

Fermín Mulett

ANIMACIÓN DE PERSONAJES EN AE

Usando DUIK

¿Qué es la animación de personajes?

- Especialidad
- Vida y personalidad - movimiento
- Ilusión de emoción
- Diseño, técnica y espontaneidad

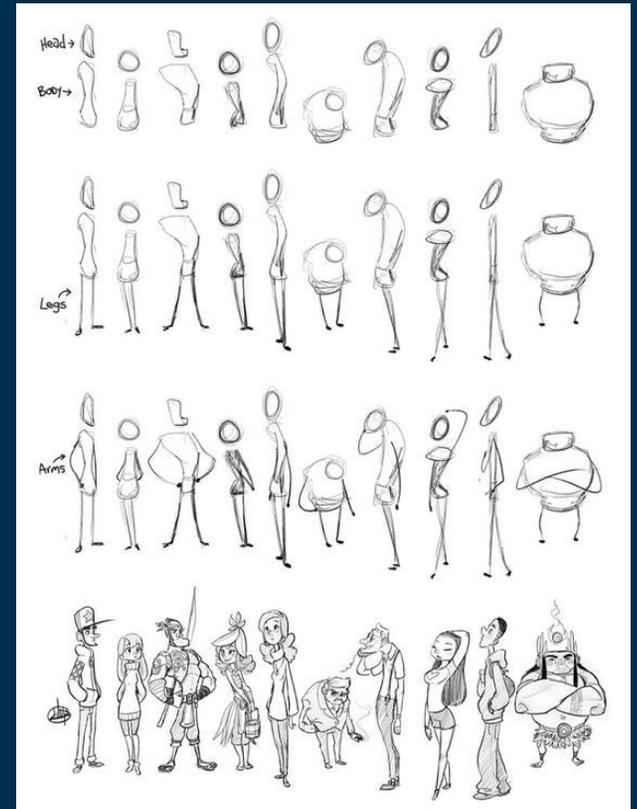
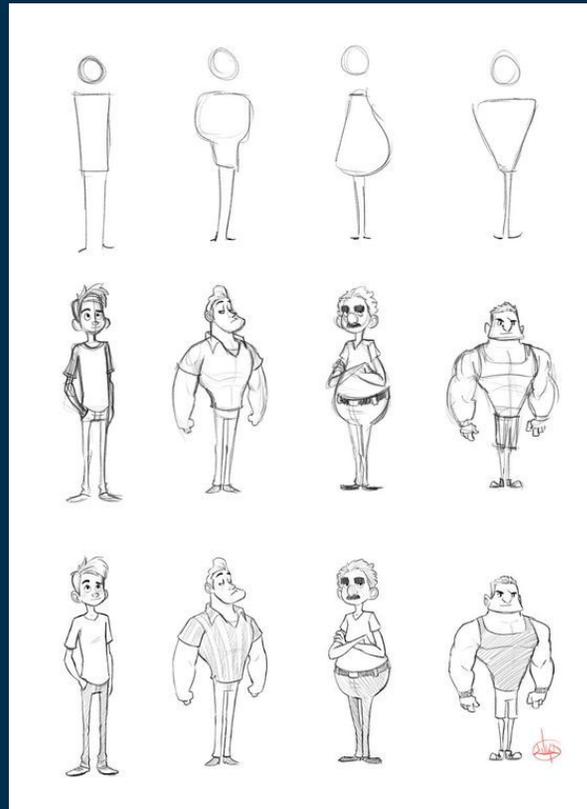
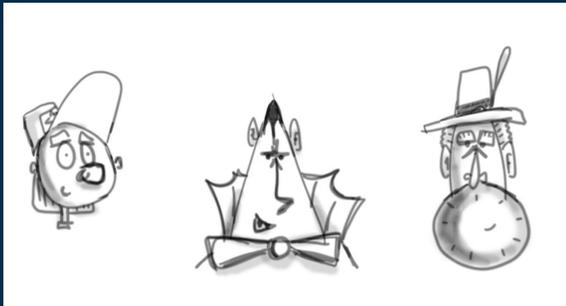
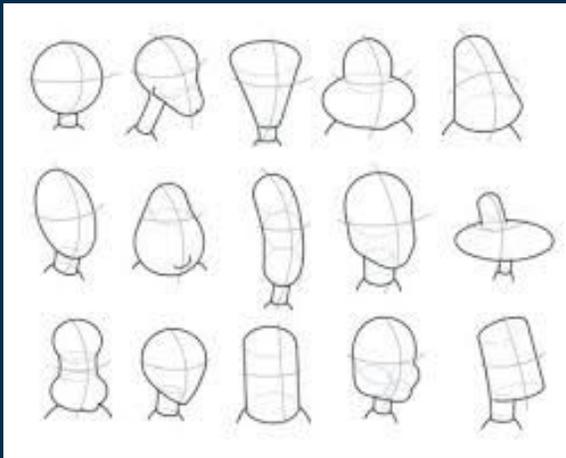
FLUJO DE TRABAJO

Para animar en AE incluyendo otros programas de diseño de la plataforma Adobe.



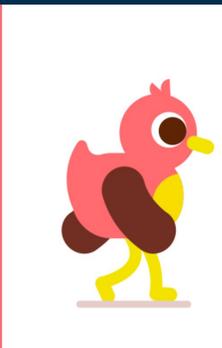
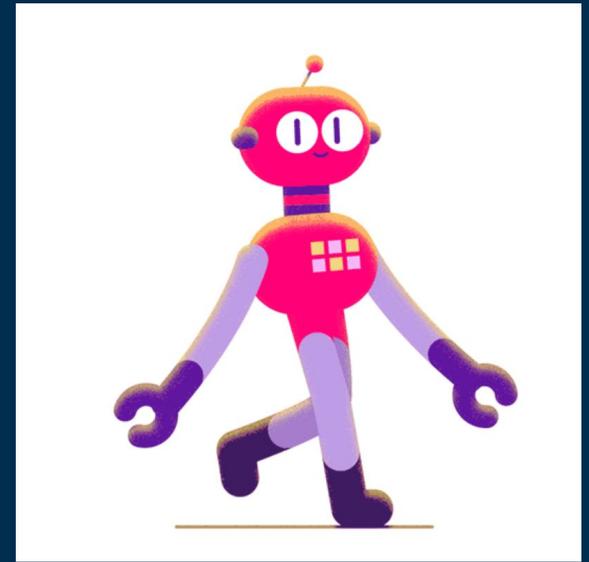
Flujo de trabajo

1. Bocetación



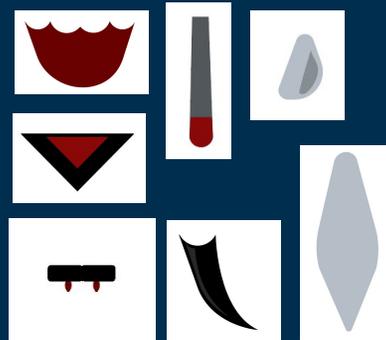
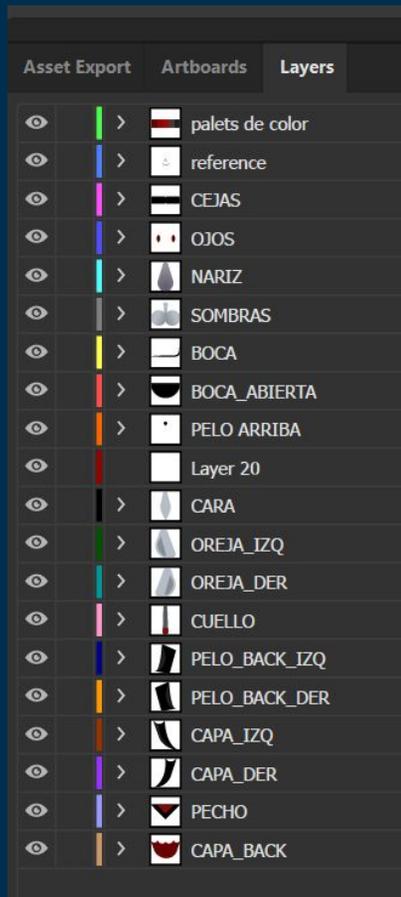
Flujo de trabajo

2. Ilustración



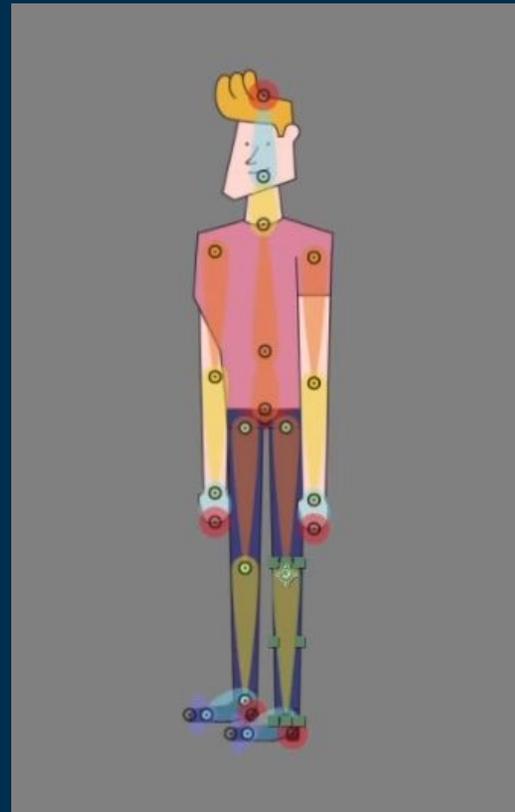
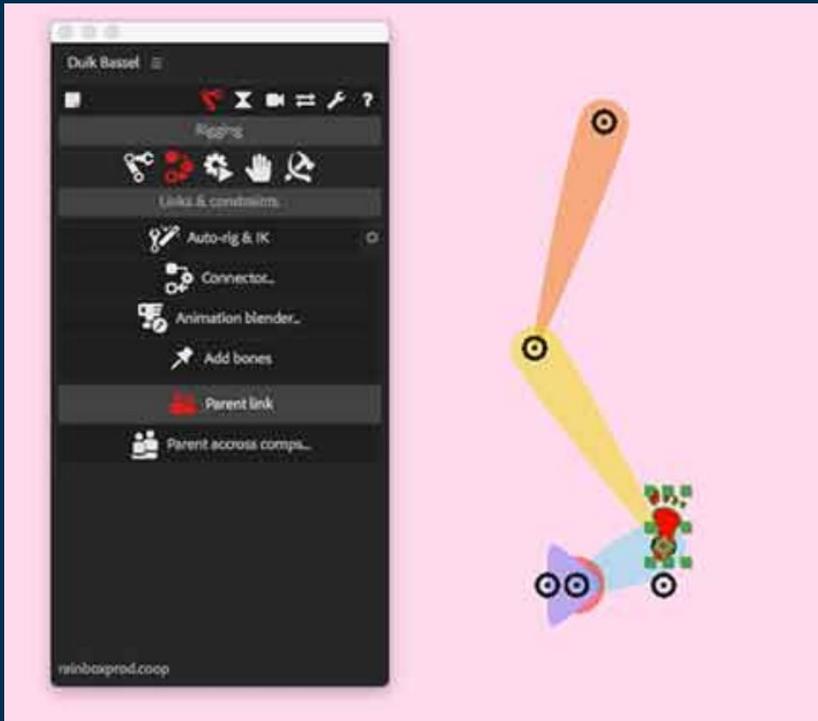
Flujo de trabajo

