



## Rigging and Animating Cartoons with Duik and Joysticks by Udem

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**Rigging and Animating Cartoons with Duik and Joysticks by Udem:** In this course, you'll learn about animating and rigging two-dimensional cartoon characters using Duik and Joysticks, and Sliders. Both of these plugins are available in After Effects, where the bulk of the work in this course will be performed.

### Gfx plugin details of Rigging and Animating Cartoons with Duik and Joysticks

The product is in **Tutorial category** , for more information about this post you can click on the home page link in the sidebar.

#### Mainly, in this course, you will be taught how to:

- Create the PSD to enable layer for rigging
- Correctly import elements and then set up Comps
- Auto-rig skeletons, build skeletons, and join layers
- Make and rig a pin-bone character based on the Pin-bone
- Learn how to modify common settings for animation using the Duik panel.
- Make motion control with Joysticks
- Make reusable actions such as blinking eyes using sliders
- Make Head turns, Hand poses, and mouth phonemes with Swap Templates
- Create actions that can be reused through the Duik panel
- Make a jump animation, then insert it into an existing scene to test the system.

#### INCLUDED FILES

- 01 Introduction to Moho
- 02 How to Draw in Moho
- 03 Preparing a Character for Animation
- 04 Character Animation Applying Principles of Animation



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