Department of Computer Science

ANIMATION - COMP3351

Basic Walk Cycle

Activity Made by:

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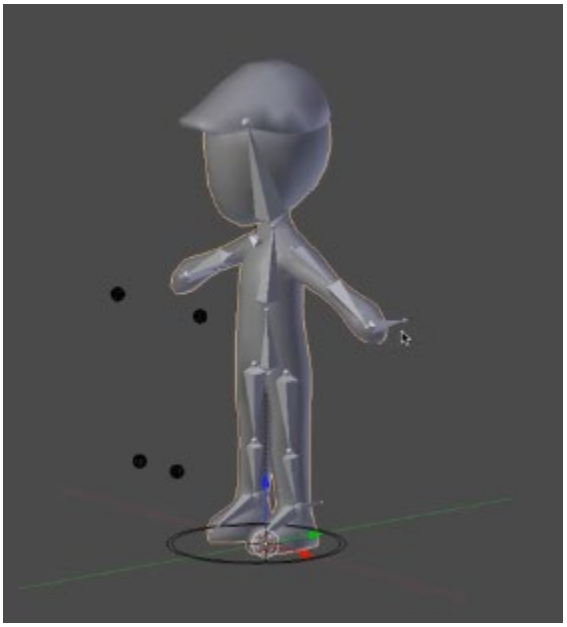
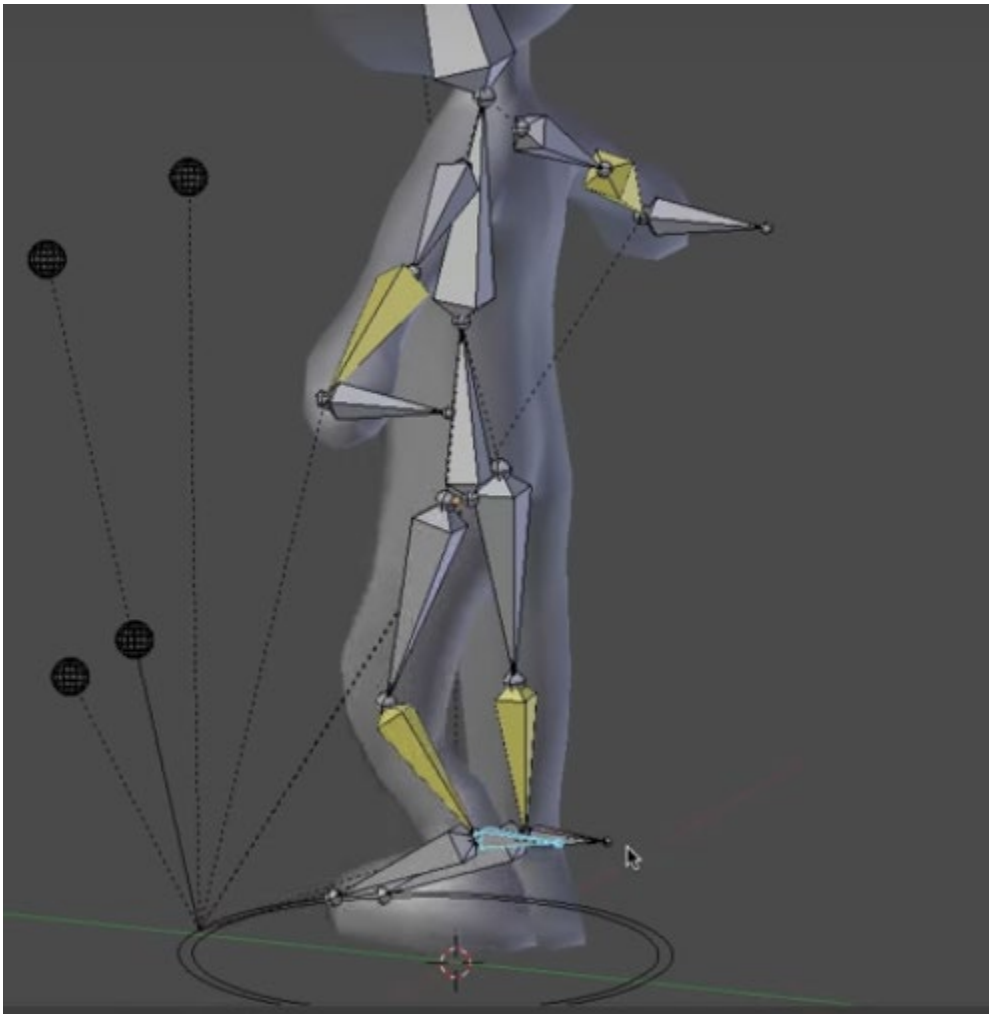
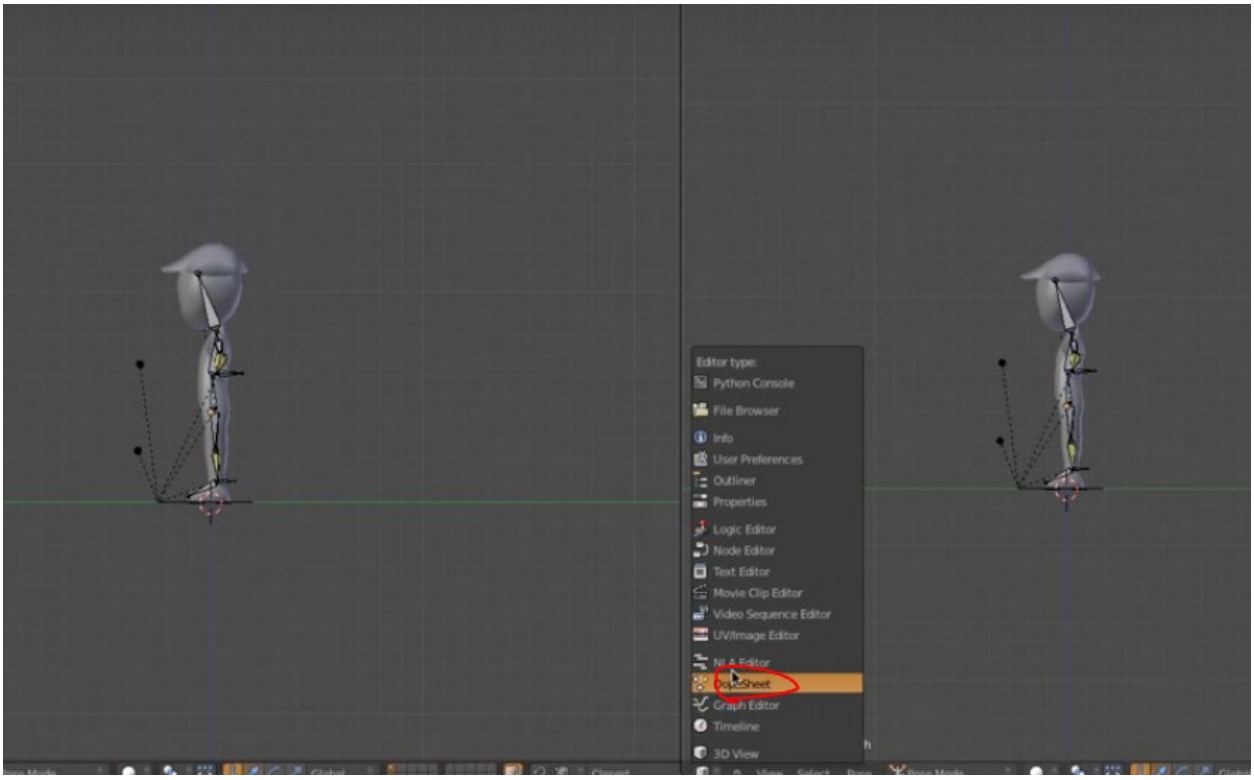
This activity continue with character rigging activity about object following Curve or Path Animation. This activity put you in a position to understand how to move character.

