2D Character Animation: Create Movement in Adobe Animate

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2D Character Animation: Create Movement: Create sketchy character sketches suitable for big screens by adding color, emotion, and lively motion.

Entrance into the world of dragons, trolls, and talking doggies is the norm for animator and storyteller Toniko Pantoja. Toniko has spent countless hours creating appealing characters in the last ten years, directing animated shorts, and collaborating on blockbusters such as How to Train Your Dragon 3, Trolls, and Croods 2. Toniko's technical proficiency and unique animation style have captured the attention of millions of viewers, enabling him to build an audience of more than 335K on YouTube and Instagram.

In this course, Toniko draws from his professional and personal experiences to assist any animator aspiring to develop realistic and precise motions of characters using Adobe Animate. With Toniko at your side, you tidy up your designs for characters and ensure you've correctly proportioned your character to ensure they're ready to be animated with walks and more.

Through Toniko's engaging style of teaching, you'll be taught how to:

- Keep the consistency of your character's movement through each scene
- Create important key poses
- Animation your character's movement through a walk cycle or any other movement you like
- Make sure you clean up your character's rough design and then add some color to your Animation.
- Make the animation process by using a motion tween in conjunction with the library.
- Additionally, you'll learn to speed up your drawing process with Toniko's top techniques and tips.

It doesn't matter if you're getting your cartoon character's toes in Animation or trying to understand how professionals use Adobe Animate to create living and breathing characters; this course will show you how any of your characters could be created in a final animation.

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