* Animation 01 - Body Mechanics *

**Animation 01. Body Mechanics** introduces the concept of character animation regarding objects and human motion. Students will develop an understanding of Animation Principles, learning the concepts required for creating a believable motion and a balanced movement.

- **Registration & Info:** [www.training.animatic.ro](http://www.training.animatic.ro)
- **Instructor:** Cristina Zoica Dumitru
- **Software and Rigs**
  - Autodesk Maya Fee Trial
  - we select the very best free rigs
  - among the rigs we'll use: Ball, Ball with tail, Ultimate Walker, Ultimate Beefy

- **This class is divided into 4 modules of study:**
  - Module 01. Intro to Maya Animation
  - Module 02. Animation Basics
  - Module 03. Body Mechanics
  - Module 04. Body Mechanics Advanced

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*Note: Please see the following 2 pages for more details.*
**Weekend 1 - Module 01. Intro to Maya Animation**

The first module is an overview of all the major components of Maya's Interface as well as Maya animation tools.
- Concepts: frame rate, keys, timing, spacing
- Principles: arcs, squash & stretch, motion path

**Weekend 2 - Module 02. Animation Basics**

The focus of this module is to establish the basic animation principles using simple objects rigs
- Concepts: animate an object by giving it personality and feelings
- Principles: anticipation, secondary-action, overshoot, exaggeration, slow-in and out

**Weekend 3 - Module 03. Body Mechanics**
The goal of this module is to introduce the human rig and to become familiar with the manipulation of such rigs, with a focus on body mechanics.
- Concepts: weight and balance
- Principles: line of action, silhouette, balance, weight

**Weekend 4 - Module 03. Body Mechanics**

The goal of this module is to introduce the human rig and to become familiar with the manipulation of such rigs, with a focus on body mechanics.
- Concepts: force, interaction with a heavy object
- Principles: force, reversals, hold

**Weekend 5 - Module 04. Body Mechanics Advanced**

This module's introduce the fundamentals of a biped character locomotion. The goal is to offer students the concepts required for believable locomotion as well as how to animate with personality.
- Concepts: generic human walk, explore different kinds of walks that come with different personalities
- Principles: weight, balance, arcs, overlapping actions, symmetry