You can continue from character model you built from the previous activity. We just change the color of the character.

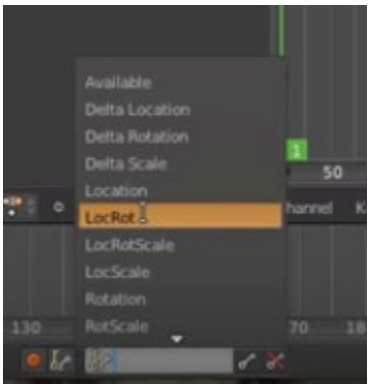




Split the screen view and from one of them go to the DopeSheet.

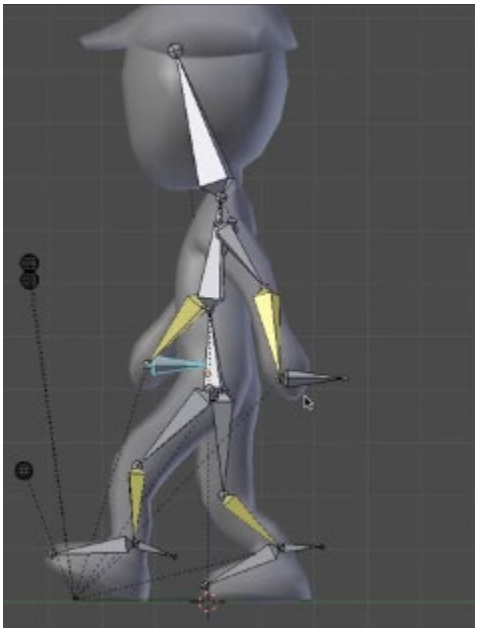


Set the active key to Location and Rotation as follow:

