



Duik Angela 17.1.15 for After Effects

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Duik Angela 17.1.15 for After Effects introduces significant enhancements to its rigging and animation capabilities within Adobe After Effects.

How to use Key Morph to design complex facial animations in After Effects?

You can use "Duik Angela" to design your project.

Gfx plugin details of Duik Angela for After Effects

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Renowned for its versatility, ease of use, and continuous evolution over 14 years, Duik remains the industry standard for animation and rigging in After Effects. This toolkit offers comprehensive rigging tools for controlling complex characters, props, and cameras, along with various animation features such as keyframe assistance and mechanical movements.

The latest version includes over fifty new features, including OCO Meta-rigs for streamlined character creation, improved bone structures, a revamped Auto-rig for diverse rigging options, and automatic layer management.

Key Morph facilitates intricate facial animations, while the enhanced Connector and Kleaner tools offer more efficiency and precision in animation cleanup. Additionally, new procedural cycles for walk-and-run animations, non-linear animation capabilities, and tweening tools cater to both traditional and modern animation workflows, making Duik Angela a powerful and versatile solution for animators, riggers, motion designers, and compositors.



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