

Animated Character Model



Preparing the Character Model in Blender

1. Create a Form

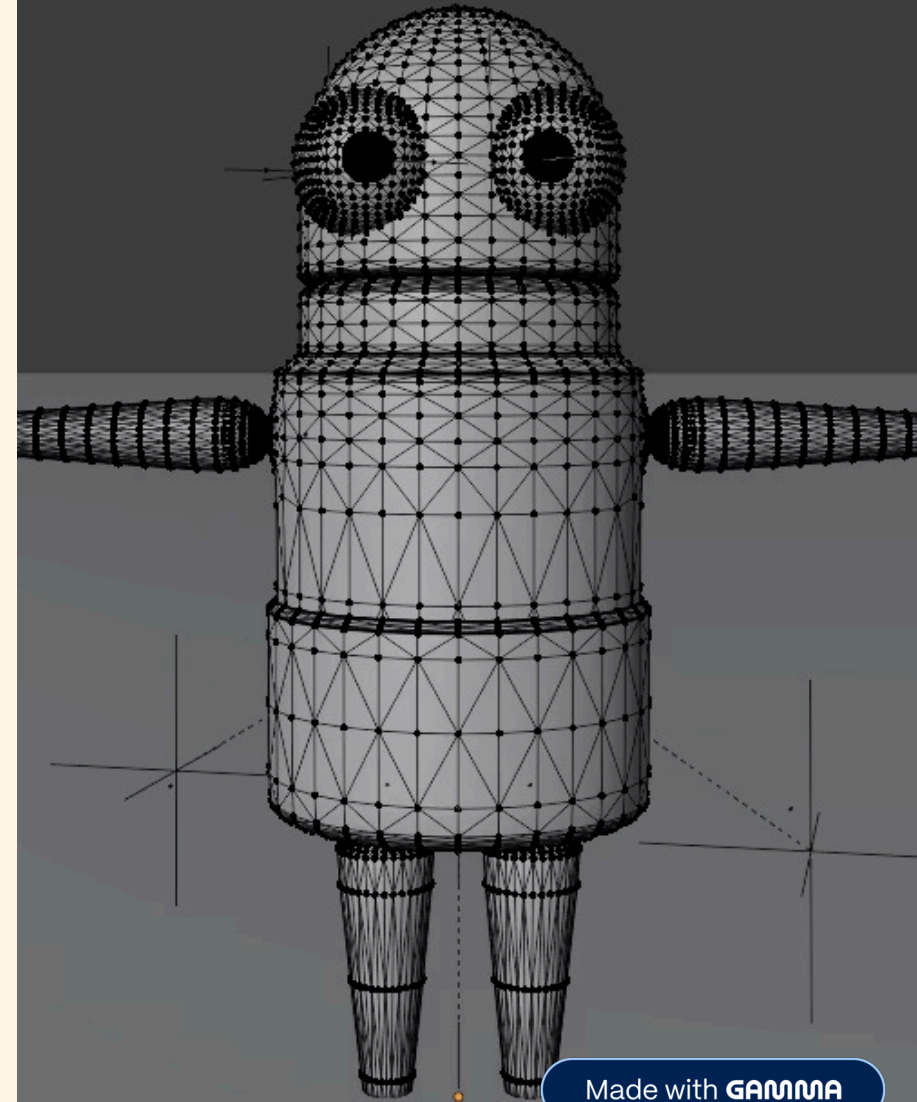
Add basic geometry (such as a cube or sphere) to start forming the main silhouette of the character. Use the Mirror modifier for symmetrical modeling.

2. Modeling

Start with larger parts (such as the head), gradually adding details. Use the Extrude and Subdivide tools to add new features and parts. To create the character's body, you can use mesh modeling or sculpting.

3. Detailing

If the character has unique elements, such as armor, weapons, or specific clothing, model them as separate objects.



Creating a Skeleton (Armature) for the Character in Blender

1

Add Armature

Press Shift+A, select Armature → Single Bone.

2

Position Bones

Scale and move bones to align with character's anatomy.

3

Name & Parent Bones

Use logical names and create a hierarchical chain.

4

Bind Mesh

Parent mesh to armature with automatic weights for deformation.

5

Weight Paint

Refine bone influence for natural movements.

Adding a Run Cycle Animation to the Character in Blender



1

Using keyframes for animation.

Select the skeleton bones you want to animate. Go to Pose Mode to start working with poses.

2

Move the character bones to create keyframes. These will be the main positions in your running cycle.

3

Creating an Animation Loop.

Running is a cyclical movement, so once you've done a few key poses, make sure the animation repeats smoothly.

4

Root Motion Setting

For running animations, it's important that the character moves around the scene. Create a keyframe for root bone:in