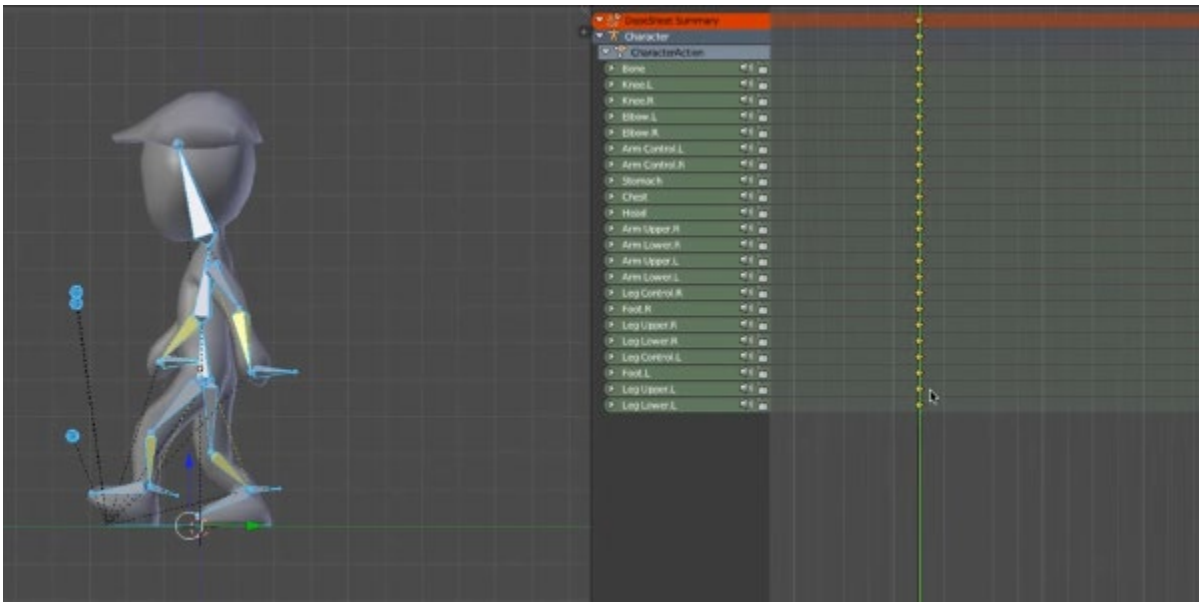


Therefore, when we press i it will automatically record the location and rotation of the character.

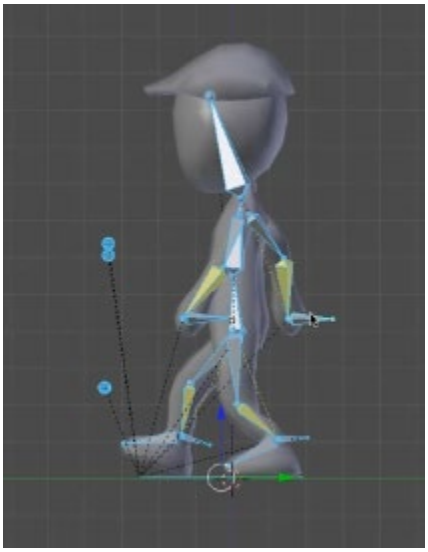
Let us start by moving the character a little bit down, as it start moving.



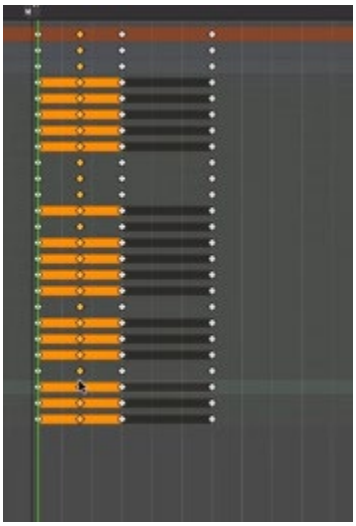
Then select everything by pressing a, then press I. To insert the key frames.

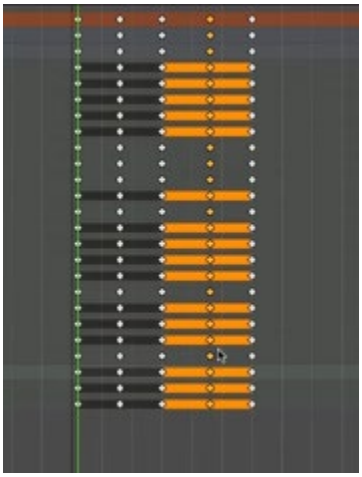


Go to key frame 20 and switch the movement then select everything and press I again.

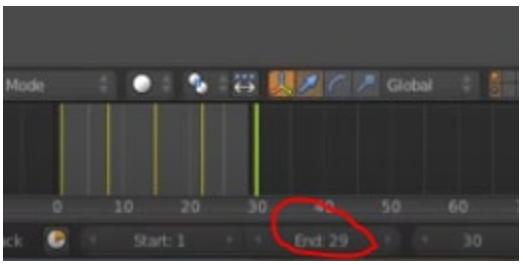


To make this movement a cycle (repeat this movement over and over again). Select a column of key frames (by pressing alt and select). Then press shift+e to duplicate it then move it to frame 30, then for the middle key frames repeat the same operations and put them in the middle as possible as you could.

