Project 5: Animation Fundamentals
Character Walk Cycles

Project Overview:

Part1: Basic Walk - Students will explore the 12 principles of animation through a basic character walk cycle. Using a rigged 3D character, students learn to pose characters in the four basic positions of a walk cycles, contact, passing, high and low in 32 frames. Once this is complete, students begin adding secondary motion and use adjust curves in the Graph Editor to produce a believable walk.

Part 2: Exaggerated Walk - Student further explore the foundations of animation through an exaggerated walk cycle of their choice, where attention to performance, attitude and emotion are emphasized.