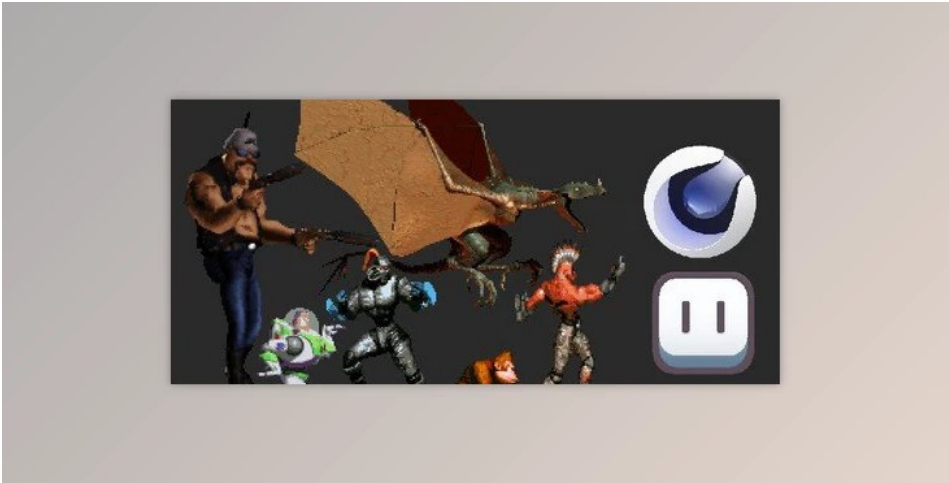




## 2D Character Animations Sprites in Cinema 4D and Aseprite

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**2D Character Animations Sprites in Cinema 4D and Aseprite:** Greetings to this Udemmy course, your gateway to mastering crafting 2D Character Animations in Cinema 4D!

Throughout this in-depth course, I'll guide you through each crucial step needed to craft impeccable Pre-Rendered Animation Sprite Sheets, tailored for integration into your games or potential sale on popular video game asset platforms.

Whether your goal is to create a stream of passive income or to cut down on expenses while developing a 2D video game, this lecture is dedicated to unveiling an optimal and robust production pipeline. This pipeline will save you valuable time and resources and significantly elevate the production of assets for your project.

We will focus on the Pre-Rendered 3D style, reminiscent of the classics. Think retro-looking game characters that can serve various purposes, be it creating the next big title, a proof of concept, a mock-up, practice, study, or participation in a game jam. By embracing the Pre-Rendered aesthetic, you'll gain the tools to create efficiently, far exceeding your expectations.

### What You'll Learn:

- Identify artistic sources and acquire 3D models and animations, considering cost and quality.
- Utilize Cinema 4D to bridge external 3D character libraries and motion capture animations. Note: Auto-rigging is limited to biped characters, but the lecture still holds immense value even if you handle rigging yourself.
- Set animations in the timeline with the right time scale for Sprite Sheet purposes.
- Configure the camera for 2D video games across various genres like Platformers, Beat-them-ups, Fighting Games, and any Top-Down genre.
- Adjust rendering settings to meet the graphic requirements of your video game.
- Organize and pack Sprite Sheets into fully functional animation sets, ready to integrate into 2D Game Engines.

This course equips you with essential knowledge and skills to produce complete 2D character animation packs efficiently.

Join in to unlock the potential of pre-rendered animations and elevate your game asset creation skills!

### Who this course is for:

- 2D Game Developers keen on crafting their 2D Character Animations and optimizing budgets.
- Graphic Artists are interested in selling graphic assets for video games and generating passive income.

**Note:** This is not a character design, modeling, or animation course. It is focused on the on-demand asset production process.



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