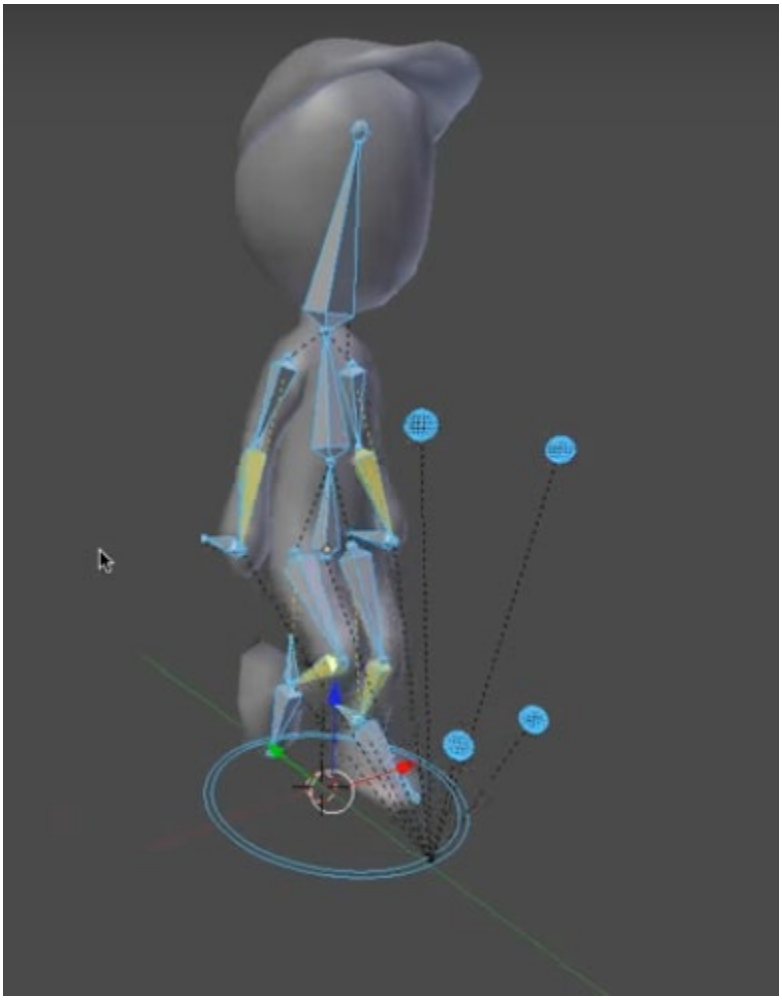




Reduce the frames number form 30 to 29.



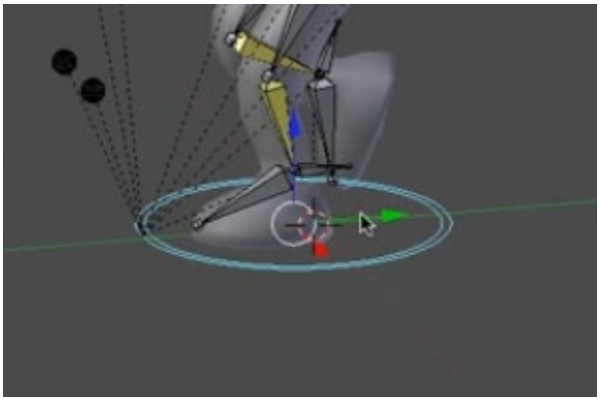
Try to play it and see what is looks like:



To make it move a little bit, let us move to the action editor, give it a name, and press F to make sure it will ever be deleted (Final).

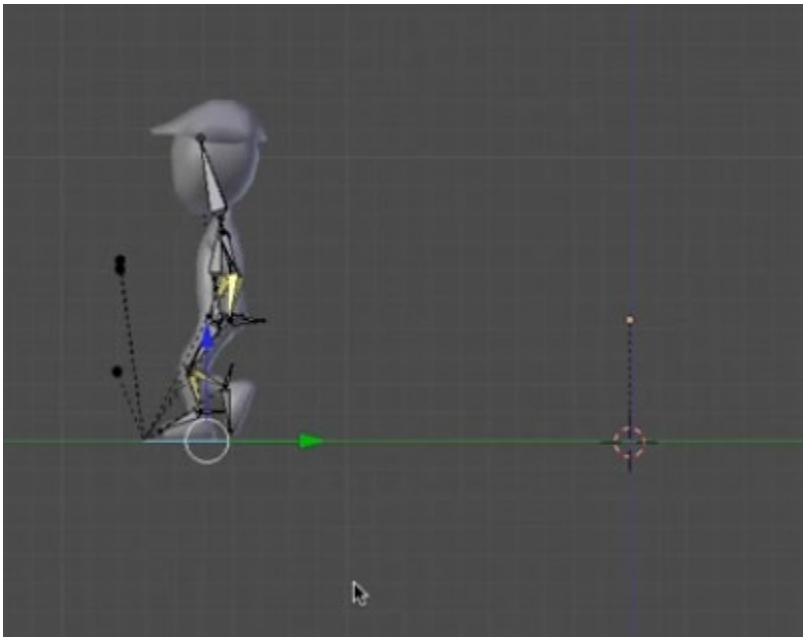
Then close it and create new action.

