

ciaran**duffy**

MOTION DESIGN

Fantastic Characters - Walk Cycles

THE PROJECT FILE

Name	Type	Size	Frame Ra...	In Point	Out Point	Tape N
> assets	Folder					
✓ Boy	Folder					
*** Boy - Walk Cycle ***	Composition		25	0:00:00:00	0:00:30:00	
✓ Girl	Folder					
*** Girl - Walk Cycle ***	Composition		25	0:00:00:00	0:00:29:13	
✓ Man	Folder					
*** Man - Walk Cycle ***	Composition		25	0:00:00:00	0:00:24:09	
✓ Woman	Folder					
*** Woman - Walk Cycle ***	Composition		25	0:00:00:00	0:00:24:02	

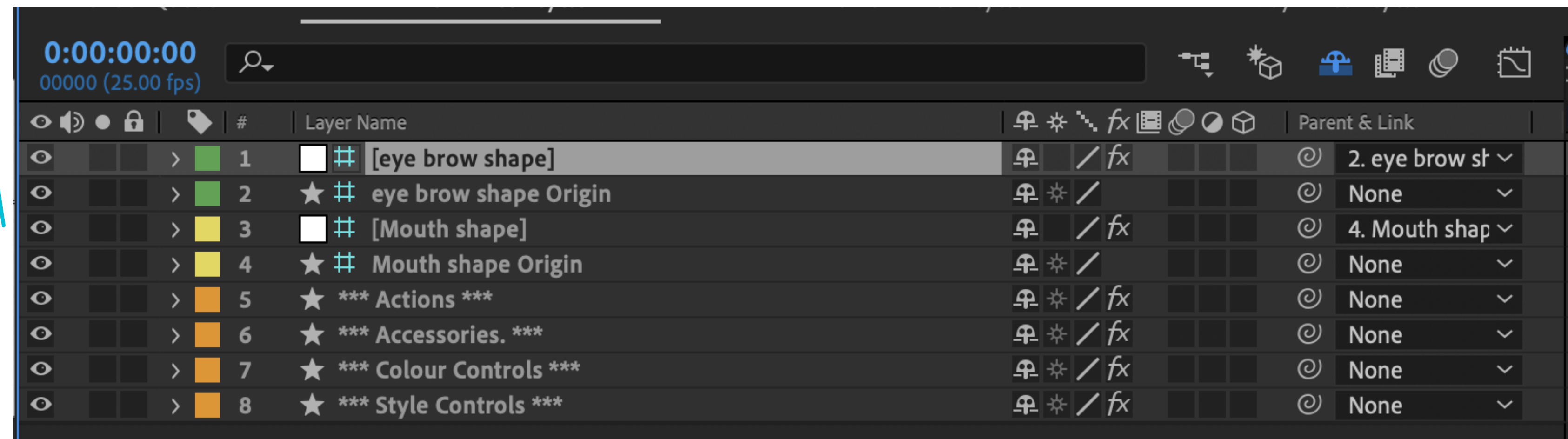
Each composition 1600 px X 2000 px 25 fps - you may wish to drag and drop these into your scene and scale to the size you need.

Character stylings can be adjusted in all of these compositions with controls. This is explained later in this document.

Inside the project you will find 4 main folders, man woman boy and girl. Within each folder you can find the Composition with the Corresponding walk cycle Character template.