3. Setup (optimización)



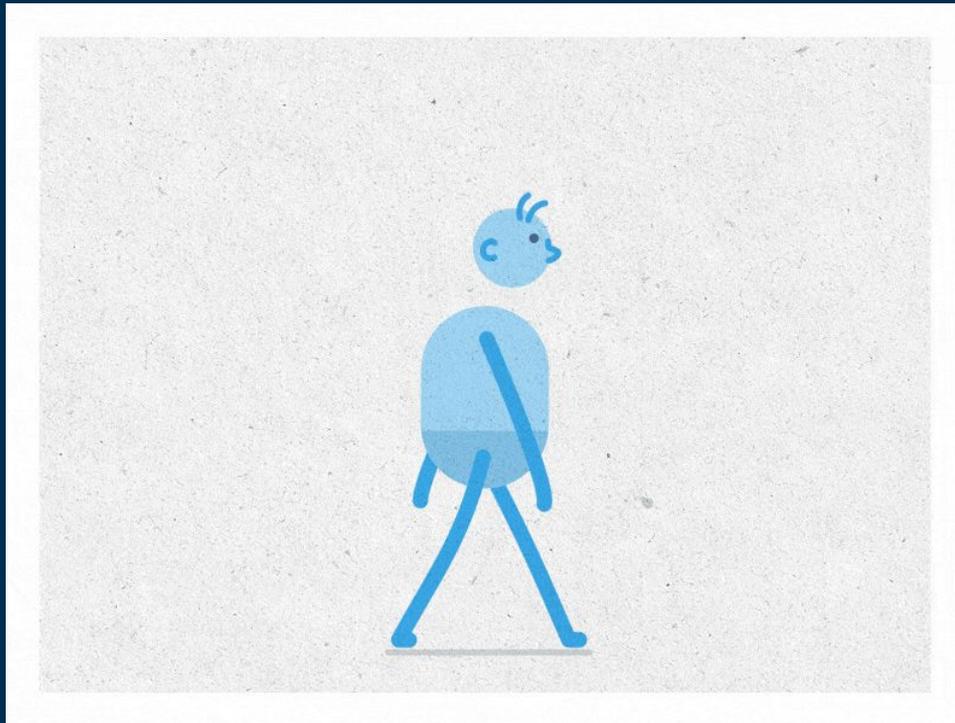
Flujo de trabajo

4. Rigging



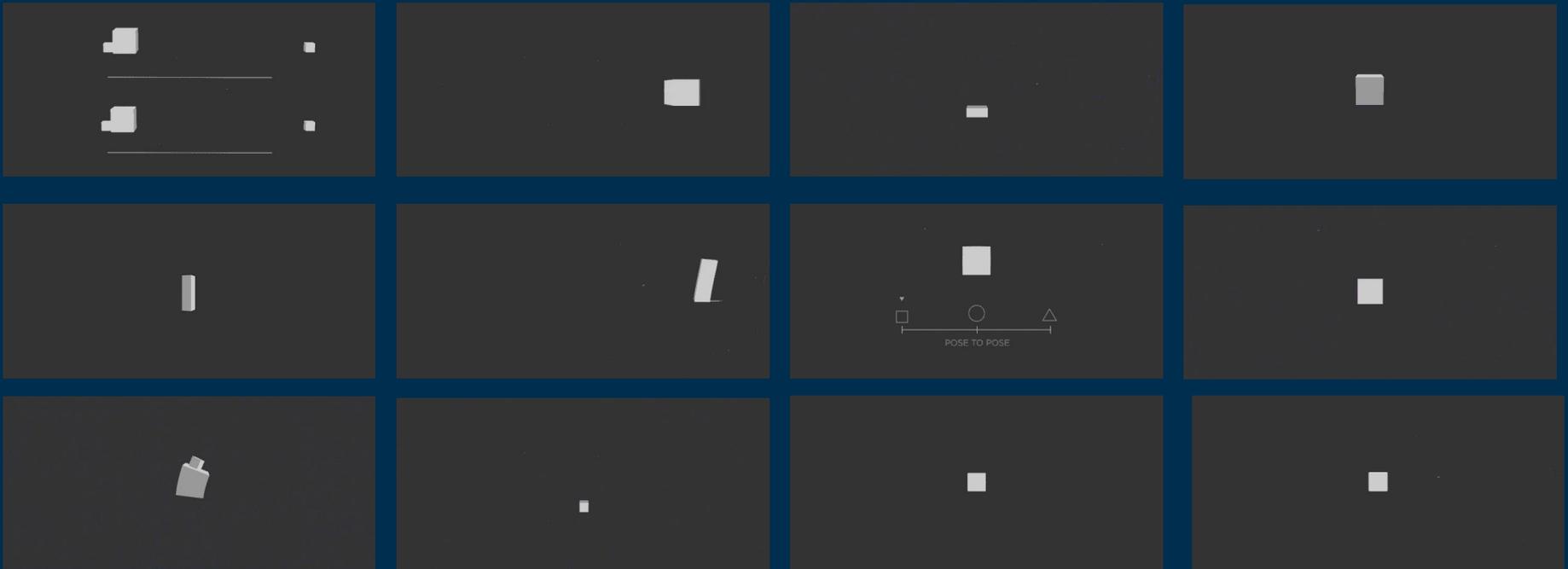
Flujo de trabajo

5. Animación

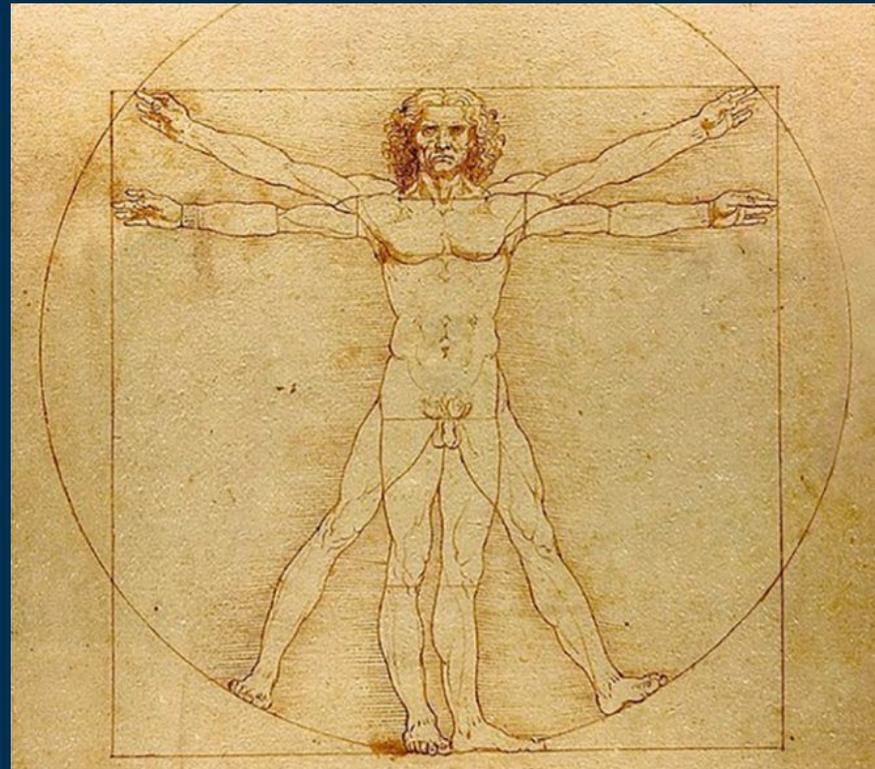
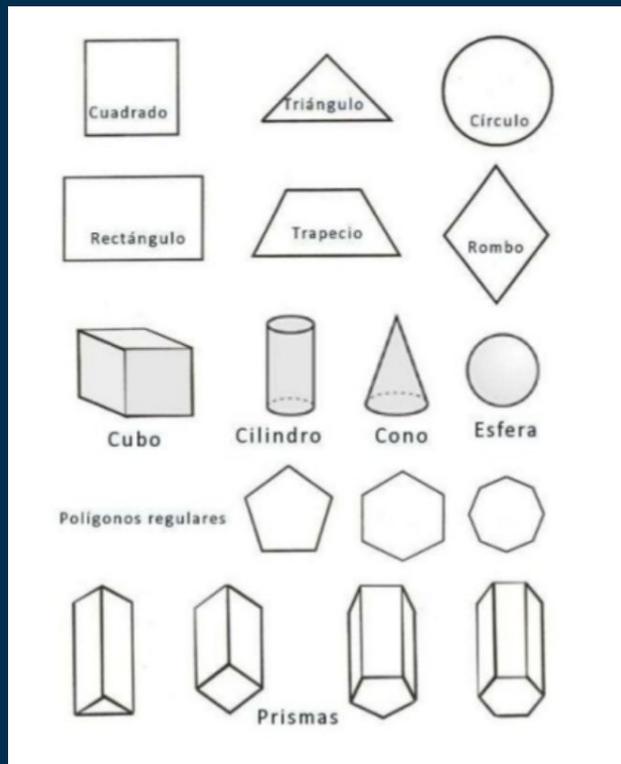


¿Qué se necesita?

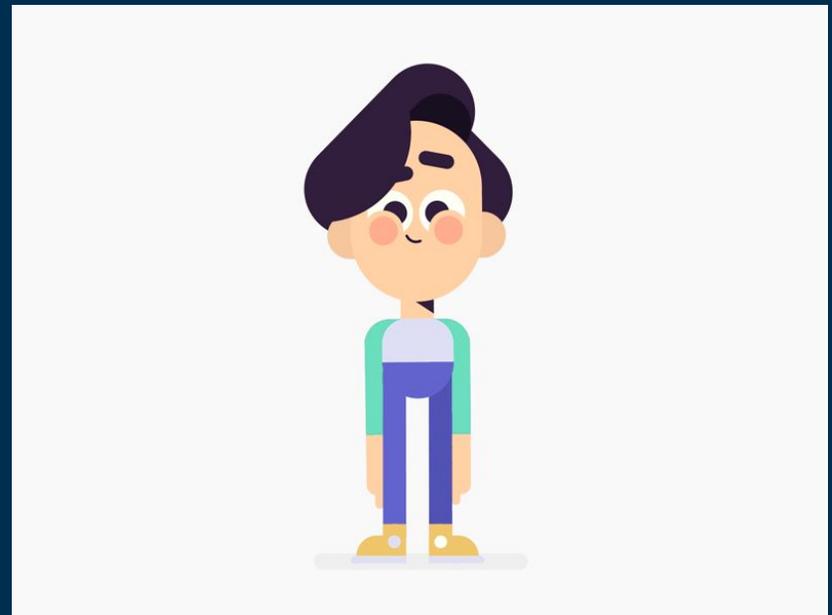
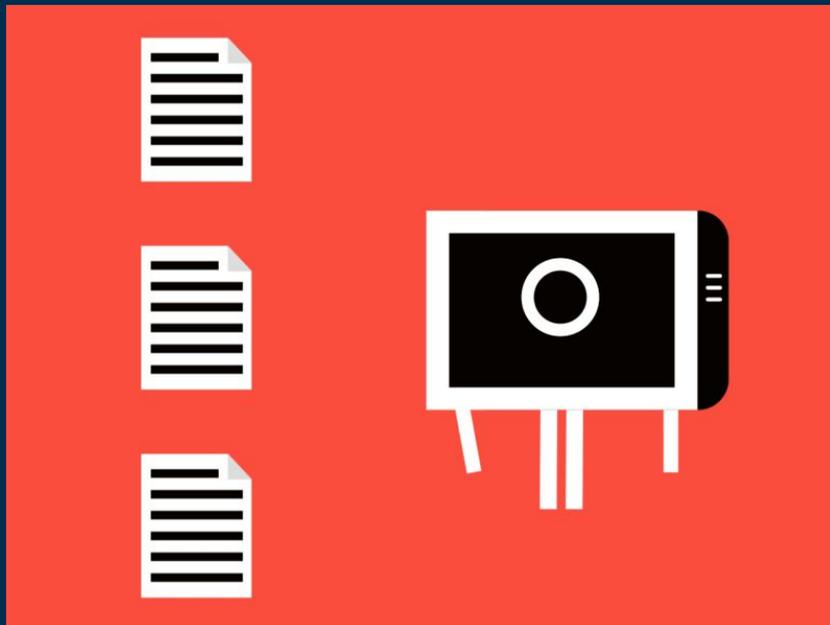
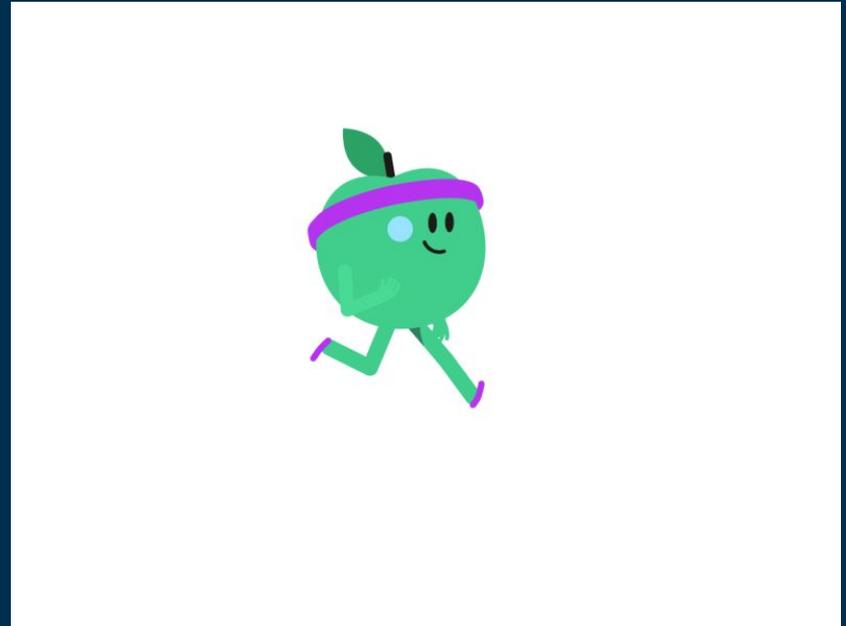
- 12 Principios de animación