Now select the circle control bone.

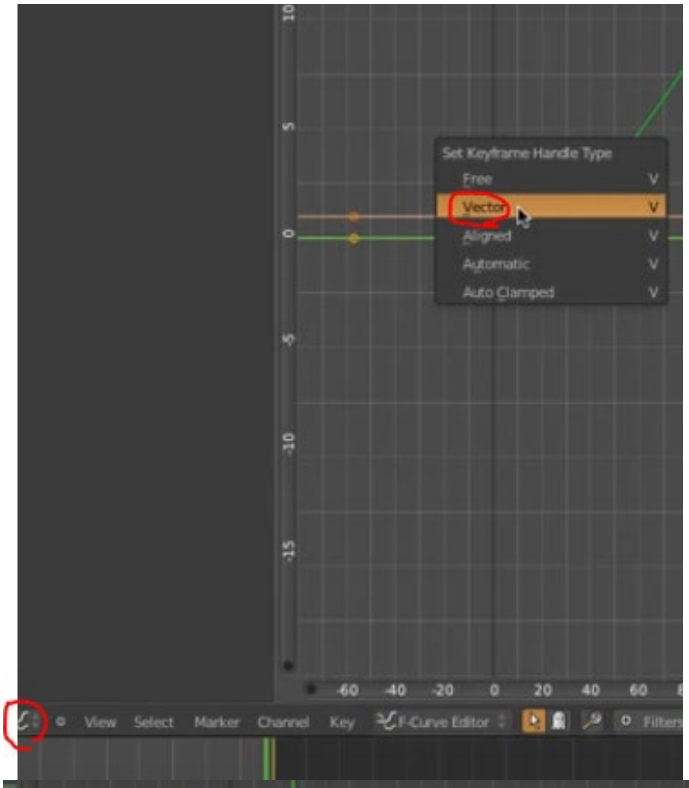


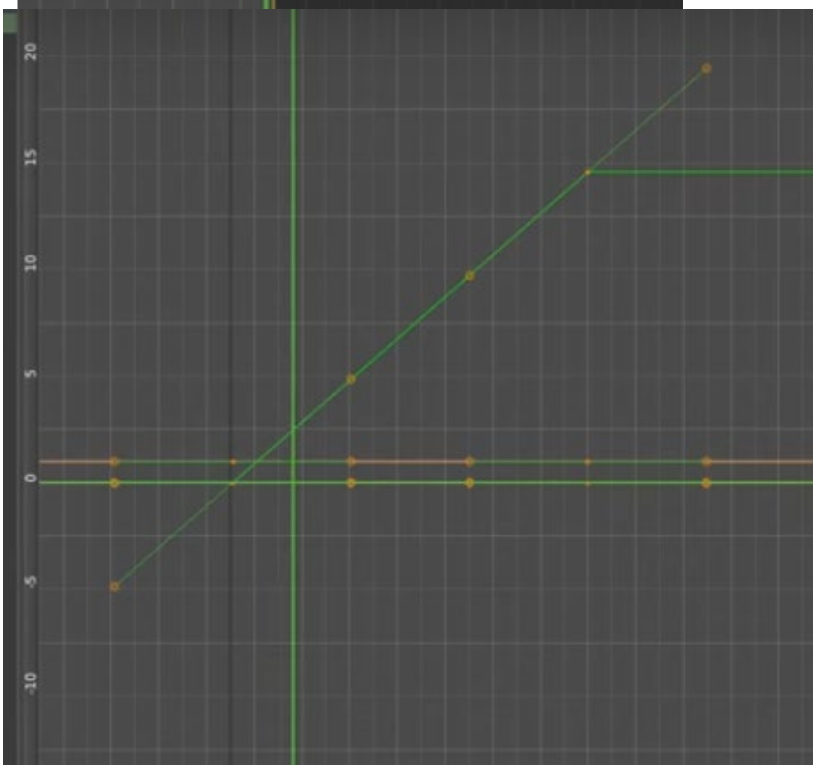
On the first frame press I, then go to frame 150, move it forward a little bit, press I again, and set the frames number to 150.

Play the animation and note the movement of the character. However, this will only move it without the moves we first added.

