We address the problem of motion transfer from human to 2D anime characters. Given a video sequence of a human performing an action(e.g. running), and a single image of an anime character, we aim to generate a new video sequence of that anime character performing the same action. We adopt pose as an intermediate representation and present a clear three-stage pipeline to synthesize the output anime video step by step. In addition, we generate a dataset specially used for motion transfer between real human and anime character.