



The Gnomon Workshop – Animating Emotional Transitions in Maya

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The Gnomon Workshop – Animating Emotional Transitions in Maya: Join Chris Kirshbaum in this comprehensive 2-hour workshop where you'll learn to animate a character undergoing an emotional transition. Whether you're a beginner just starting your animation journey or a seasoned veteran looking for a refresher, this workshop is for you.

Focused on Maya, you'll explore using the Graph Editor, Maya's workspace interface, and the Playblast Function to achieve desired results. Chris also incorporates some light scripting throughout the workflow. While the concepts are rooted in working on feature animation films, they apply to any professional or personal creative project.

Here's what you'll cover in this workshop:

- Setting up the Shot, Camera, Character & Concept
- The Walk Cycle Golden Pose: Contact
- The Walk Cycle Golden Pose: Crossing
- Breaking Down the Walk Cycle
- Splining the Walk Cycle
- Refining the Curves & Adding Style
- Polishing & Completing the Walk Cycle
- The "Uh-oh" Moment: Golden Poses for Reactions
- Breaking Down the Reaction & Adding the Naked Spline

By the end of the workshop, you'll have gained valuable insights into creating a complete animation shot for your demo reel. Plus, you'll have access to Chris's playblasts for further study. Don't miss this opportunity to enhance your animation skills and bring your characters to life!



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