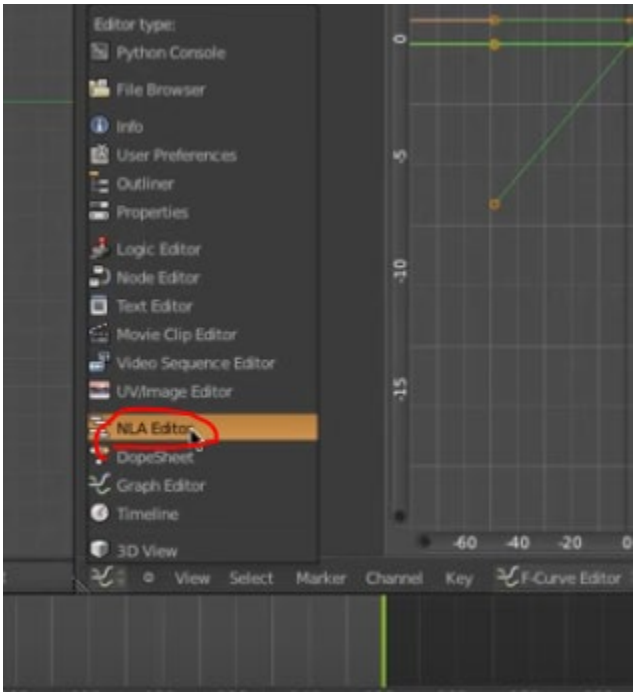


Go to graph editor and press v then select vector to make the movement in the same speed.





Now switch to NLA editor.


Editor type:
Python Console
File Browser
Info
User Preferences
Outliner
Properties
Logic Editor
Node Editor
Text Editor
Movie Clip Editor
Video Sequence Editor
UV/Image Editor
NLA Editor
DopeSheet
Graph Editor
Timeline
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View
Select
Marker
Channel
Key
F-Curve Editor
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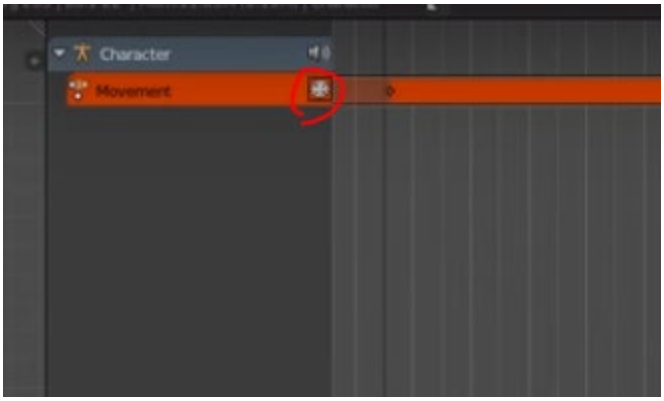
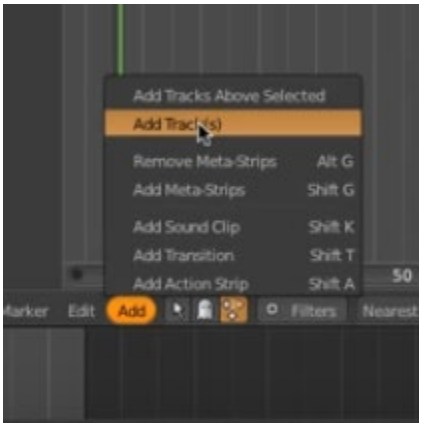
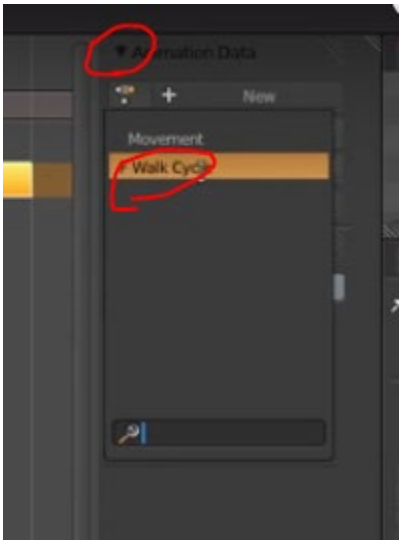
-5
-10
-15
-60
-40
-20

