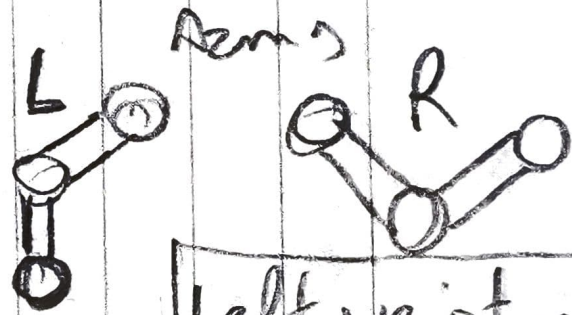
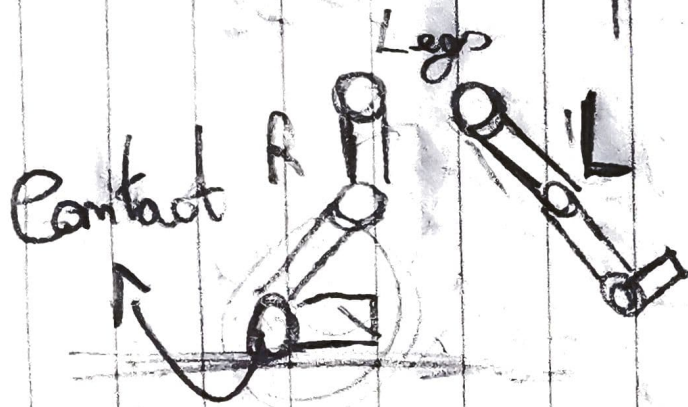


Walk Cycle :

- 2 main pose { contact pose
passing pose

1) Contact pose:

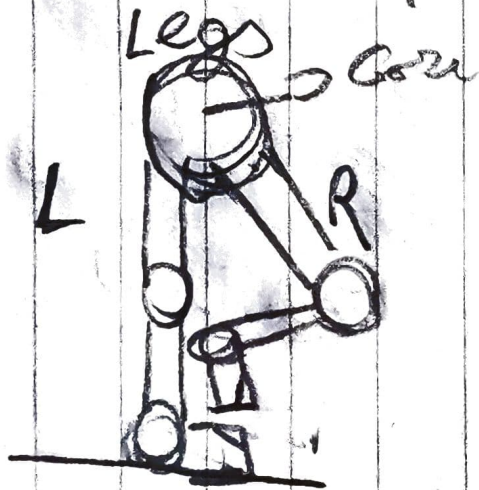
L → the foot contacts the ground



Left wrist and
Right ankle aligned

2) Passing Pose:

The other foot passes the first foot

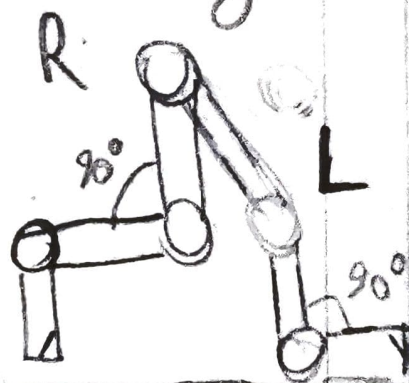


To complete the cycle I need to repeat
these two poses ~~over~~ ^{and} reverse L/R.

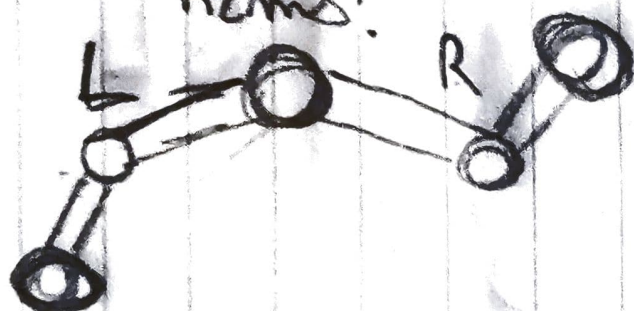
In order to ~~not~~ ^{avoid} have a "flat" animation
I ~~can~~ added other two poses:

1) Down pose: where the head is lowest
↳ right after contact pose

Legs:

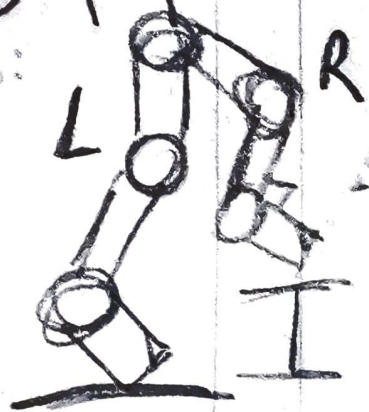


Arms:

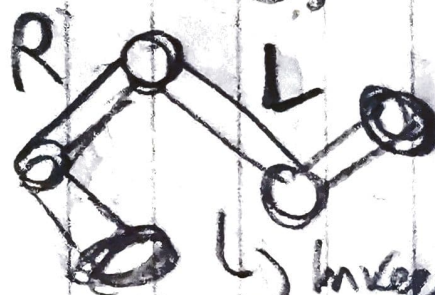


2) Up pose: where the head is highest

Legs:



Arms:



↳ Inverse of down pose

Note: In the Contact and Passing pose
the character height is h , in
Up pose is $h + \Delta$ and in Down pose
is equal to $h - \Delta$. These configuration
gives a "bump" effect to the animation.