I'll demonstrate an easy method of making your walking easy as butter. We'll also briefly review how to create shoes with different postures.

### LESSON #4

#### Clothes & Hair Animation

There's no stone ignored when we're wrapping our walk. Particularly not things such as hair and clothes; moving these things is similar to adding a cherry to the cake.



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### Angry Walk Cycle

We'll make this gruesome brute move harder than an angry elephant and enjoy it ten times more than him when we create it. We'll also experiment with animating a shoe instead of the shoe.

#### LESSON #6

### Sneaky Walk Cycle

This lesson is so sly that you could have lost it. This is probably my favorite walking cycle of the bunch. Also, we'll look at how you can make additional sneaky finger animations.

#### LESSON #7

### Sad Walk Cycle

We're not sure if we'll be able to get the clown, but at most, we'll help him get away from anything that is making him feel down. We'll also attempt more intricate shoe-based animations.

#### LESSON #8

### Dizzy Walk Cycle

Walking around and drinking magical potions is not advisable because then it's like this. Also, this lesson has a special surprise, but you must be a part of the class to find out.

### What is The Magic of Walk Cycles?

"The Magic of Walk Cycles" is a course offered by Motion Design School, an online educational platform that focuses on providing training and tutorials in the field of motion design, animation, and visual effects. This course, as the name suggests, is likely centered around teaching the principles and techniques of creating realistic and captivating walk cycles in animation.



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