HOW TO MAKE AN ANIMATION: SOFTWARES NEEDED.

1. Using **makehuman** software, model the character including clothes and a rig (including facial rig). Export the finished character using **Blender exchange mhx2** format.
2. Open **Blender** and enable;
   - Makewalk ad-on
   - Mhx2 importer ad-on
   - papagayo lip-sync importer ad-on.

   Thus, you need to have to have downloaded them.

3. Using **MHX2 importer** ad-on in blender, import the character that you modelled in makehuman step 1.
4. Go to **cgspeed** and download **.bvh** mocap files e.g.
   - Walk cycle
   - Greetings
   - Sitting and standing etc.
5. Using **Makewalk** ad-on, load and retarget the model's armature (option to retarget is in tool shelf) to the downloaded **.bvh** mocap files. Save the different mocaps as actions and save them.
6. In the NLA editor, load and arrange the different actions as the screenplay requires.
7. Using **papagayo**, create the lip-sync file as the screenplay demands. Impost this into Blender using the lip-sync ad-on we enabled. Connect to the model so he/she can speak.
8. Finalize on the animation by cleaning up the facial expressions and mouth movements.
9. Light and render.
10. In **Hitfilm express**, add vocal track, music and sound effects. Edit into your final animation movie.