Diseño de personajes



Todo es posible :)



Instalación de DUIK

<https://rainboxprod.coop/en/>



Antes de empezar...

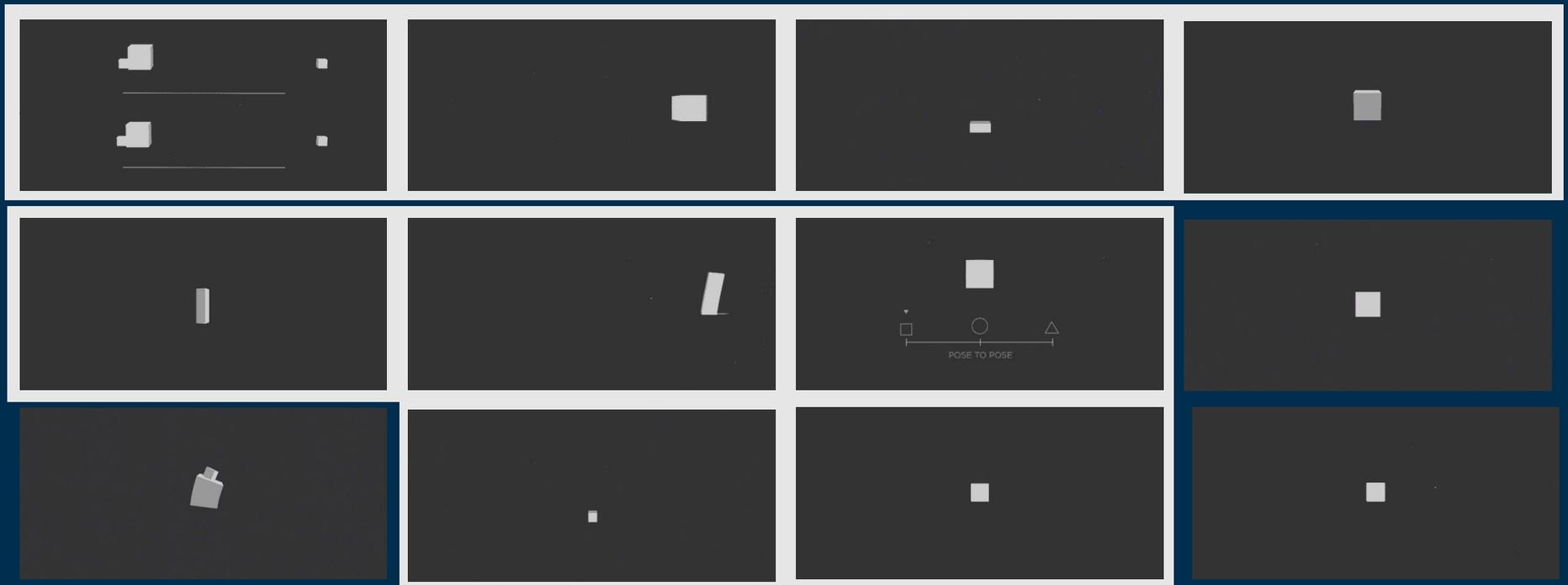
Repasemos AE

- PÁNELES
- TIMELINE - KEYFRAMES CAPAS Y PROPIEDADES
- GRAPH EDITOR
- SHAPELAYERS



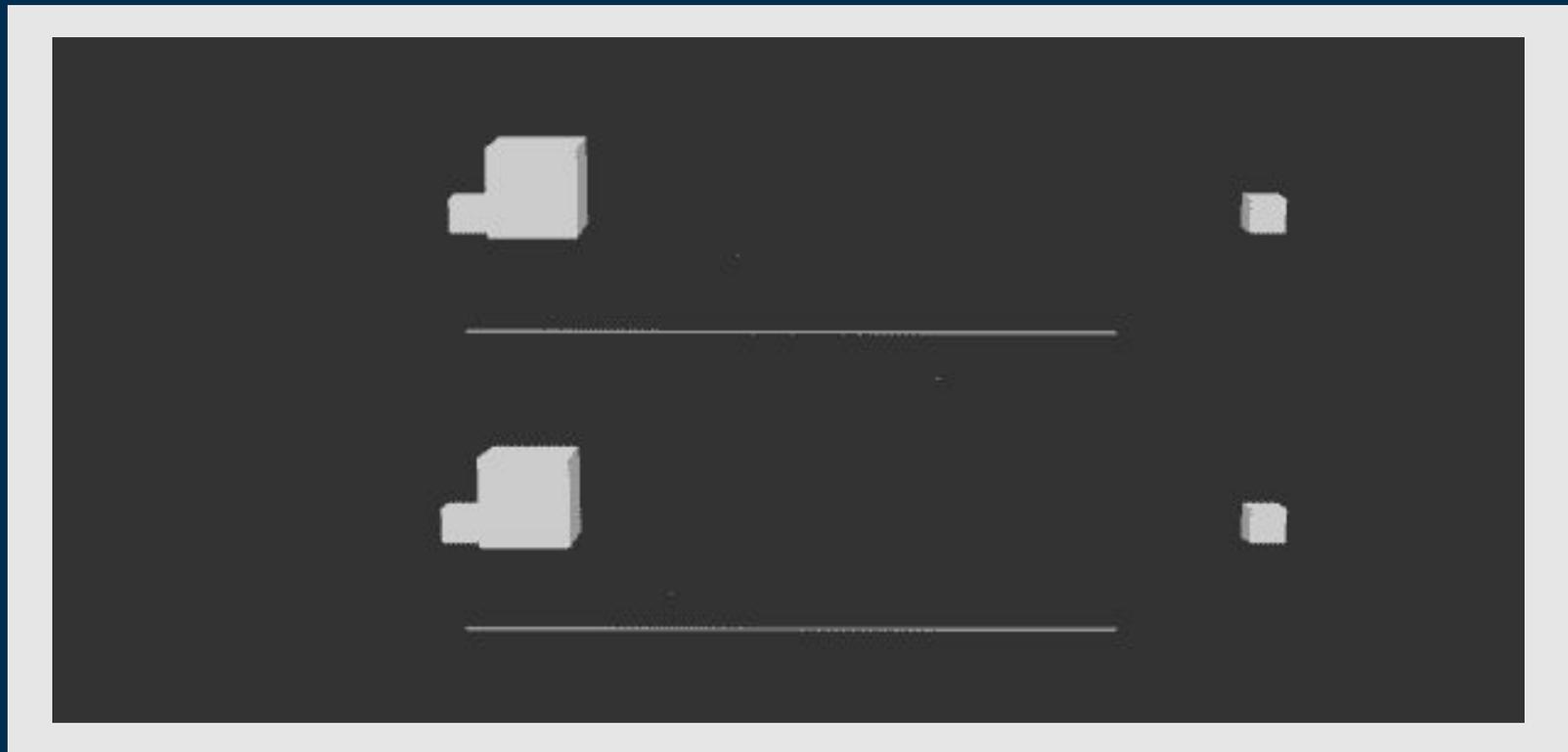
Principios de animación

Illusion of Life - Ollie Jhonston - Frank Thomas