PROJECT LAYERS

COMPOSITION LAYERS



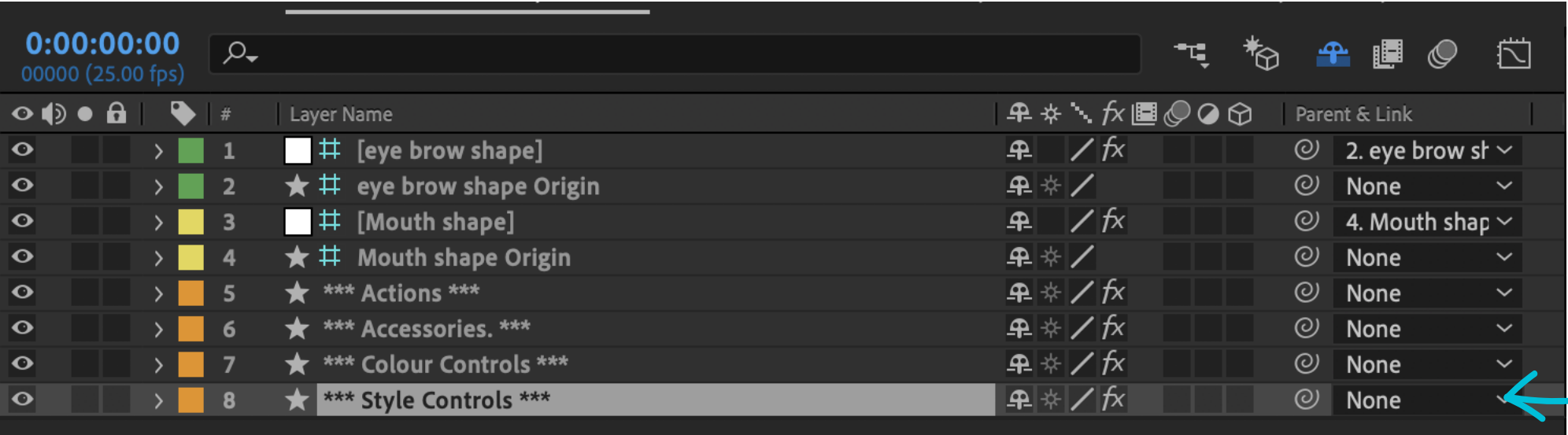
Within each composition you can find layers which control styles and movement.

Note that some layers are hidden to keep the composition tidy (don't worry about these layers, you don't see need them.)

The position value of the "eye brow shape layer" and "Mouth shape Layer" drives animation on these attributes.

The following layers *** Style Controls *** *** Colour Controls *** *** Accessories. *** *** Actions ***

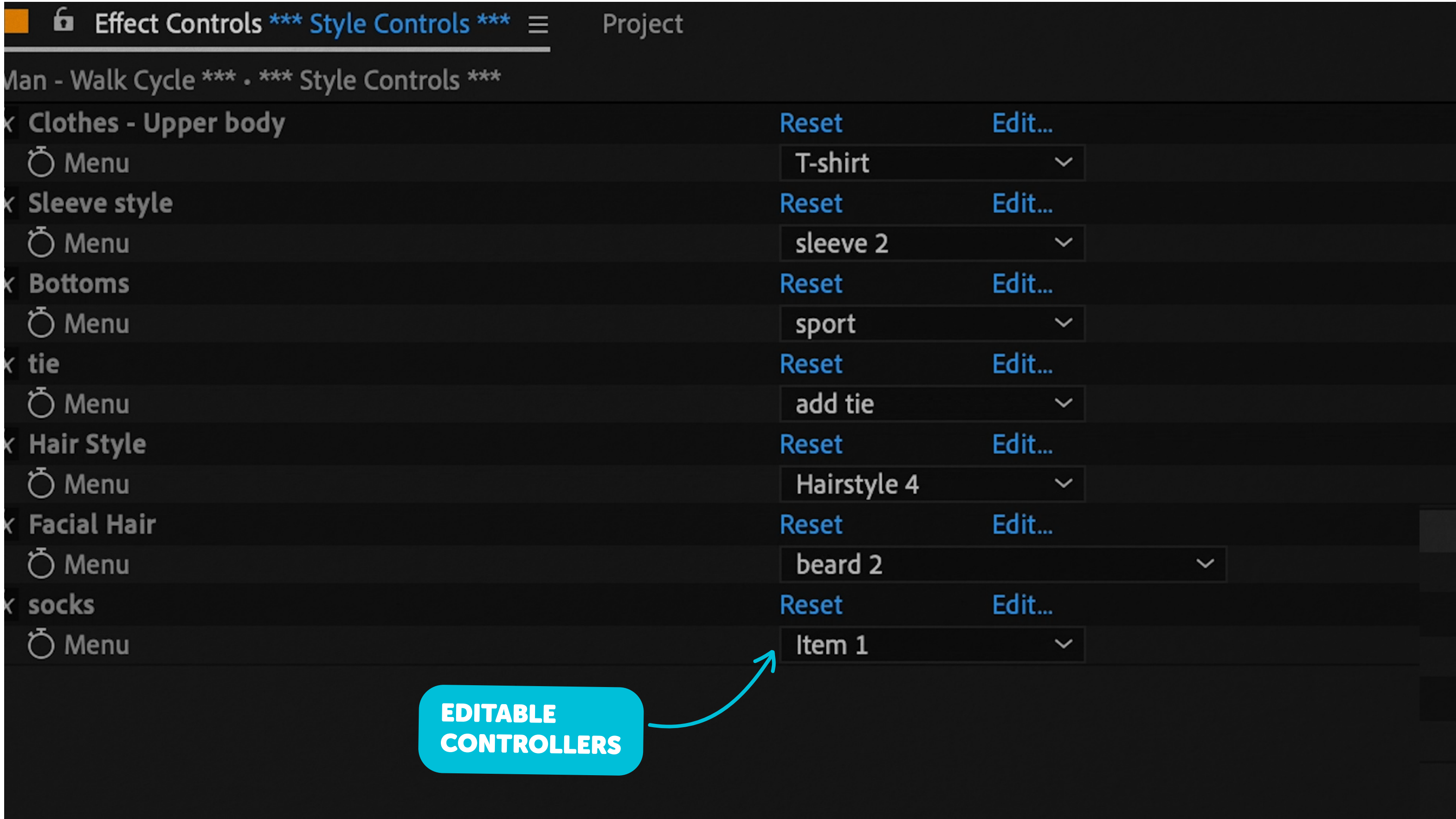
Have customisable controls within their effects controls. You can change styles, colour and add accessories with these controls.



