Domestika – Creating Loop Animation Stories

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Domestika – Creating Loop Animation Stories: Learn to draw characters frame-by-frame with simple patterns. It doesn't require a lot of complicated designs or animations to create enjoyable and thrilling animations. Using simple geometric shapes and a handful of techniques, animator and designer Pablo Cuello manages to squeeze the most from frame-by-frame animations to create his stunning works.

Gfx plugin details of Domestika – Creating Loop Animation Stories

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This course will show how to draw characters in a loop and increase their movements by using animation techniques to have them perform the same actions repeatedly.

The course will begin by examining the fundamental ideas and tools that can be used to make frame-by-frame animations. Keyframes, and inbetweeners. You will also learn the basic principles of animation, allowing you to give more character to your animations.

In this class, you will primarily use Adobe Animate, but any frame-by-frame animation program will work, like Toon Boom Harmony, TVpaint, or Krita.

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Start with a basic idea and then consider what elements you must know when making the loop animation.

In line with this, create the characters who will serve as the main characters, experimenting with various types and strategies to make them simple yet charming.

To begin the animation, you must go through the fundamental steps of frame-by-frame animation. Begin by defining the crucial moments of the simple and easy animatic. After that, using this, proceed to the rough draft and look at the idea of assistance, finish the definition of your animation, and then complete the cleaning process using Photoshop to create a distinctive style.

Finalize the project by stitching the animation to be looped smoothly, then create a straightforward design using After Effects to get the final rendering.

Additionally, Pablo suggests adding more textures and including sound effects to your animation, resulting in an effective and comprehensive piece.

Learn how to export the GIF of your animation to allow you to publish it wherever you like.

What is the course's goal?

Make a brief animated tale with around 10 seconds in which the characters interact.

Who does this online course cater to?

For animators, illustrators, designers, and anyone who wishes to create easy, frame-by-frame animated characters with many characters.

Materials and requirements

It is necessary to have basic animation knowledge and a computer that runs Adobe Animate or any frame-by-frame animation software. In the course, the instructor will also be using Adobe After Effects and Photoshop; however, they aren't required. A tablet for graphics is suggested.