

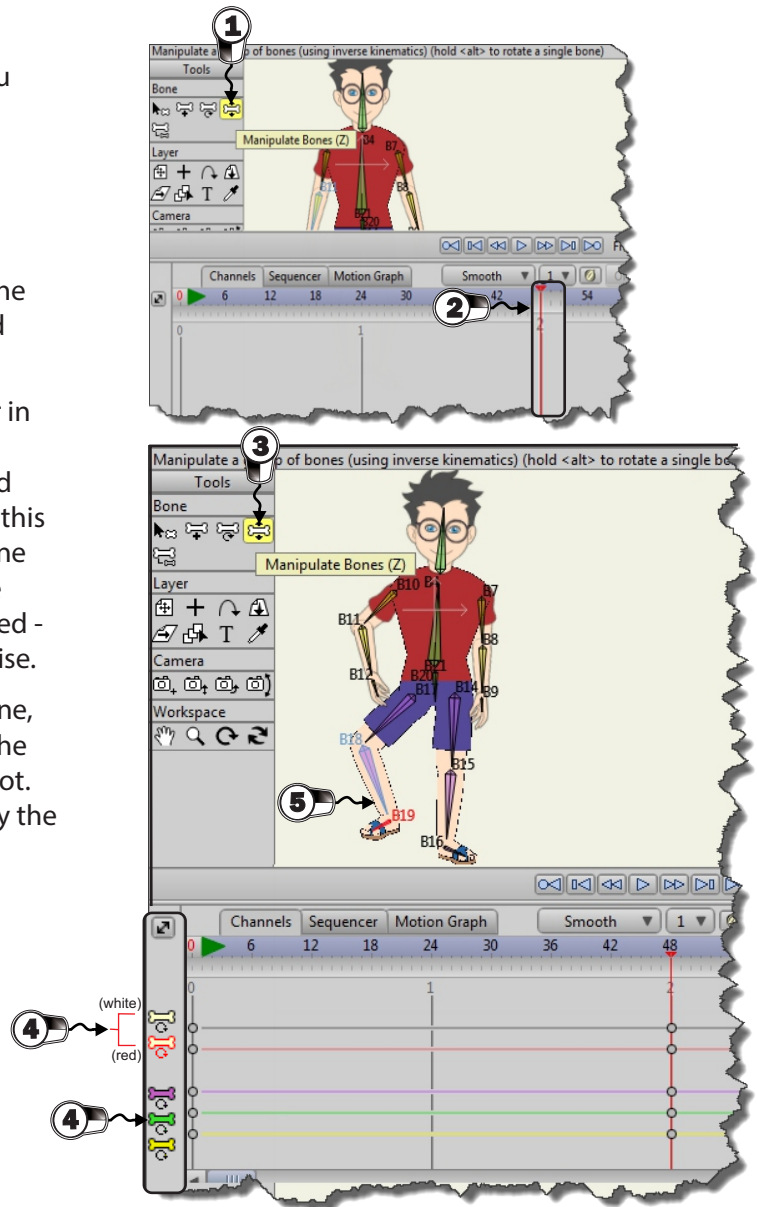
Animating Bones

Lesson 4

Like anything in Anime Studio, creating a keyframe for a bone movement is a simple matter of moving the bone when further in on the Channels timeline. For this, you will use the Manipulate Bones or Transform Bone tools to create the movements.

Using the **Color-Hide Bone.anime** file that you manipulated earlier, perform the following steps:

- 1 Click to select the **Manipulate Bones** tool.
- 2 Move to **frame 48** on your timeline.
- 3 Using the **Manipulate Bones** tool, click on the bottom bone of the front arm of Mr. Flex and move it by dragging in any direction.
- 4 You will see five(5) different channels appear in the keyframes. A white bone that indicates movement is present for the bone layer, a red bone that indicates the selected bone(s) - in this case, Mr. Flex's movement), and a yellow bone corresponds to the arms which shows all the other colored bones which are currently keyed - in this case, the arm from our previous exercise.
- 5 If we move and animate any color-coded bone, we will see separate channels appearing in the timeline, as shown in the following screenshot. This is of great help when wanting to identify the keyframes of a certain bone.
- 6 Save your work in own folder.



Creating movements with your bones tends to be the an easy part. Rigging the character and preparing it for animation is where most of your time will be spent.



Bringing a Cartoon Character to Life

Laboratory Activities

Lab 6.1 Layer Binding Dee

Lab 6.2 Jake's Layer Binding

Lab 6.3 Flexi-Binding Fred

Lab 6.4 Flexi-Binding Jeffrey

Lab 6.5 Point Binding the Skeleton

Lab 6.6 Restricting Bone Movements

Lab 6.7 Animating the Human Skeleton

Lab 6.8 Smart Bones on Skeleton (Smart Bone Action)

Lab 6.9 Mouth Switch & Smart Bones







Chapter 6 Project 1 Animating Bully

Chapter 6 Project 2 Dog goes to the Beach

Flexi-Binding Jeffrey

Lab Exercise 6.4

Task: Trace the character and use Flexi-Binding to animate
 Expected Output File: None
 Work File: FlexiBindingJeffrey.png

- ❶ Launch the Anime Studio from your desktop.
- ❷ Create a new Anime Studio project.
- ❸ Draw Jeffrey (picture shown) or use any of the tracing techniques to make it faster then and color. Open FlexibindingJeffrey.png located in Chapter 5 for tracing.
- ❹ When creating the character make sure that the Arms left and right are on a separate layer as well as the body and the legs, see picture right for reference.
- ❺ After tracing, add a new Bone layer and name it "Alien Jeffrey". Drag all the layers to the new bone layer you have just created, see snapshot for your reference.
- ❻ Now add bones to Jeffrey using the tools below. Observe the child-parent rule when adding bones.
 Add Bone (A)  Select Bone (B)
- ❼ Adjust the bone strength to 1. Check the all bones if it needs re-parenting. Use the tools below to do the task.
 Bone Strength (S)  Reparent Bone (P)
- ❽ Do the Flexi-binding for all the bones then test each bone. Use also the tool below to tackle the task.
 Select Bone (B)  Manipulate Bones
- ❾ Save this project file to your folder.

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Chapter 6

