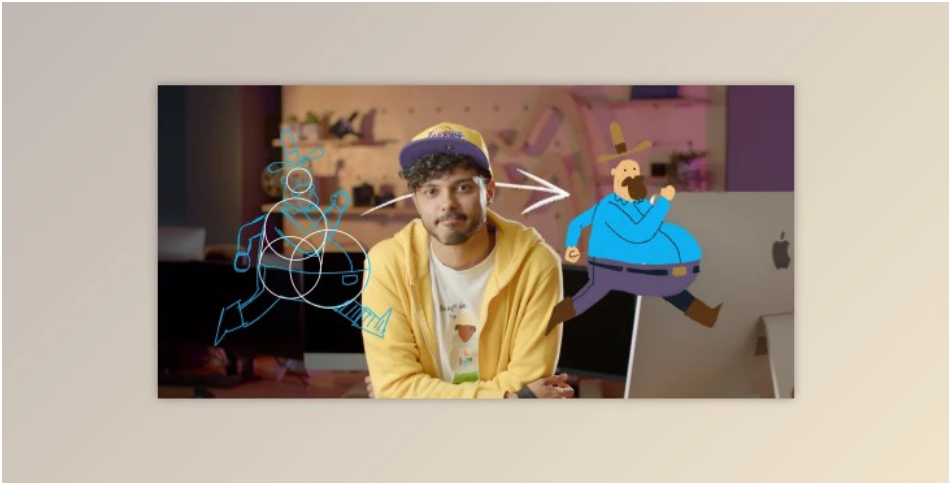# Animating Characters Frame by Frame Using Multiple Techniques

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Animating Characters Frame by Frame Using Multiple Techniques: In this class, you will be taught how to create a bouncing ball using After Effects and utilize it to create frames-by-frame character animations. The goal of this course is to show the different ways in which various software and techniques can be used to create compelling animations using the strengths of each software.

In the course, we'll dive into Adobe After Effects, Adobe Animate, and Adobe Photoshop. In this way, you will not only learn the fundamentals of each program but also master the ability to switch from one to the other, opening an array of possibilities for animation.

This course is intended to help beginners and Motion Designers who want to integrate frames-by-frame motion into their work. In the course, we will examine essential animation concepts like spacing and timing while explaining the Graphic Editors within After Effects.

When you finish this course, you can explore a world of endless possibilities. It is also an excellent way to enter the world of captivating frame-by-frame animation. Begin with me on this adventure to learn the abilities to effortlessly move between these three programs, which will result in a fun and efficient creative process.

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