STYLE
CONTROL

STYLE CONTROLS

The orange “Style control” layer contains controllers which adjust the style of your character. These controls are visible in the Effects control panel in after effects, when you click on the style control layer.



EDITABLE
CONTROLLERS

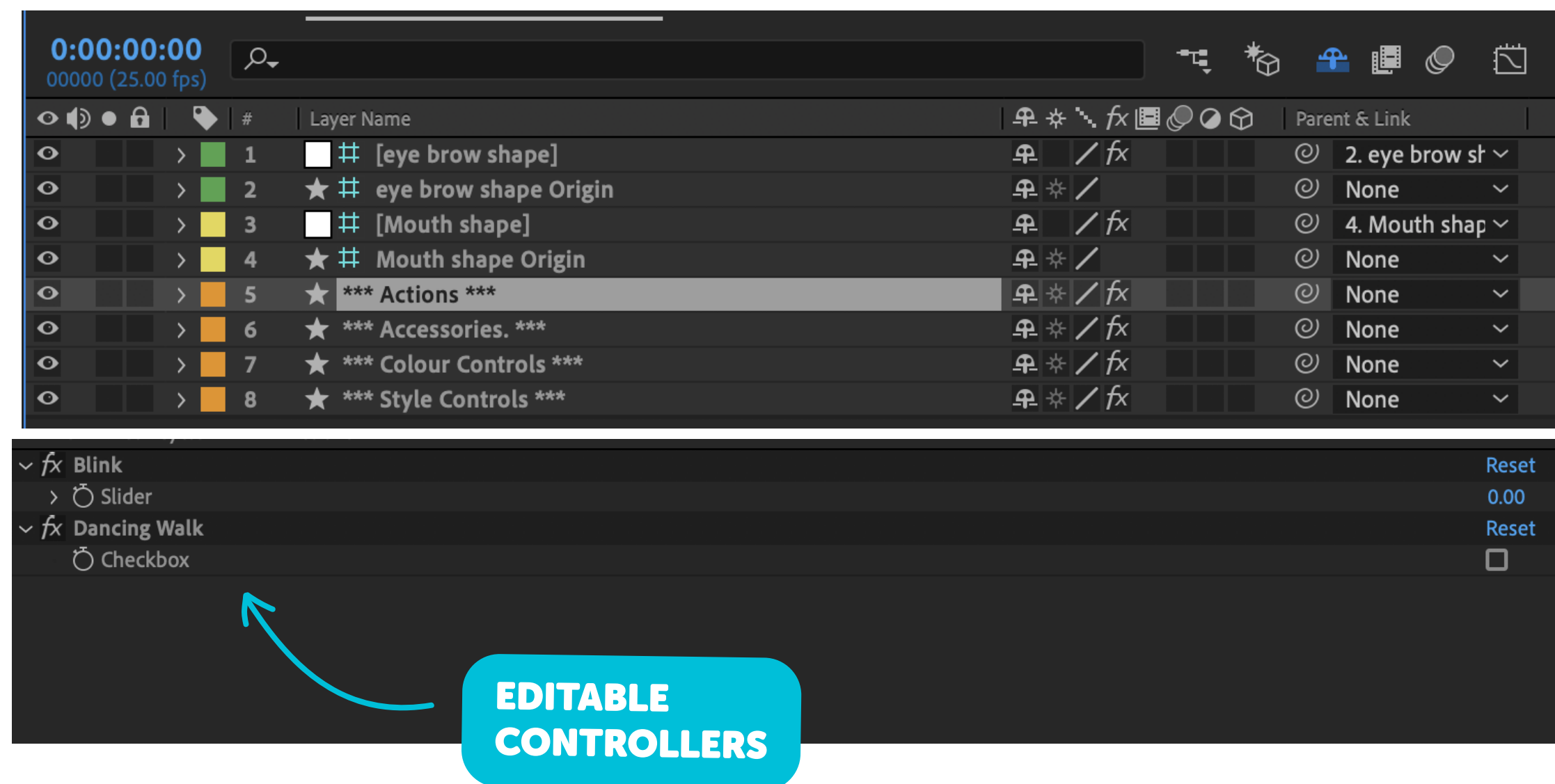


ANIMATION CONTROLS

All walk cycles are automated, but you may want to animate other elements of your character such as, blinking and face expressions

