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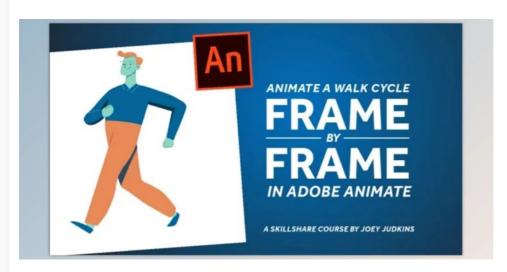
# Animate a Walk Cycle Frame-By-Frame in Adobe Animate

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- The course is taught by industry leaders and working professionals
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**More About This Class**

In the world of motion design, it is essential to know a variety of ways to create characters is very beneficial. Although it's possible to use well-rigged characters for many projects, drawing your own characters is a fantastic way to bring life, character, and worth to your animation. When it's done right the clients will love it!

If you're not sure how, to begin with, hand-drawn character animation, or if you're not confident with the tools available in Adobe Animate, this class is for you.

There's a lot to learn about animation for characters, and reducing it down to one class is a challenge! Therefore, the idea is to design the class to assist you in doing one thing: Create an animated character walk-cycle in just 12 drawings. The first step is to design an engaging character, and then we'll walk through the steps of creating a fantastic walk cycle you can present to your coworkers, friends as well as prospective clients.

We'll go over some basic animation concepts like Squash and Stretch and overlapping actions, and anticipation, along with some tricks and tips within Adobe Animate CC, but the most important thing is that we'll have a polished and finished hand-animated walk-cycle that loops, and is available for sharing.

I hope that you're eager to find out how fun and easy it can be to create a sketchy look using Animate with CC.

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