



The Gnomon Workshop – Character Animation Fundamentals for Games

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The Gnomon Workshop – Character Animation Fundamentals for Games: Join Senior Gameplay Animator Juan Cervilla in a 4.5-hour workshop where you'll master the most crucial character animations essential for professional-looking gameplay: walk cycles, run cycles, and attacks. Delve into Juan's expert Maya workflow, packed with insider tips and techniques to breathe life into your game characters' movements.

Juan meticulously details the entire Maya animation process throughout the workshop, from the initial planning stages to the polished final animation. Learn to study references, analyze motion mechanics, and execute each action precisely. Explore techniques for incorporating secondary motions to enhance the realism and dynamism of your animations, ensuring they stand out in the gaming world.

In addition to animation fundamentals, Juan demonstrates how to create high-quality renders to showcase your work professionally or include in your portfolio. Utilizing the renowned Kiel Figgins rigs favored by industry professionals, you'll receive hands-on experience with tools trusted by the experts.

CHAPTER LIST:

- Preview
- Rig & Scene Setup
- Walk Cycle: Planning
- Walk Cycle: Blocking
- Walk Cycle: Polish
- Run Cycle: Planning
- Run Cycle: Blocking
- Run Cycle: Polish
- Attack: Planning
- Attack: Blocking
- Attack: Polish
- Secondary Motion Workflow
- Final Presentation

Don't miss this opportunity to elevate your character animation skills and unlock the secrets to creating captivating gameplay experiences with Juan Cervilla's expert guidance.



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