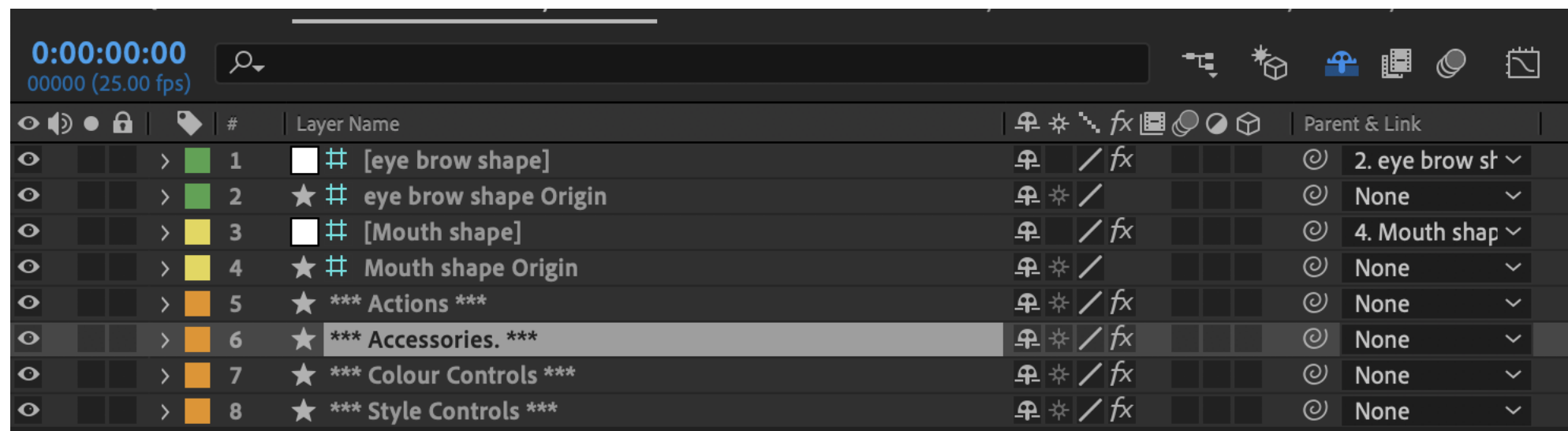
The orange ***** Actions ***** layer contains controllers which drive animation. These controls are visible in the Effects control panel in after effects, when you click on the style control layer.

Values can be keyframes by clicking on the stopwatch icon



The position value of the "eye brow shape layer" and "Mouth shape Layer" drives animation on these attributes.