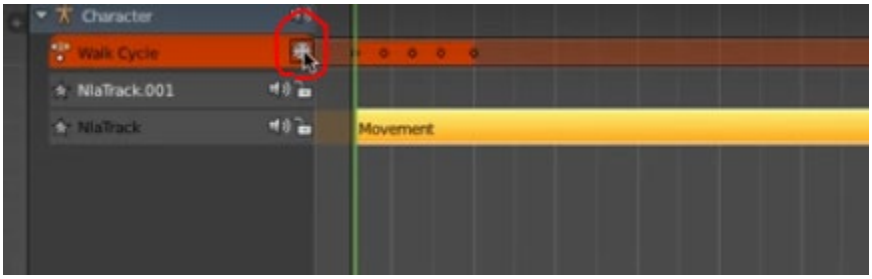

Character
Movement

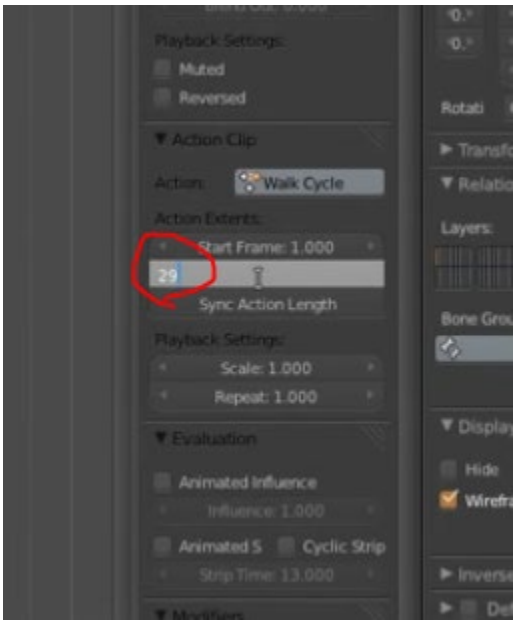
Now we want to add new movement. Add new track.



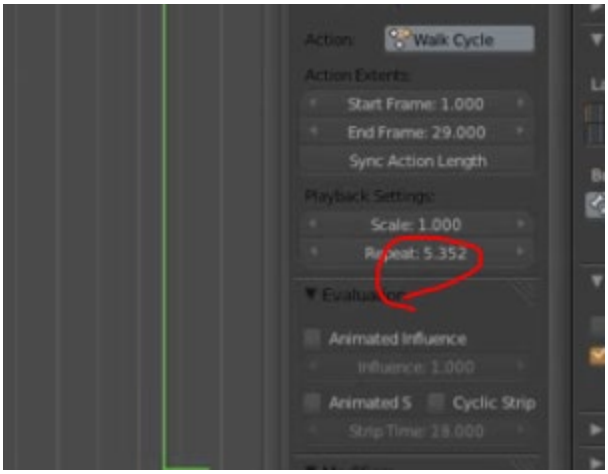
Then press n, and under animation select the first movement.