Principios de animación

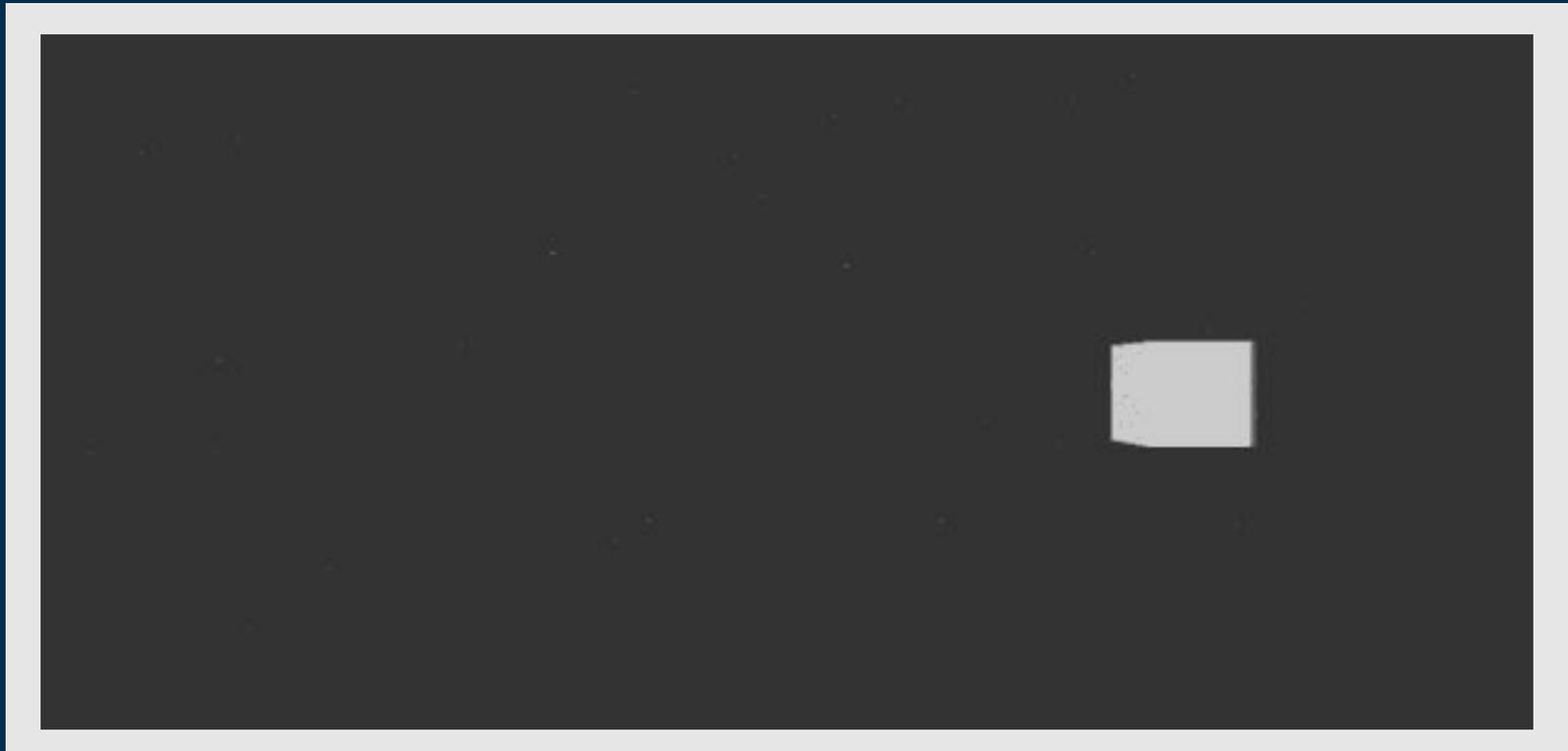
TIMING



Principios de animación

SLOW IN / SLOW OUT

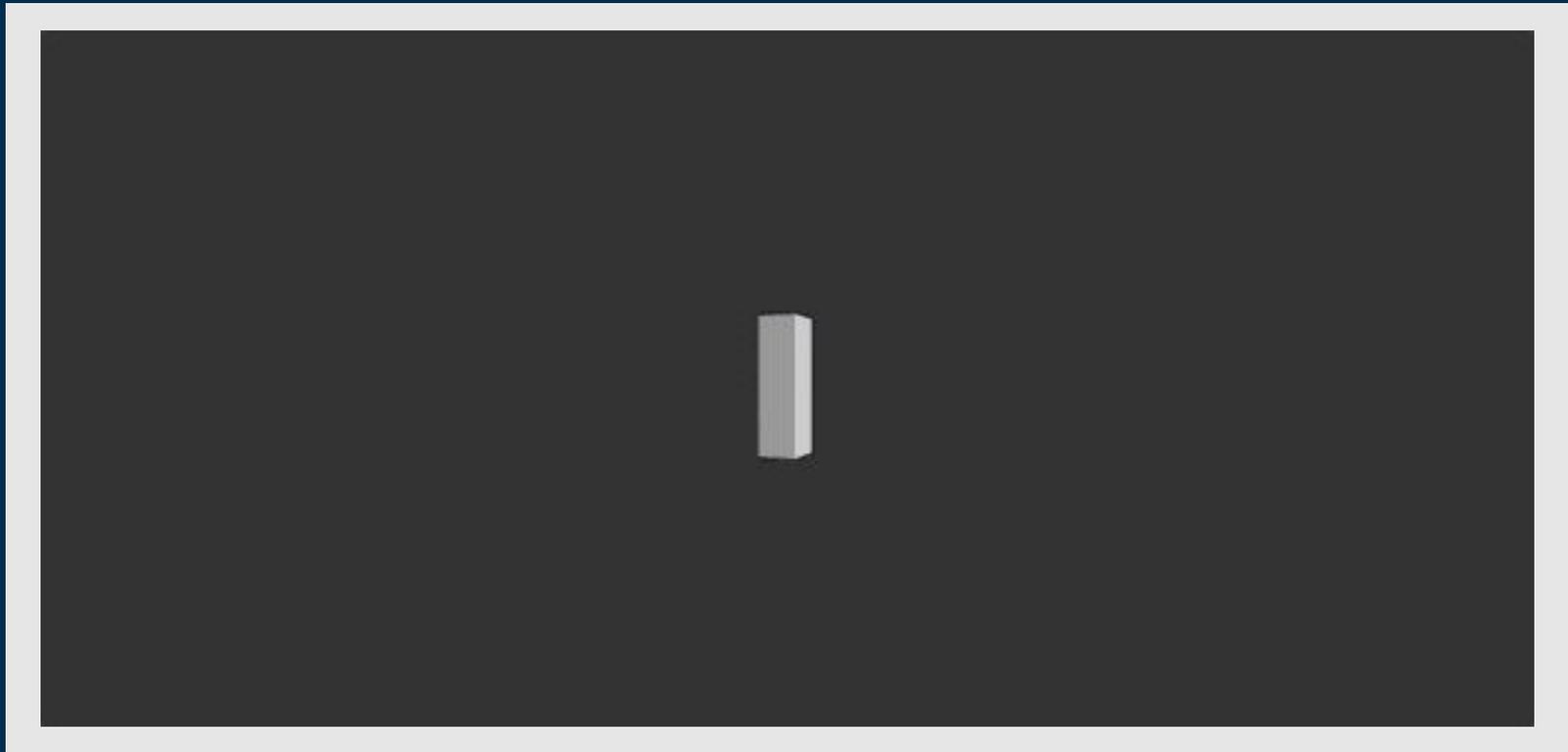
Ae



Principios de animación

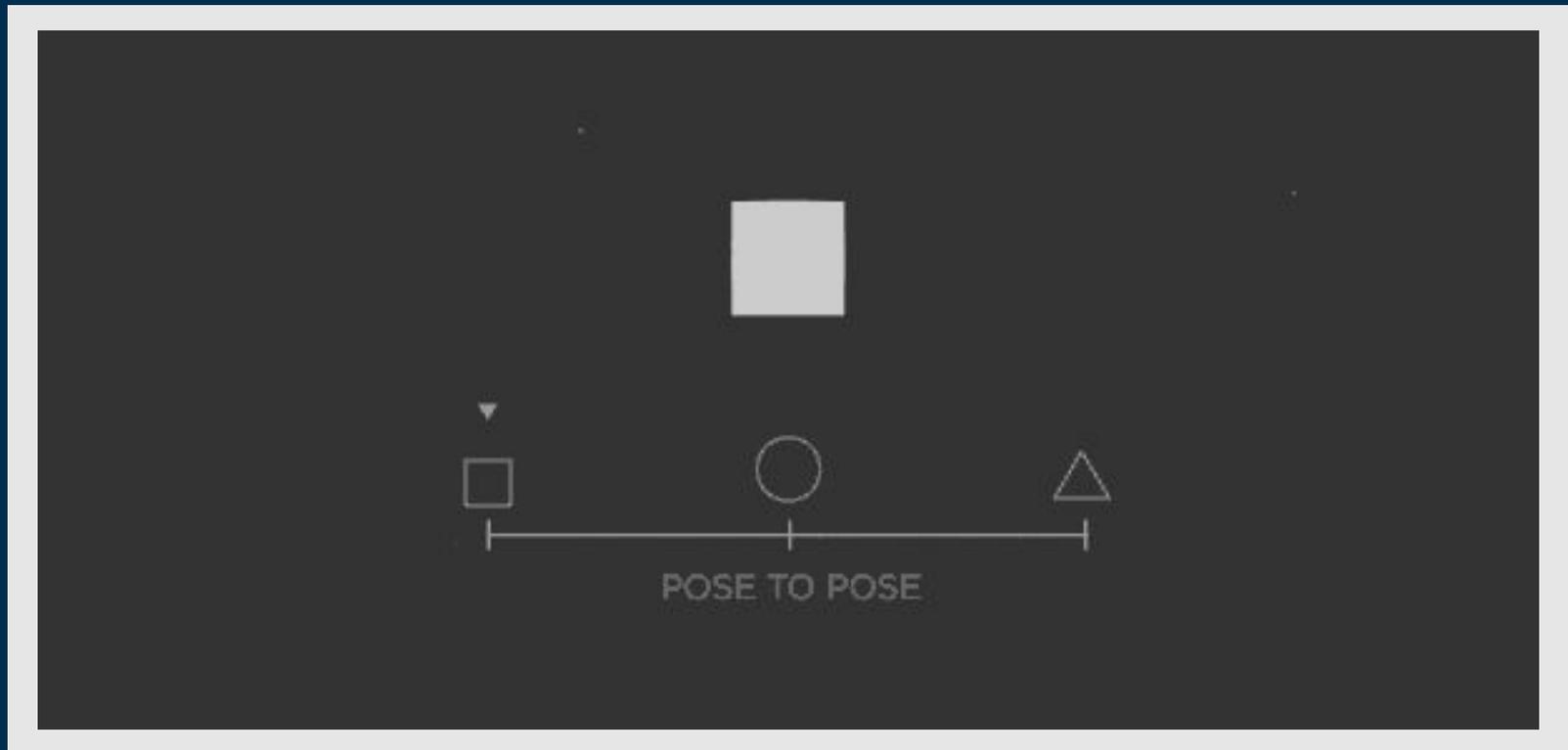
STRETCH & SQUASH

Ae



Principios de animación

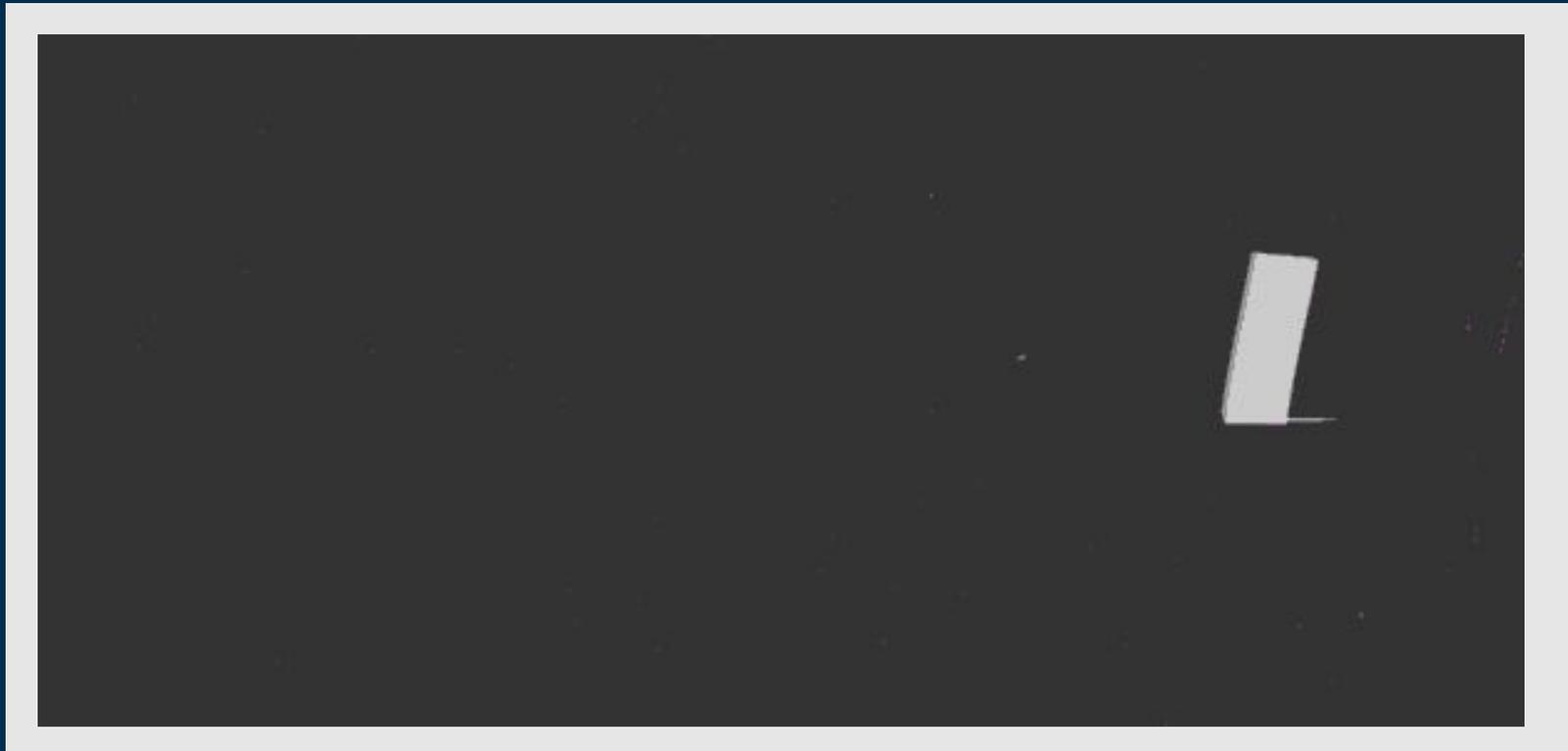
POSE TO POSE - STRAIGHT AHEAD



