Animator Guild – Mastering Motion by Howard Wimshurst

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标签

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When you complete this course, you'll be able:

- Make impressive animation effects
- Invent dynamic fight choreography
- Simulate 3D "camera movement" in your 2D hand-drawn animation
- Get guided by an award-winning animator
- Develop the methods employed in Anime and top Western studios
- Make realistic character animations
- Connect to focused Animation students in a class

Gfx plugin details of Animator Guild – Mastering Motion by Howard Wimshurst

The product is in the **Tutorial category**, for more information about this post you can click on the home page link in the sidebar.
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REQUIREMENTS FOR CLASS

These are more of a set of recommendations. There is no way to turn anyone off However, following these guidelines will allow you to maximize the value of your course.

- Animation Software
- A Tablet for Working Graphics
- Basic Drawing Skills
- Learn the 12 Principles

What is Mastering Motion

"Mastering Motion" could refer to the process of gaining a high level of expertise or proficiency in the field of motion graphics and animation. Motion graphics involve creating animated visual content, often used in videos, advertisements, presentations, and other multimedia projects to convey information or tell a story.

To "master motion" in this context would mean becoming exceptionally skilled at creating smooth and compelling animations, understanding the principles of movement and timing, and having a deep knowledge of software and tools used in motion graphics, such as Adobe After Effects or 3D animation software like Blender or Maya.

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