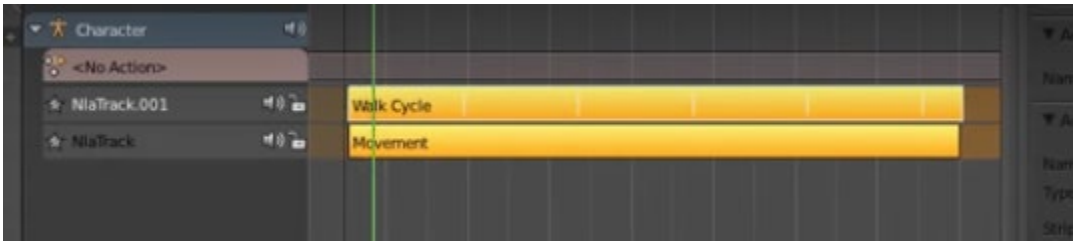




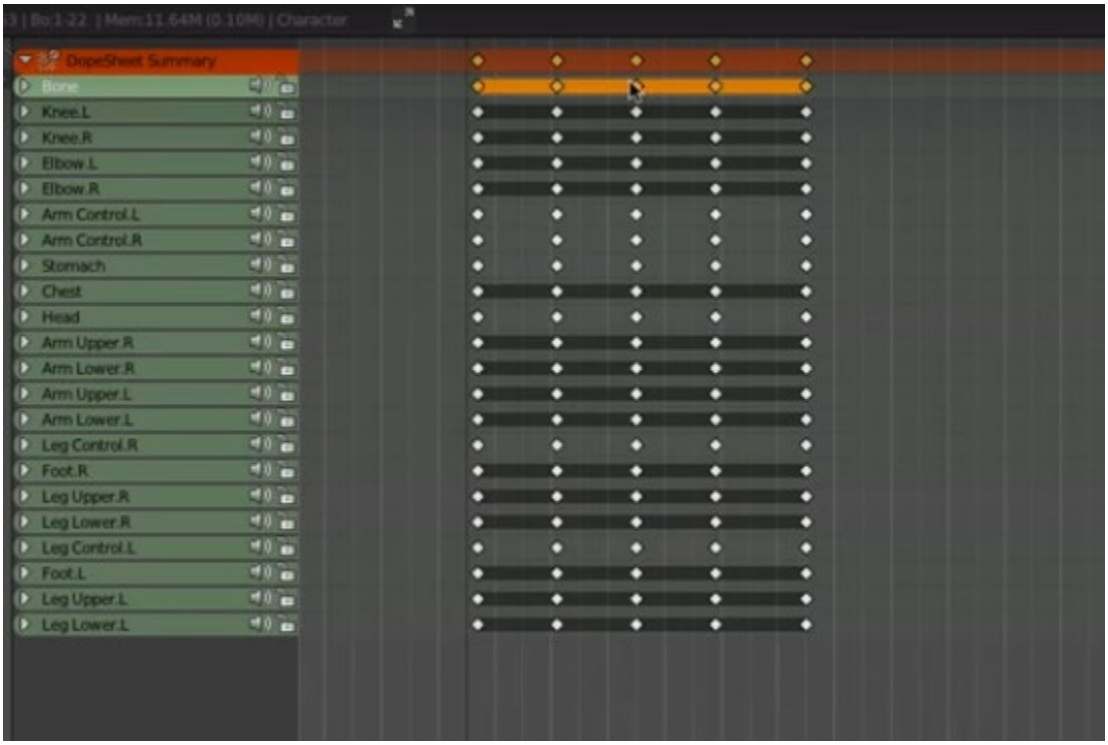


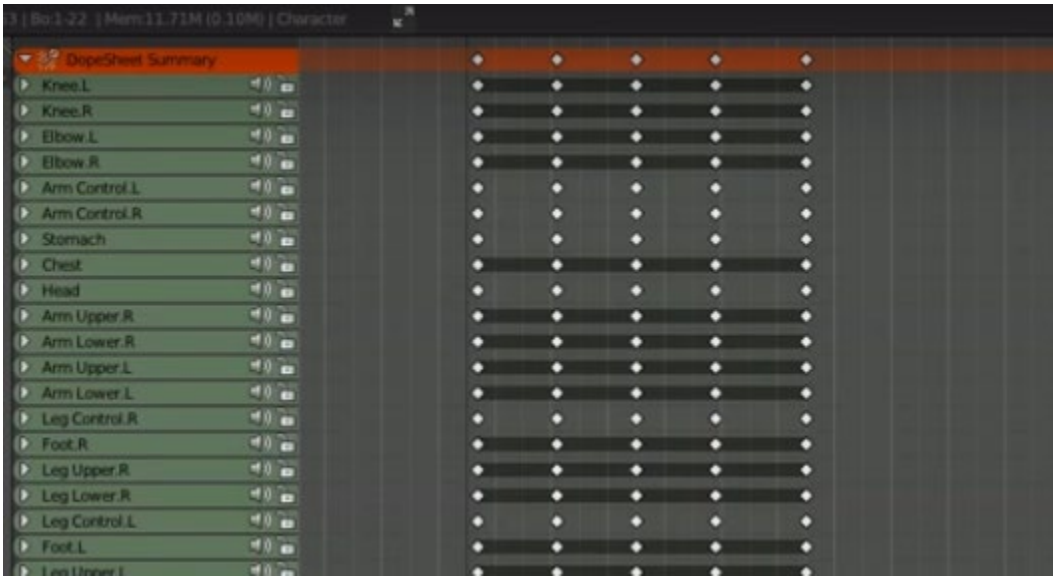
Then set the repeat until it fit the whole movement.



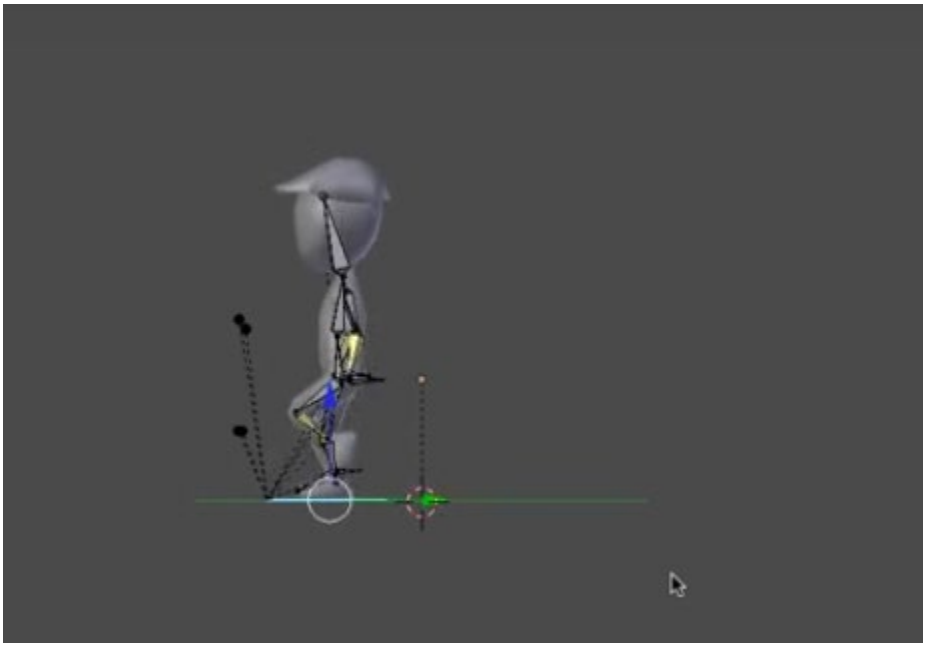


From the DopeSheet deselect all and select only this bone, press x and delete it.





Go back to the NLA editor and play the animation.



End of Activity

Good Luck!