Principios de animación

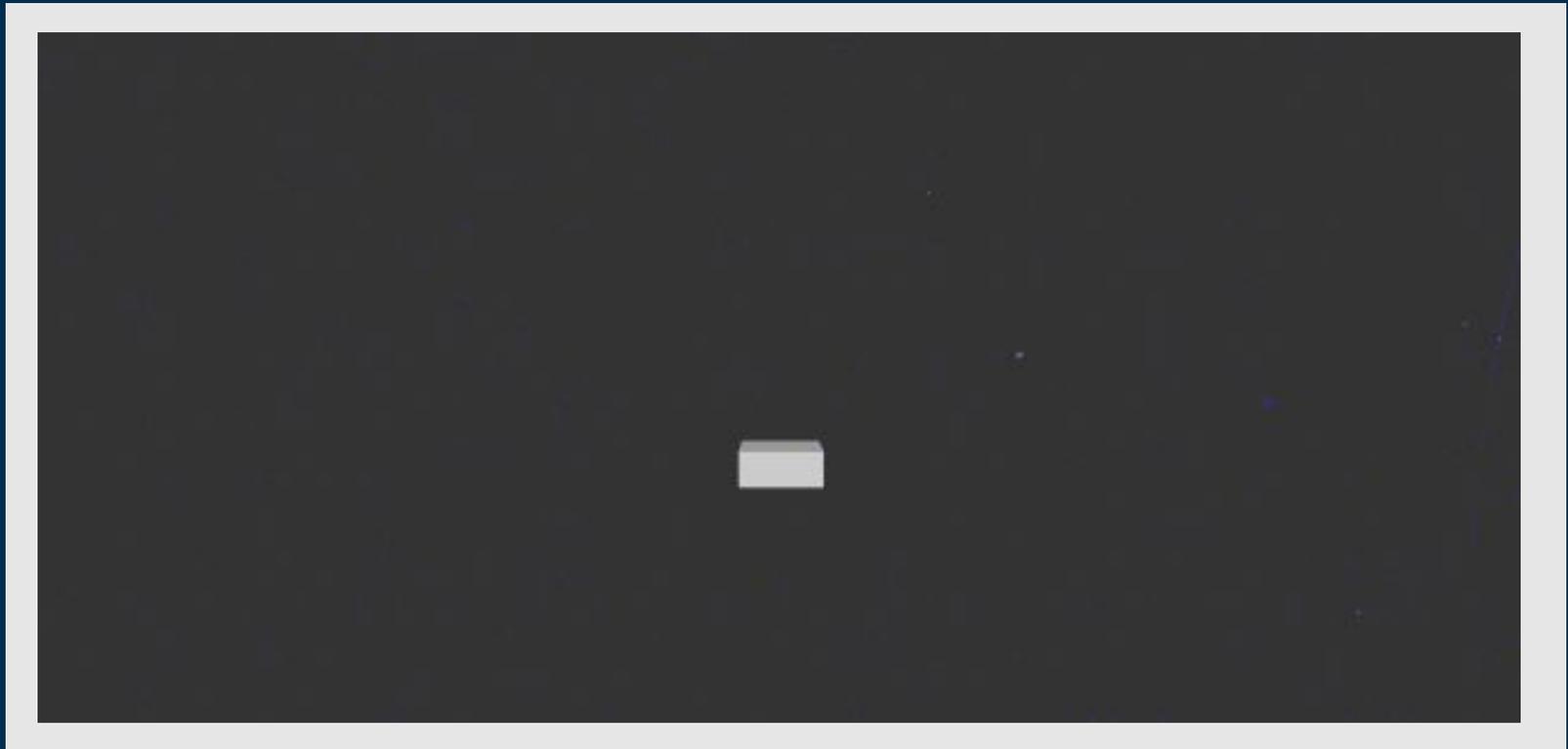
FT / OVERLAP / DRAG

Ae



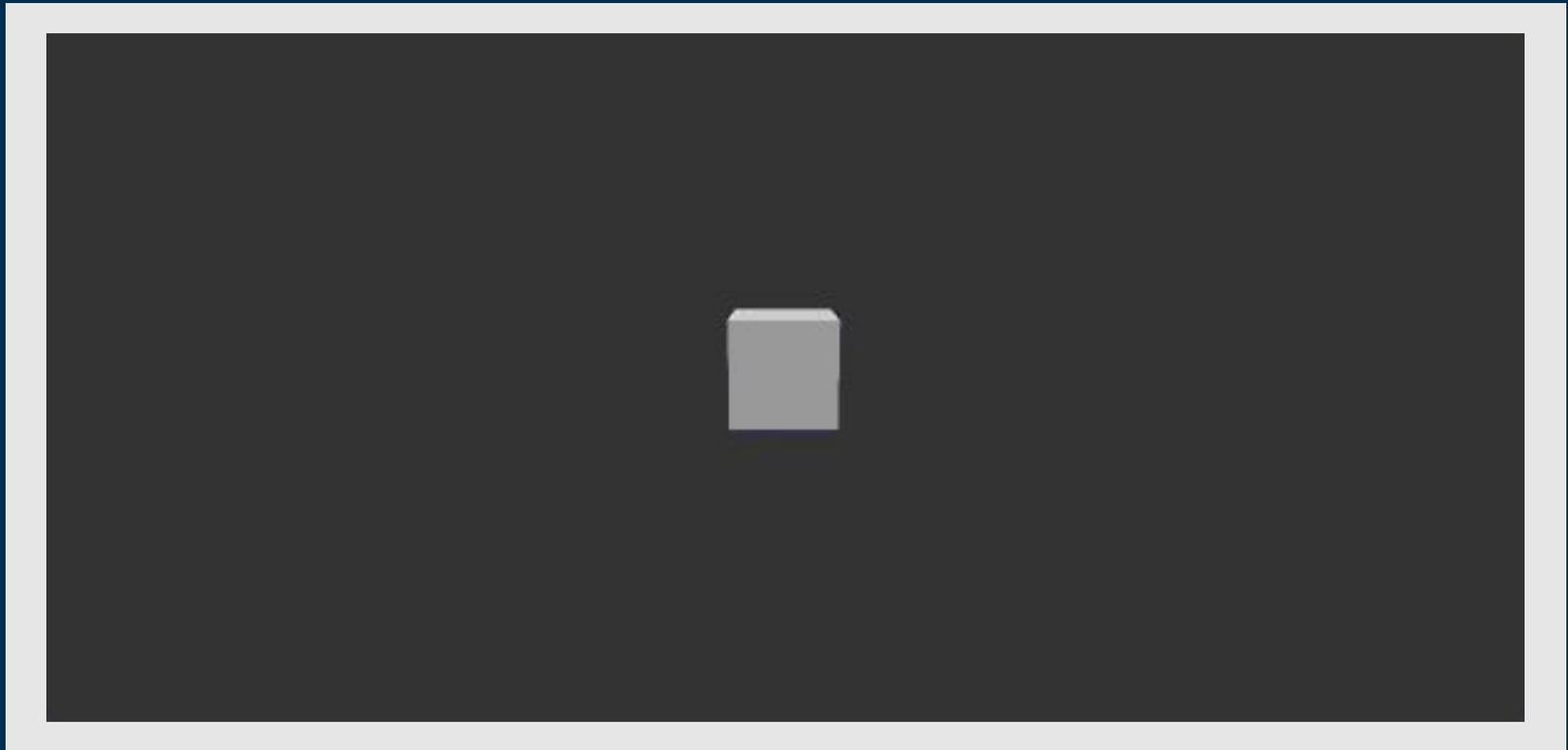
Principios de animación

ARCOS



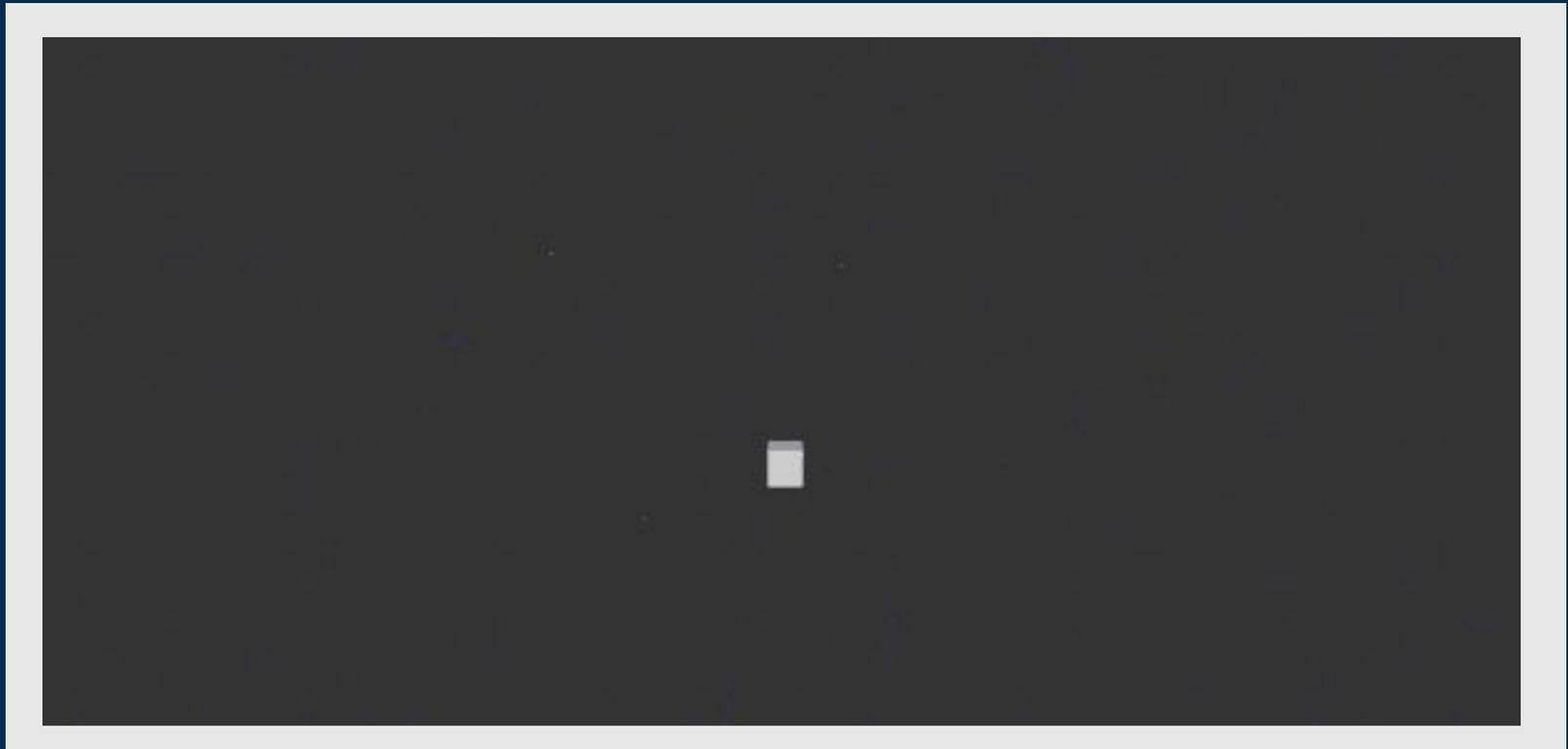
Principios de animación

ANTICIPACIÓN



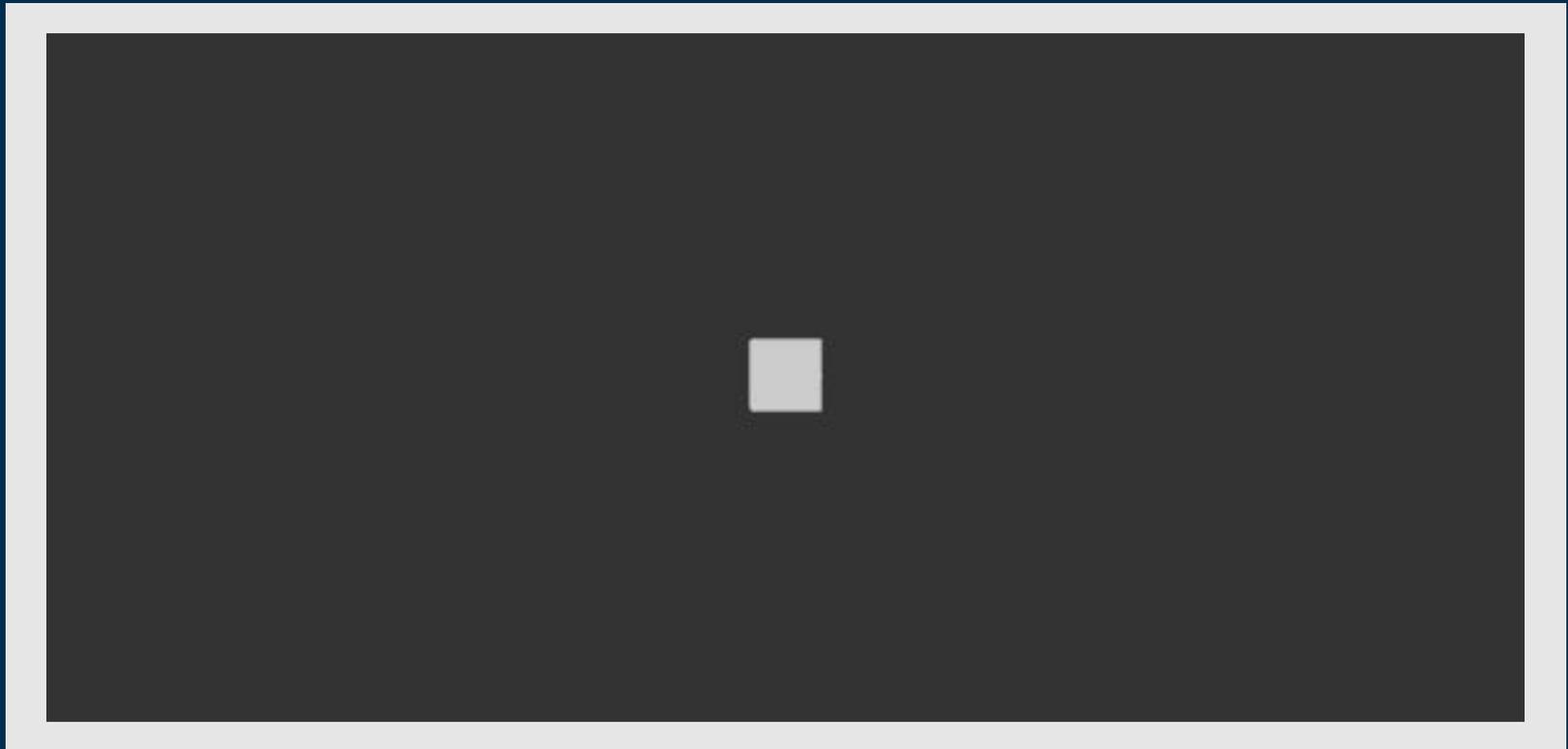
Principios de animación

EXAGERACIÓN



Principios de animación

APPEAL