ACCESSORIES



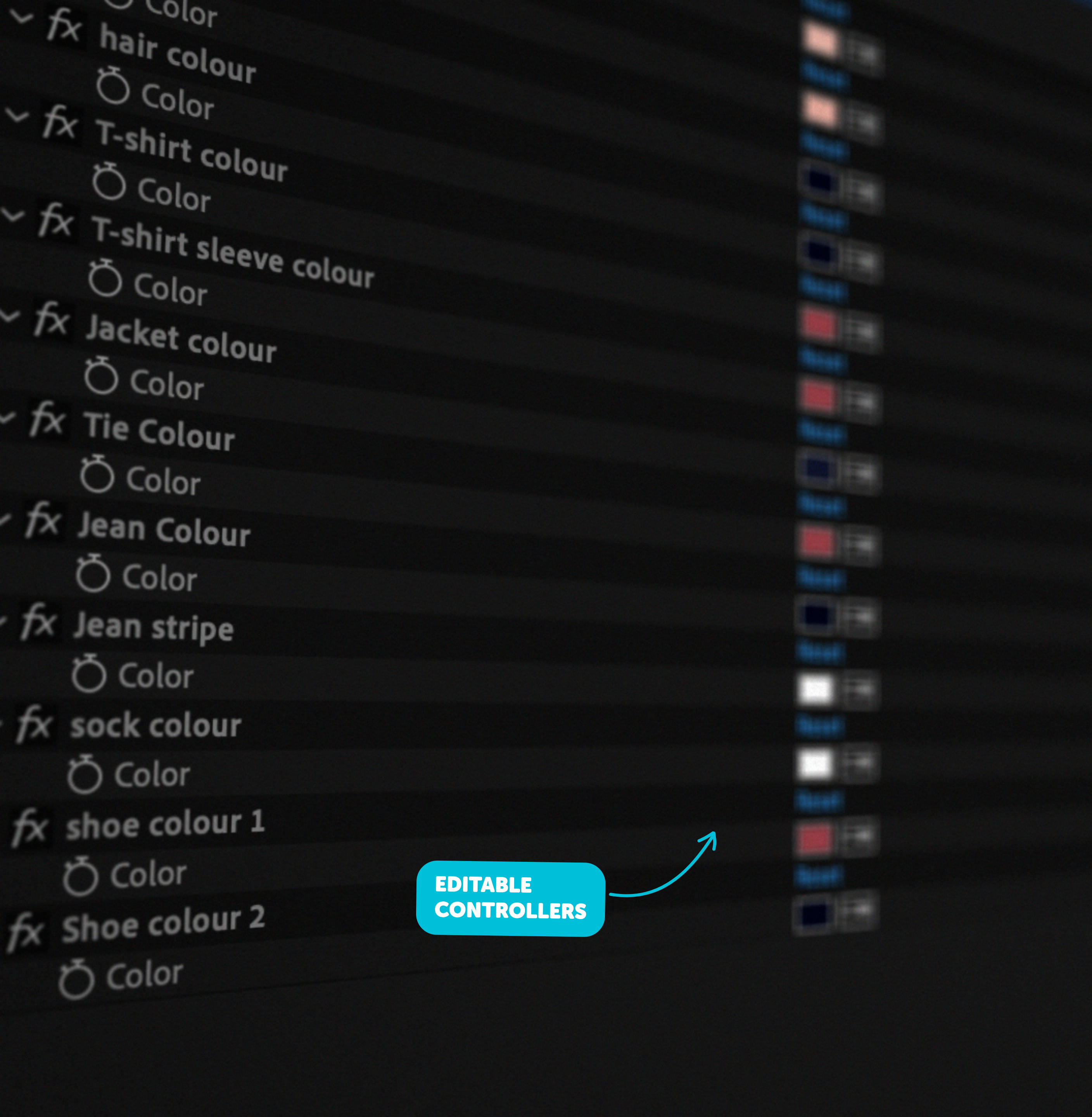
The orange ***** Accessories. ***** layer contains controllers which can add and customise accessories on your character. These controls are visible in the Effects control panel in After Effects, when you click on the ***** Accessories. ***** layer. Each controller can be quickly adjusted by either moving slider values or clicking on checkboxes



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MOTION DESIGN

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EDITABLE
CONTROLLERS

0:00:00:00		00000 (25.00 fps)															
		#	Layer Name														Parent & Link
		1	[eye brow shape]														2. eye brow st
		2	eye brow shape Origin														None
		3	[Mouth shape]														4. Mouth shap
		4	Mouth shape Origin														None
		5	*** Actions ***														None
		6	*** Accessories. ***														None
		7	*** Colour Controls ***														None
		8	*** Style Controls ***														None

COLOUR CONTROLS

The orange *** Colour Controls *** layer contains controllers which adjust colours of your characters attributes. These controls are visible in the Effects control panel in after effects, when you click on the *** Colour Controls *** layer.