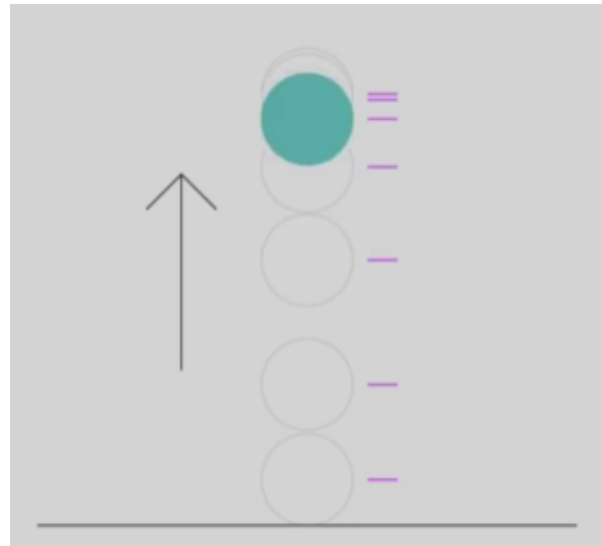
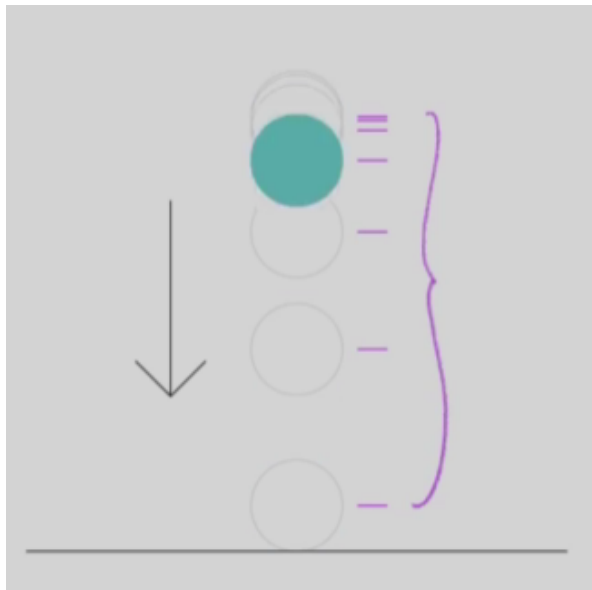


# Character Animation Basics: Combining Techniques in Adobe After Effects, Animate, and Photoshop

by **Gui Jorge Porto** | SKAN01FU - Character Animation Basics

## Course link

- Physics / Acceleration:



- Timing and Spacing:
  - Timing: time span of animation
  - Distance from each frame

The main role of the animator will always be to manage **Timing and Spacing**

- How to make it more convincing by using 2 of the animation principles: Squash and Stretch
  - The ball must keep its mass constant
  - Squash → Impact
  - Stretch → Acceleration
  - The very fast change of shape is what gives the animation weight
- **The Graph Editor:** *The Holy Grail of animators*
  - 'Edit Value Graph': x and y positions
  - right click propriety > 'Position' > 'Separate Dimensions'

✍️ **Play around with the handles. You're ready to create your bouncing ball!**

## Character Design

The Bouncing **Ball has** everything to do with Character Animation!!

- Mess around with shapes and positions, use **Contrast** to generate interest
- Pro Tip: leave imperfections to give character and style to the animation



✍️ **Create your character!!**