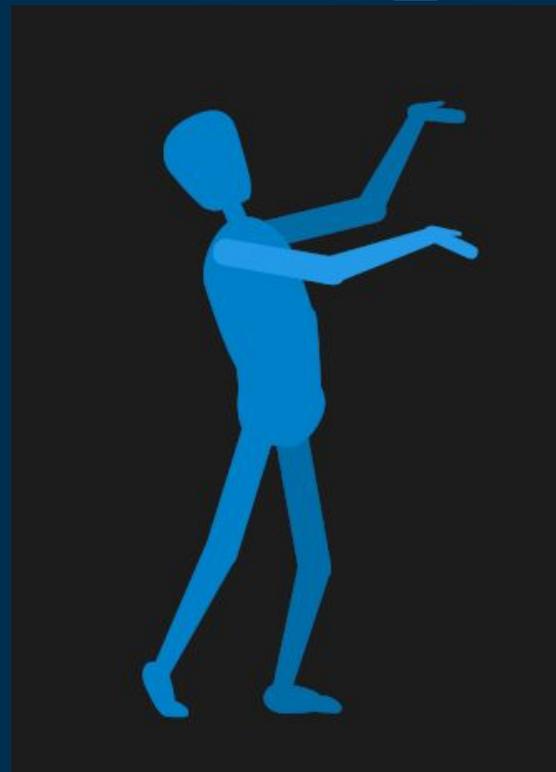
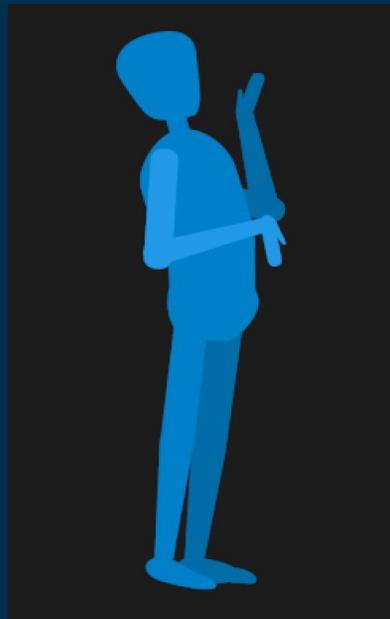
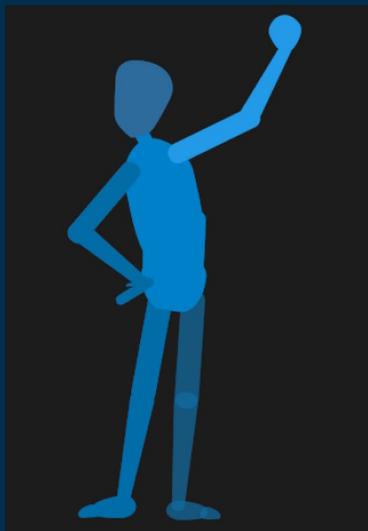


POSING



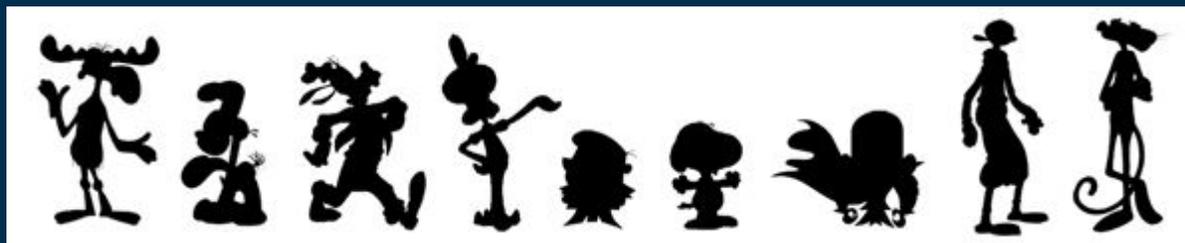
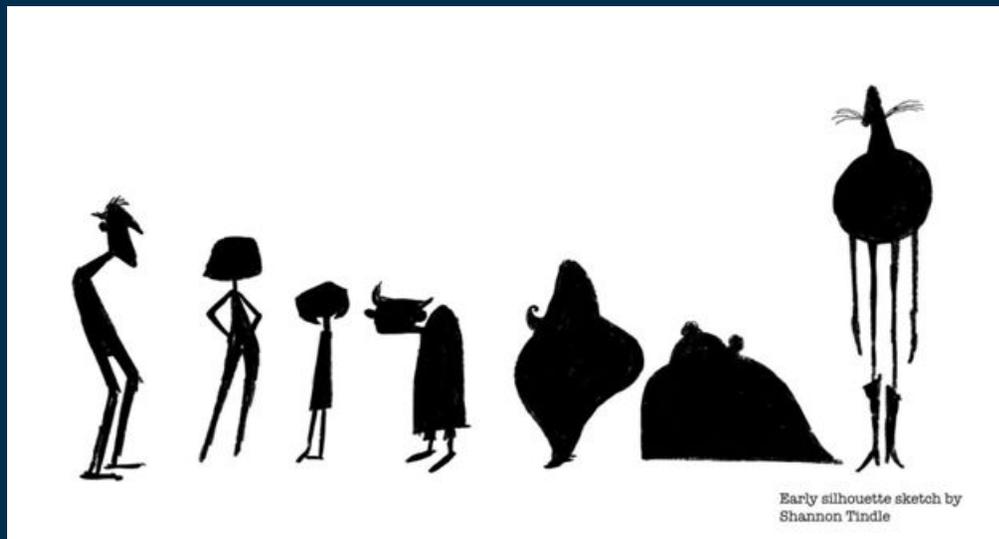
¿QUIÉN ES Y CÓMO USAR A

NINO?



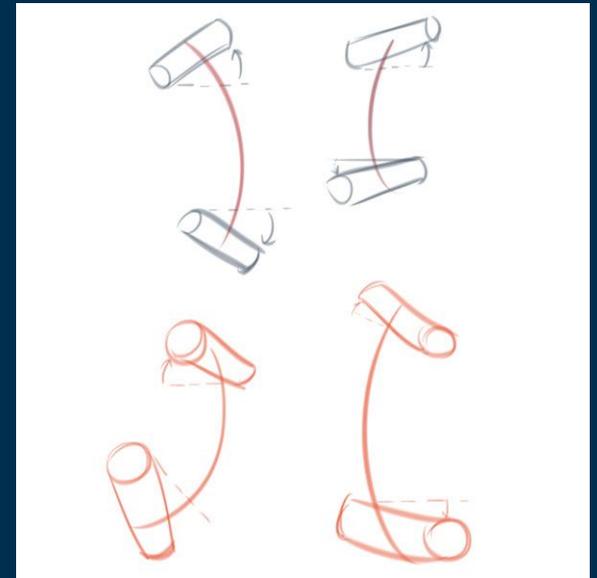
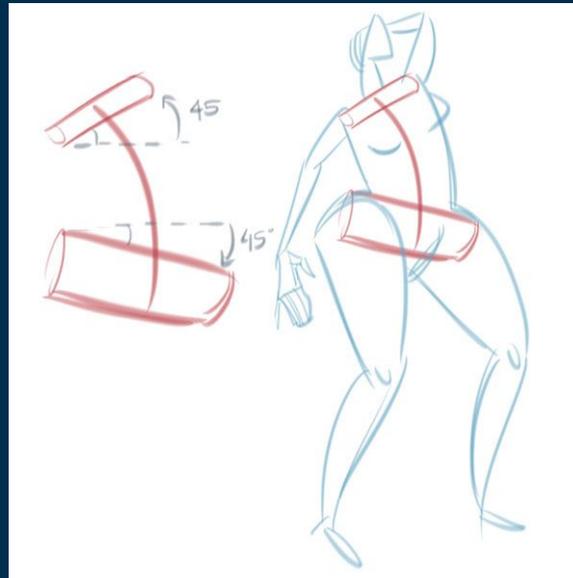
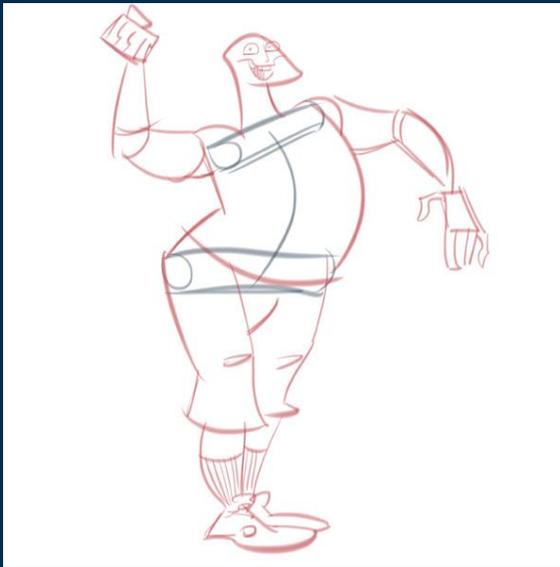
POSING

SILUETA



POSING

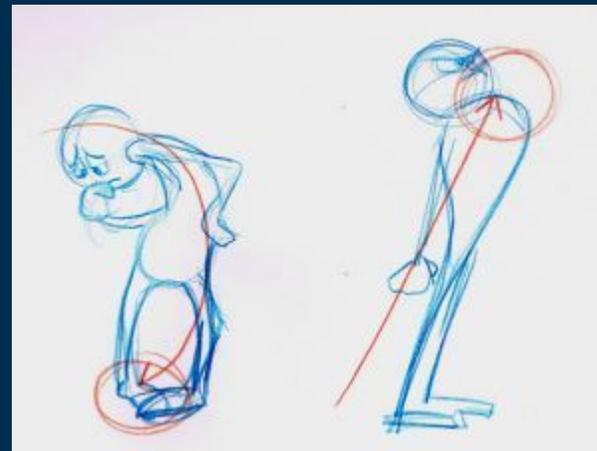
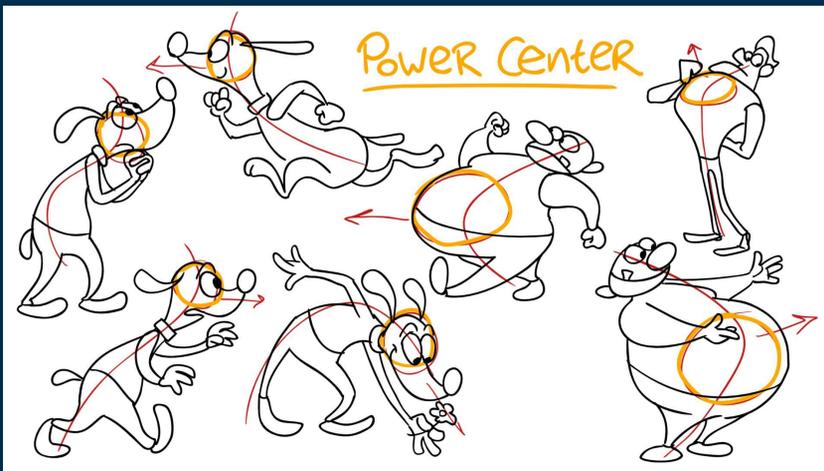
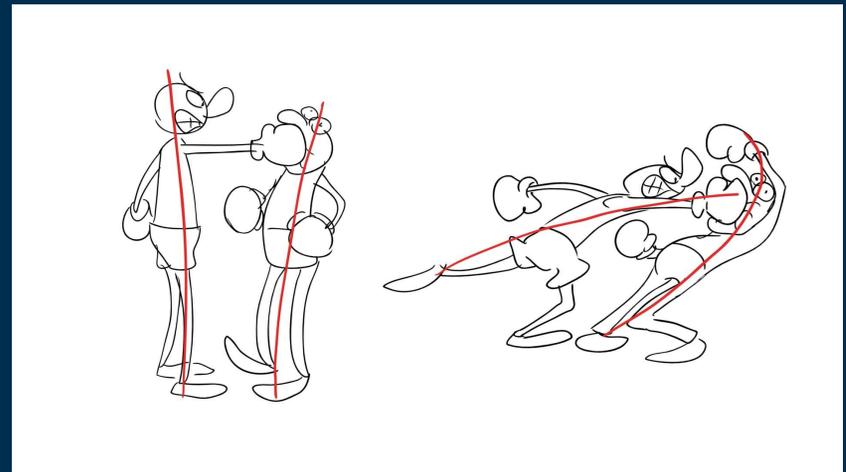
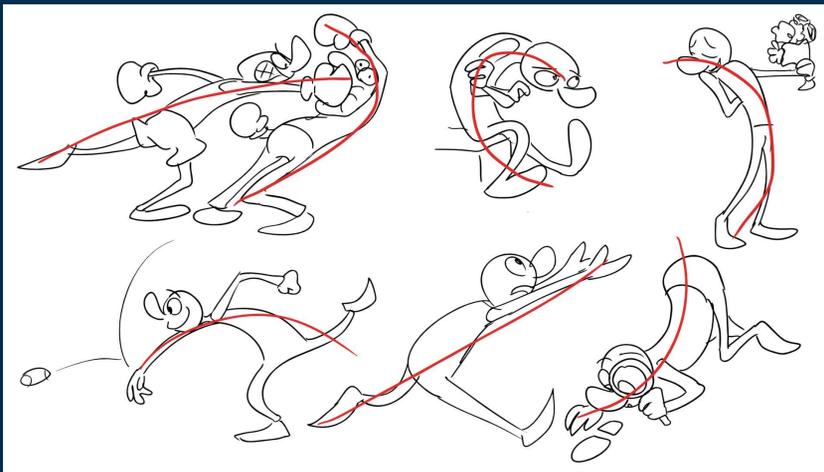
ÁNGULOS E INCLINACIONES



POSING

LÍNEA DE ACCIÓN / CENTRO DE PODER

Ae



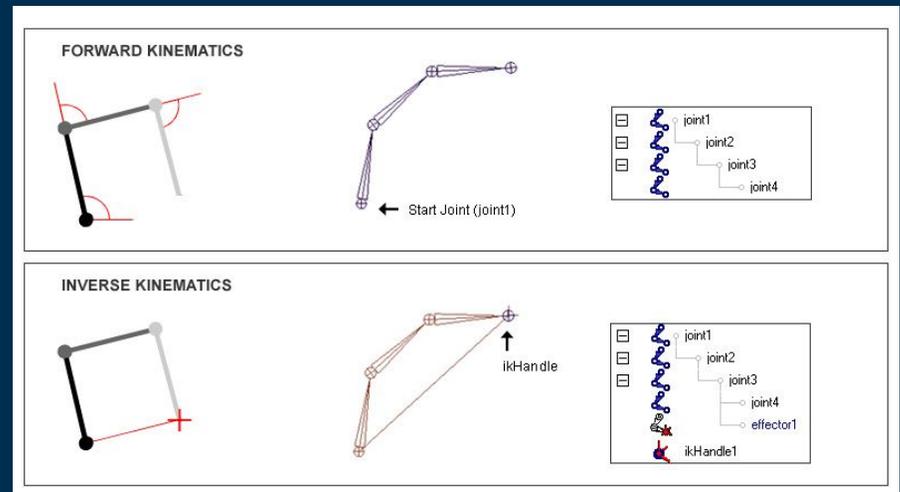
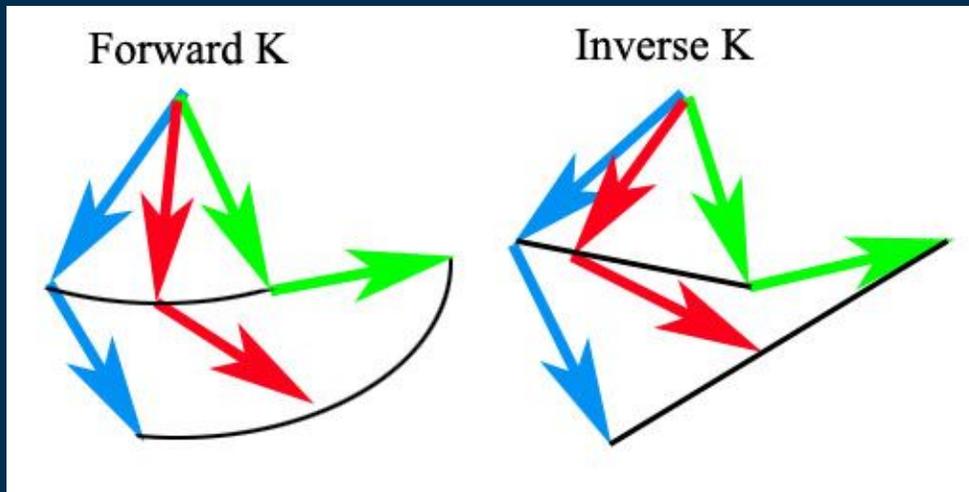
MECÁNICA CORPORAL 1

¿Qué es IK y FK?

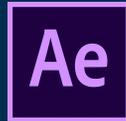
Ae

- INVERSE KINEMATIC
- FORWARD KINEMATIC

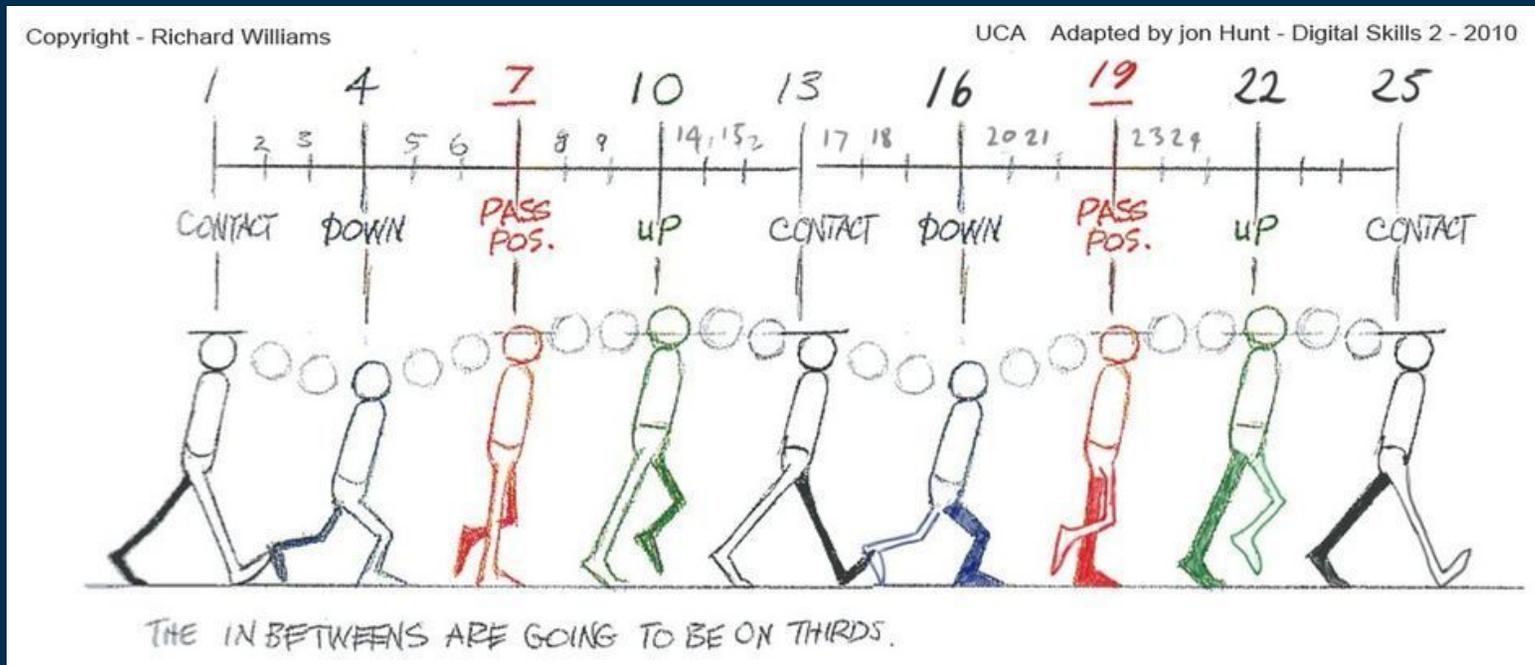
Es la técnica que permite determinar el movimiento de una cadena de articulaciones para lograr que un actuador final se ubique en una posición concreta



PELOTA CON PATAS



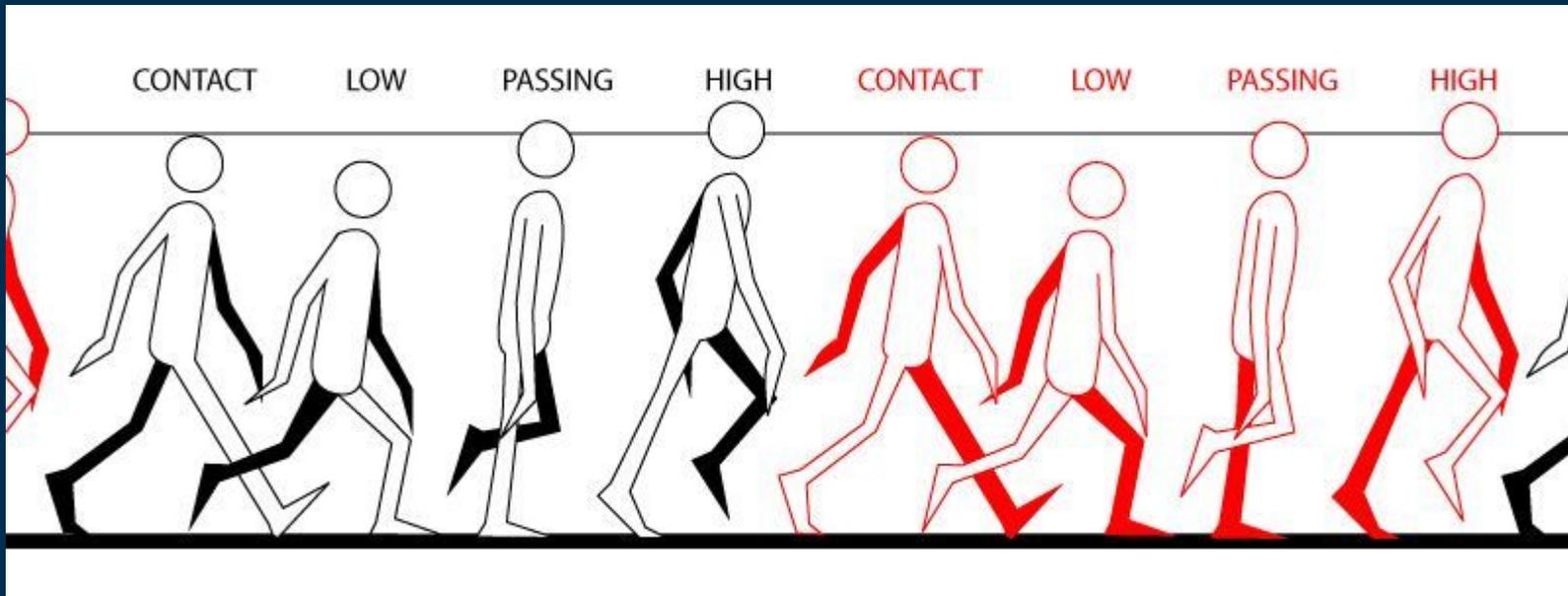
- CICLO DE CAMINADO



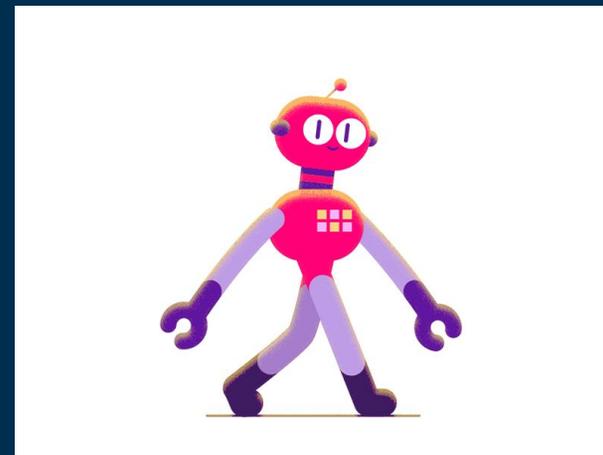
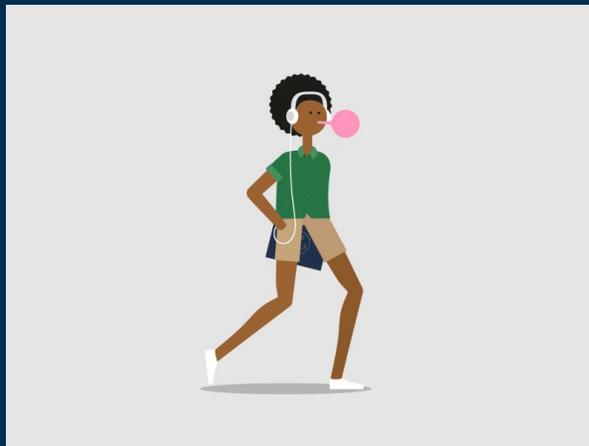
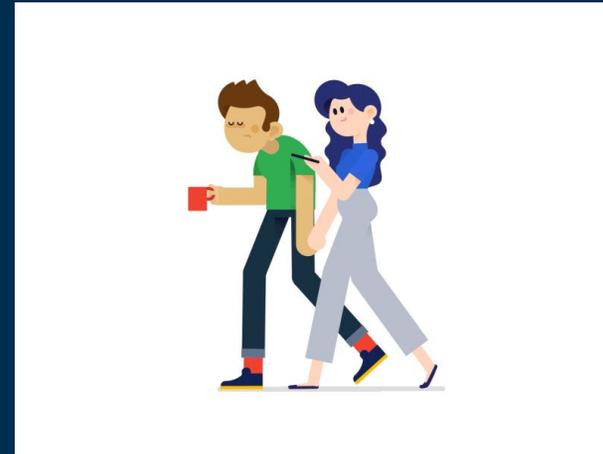
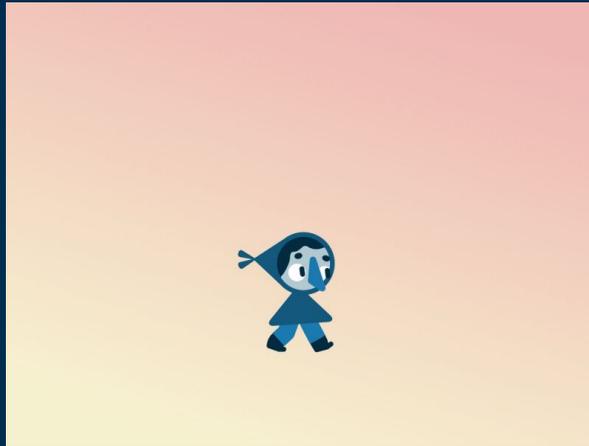
MECÁNICA CORPORAL 2



- TORZO-CUELLO-CABEZA
- BRAZOS



CAMINADO CON PERSONALIDAD

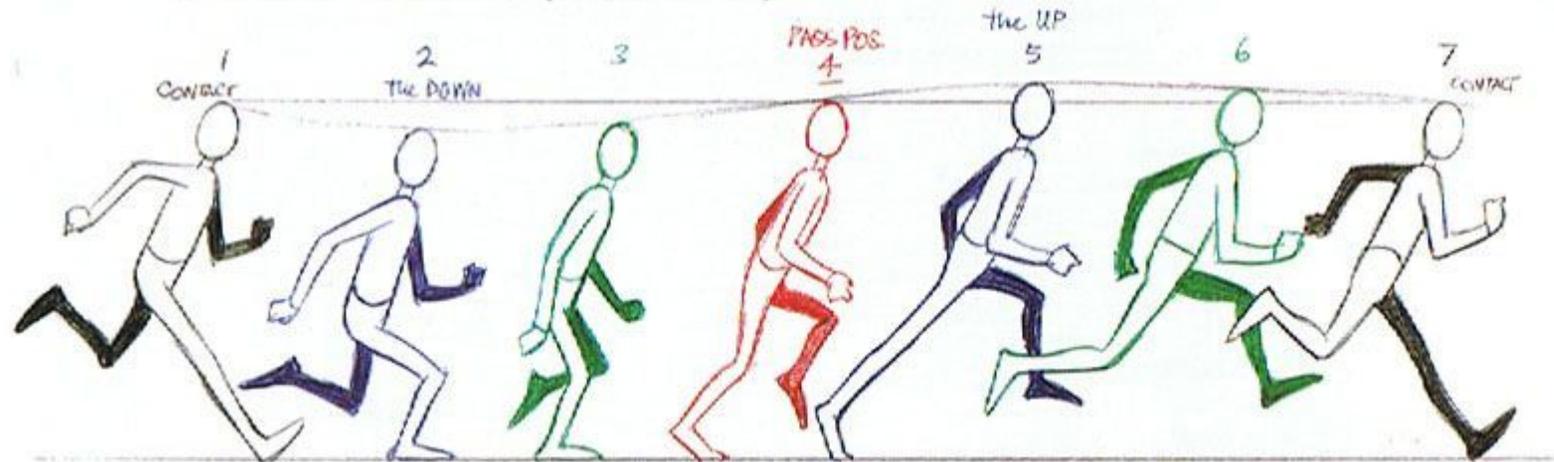


MECÁNICA CORPORAL 2

Ae

- CICLO DE CARRERA

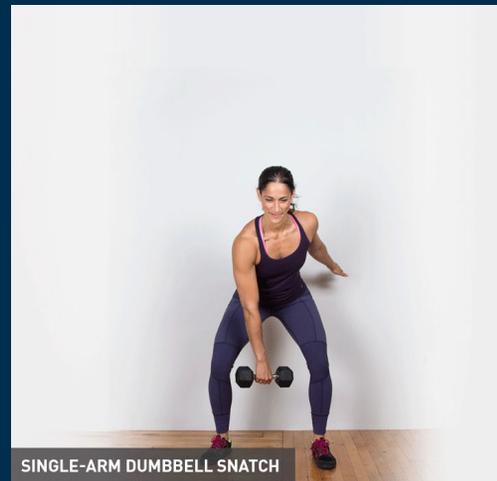
HERE'S THE SAME THING WITH A BIT MORE VITALITY - MORE LEAN - BIGGER ARM SWING - BUT STILL JUST WITH THE FEET OF THE GROUND FOR ONE FRAME.
A 'NORMAL' RUN ON 6'S (4 STEPS PER SEC)



INTERACCIÓN BÁSICA



- FUERZAS EXTERNAS
- ESFUERZO
- CAMBIO DE CENTRO DE PODER



Por ahora ;)

@ferminmulett

