



CHARACTER ANIMATION BOOTCAMP

WALK VARIATIONS

TIME TO GET SILLY....

or serious, or sleepy, or excited, or any other number of things. Now that we know the building blocks of how a walk works we can go ahead and really start to experiment with all kinds of walks.

A WALKING START

Starting with the basic formula you've learned, you can now try experimenting with these infinite varieties. The suggestions below just scratch the surface of what you can do with a walk. Just don't forget about your fundamentals, weight, balance, and being true to the inner and outer life of the character you're animating.

PRO TIPS

- You can change your walk a lot just by changing one pose. For example by changing the contact positions, you will radically change your overall walk, so experiment slowly. Start with a key test of a vanilla walk and try changing only the contact positions in a few different ways. Then revert to vanilla and try just changing something about the passing positions. Then try just reversing the torso posing between the two, etc.
- Remember if you change contact or passing positions, you will want to quickly re-tween the attributes you tweak on the "up" and "down" poses so the walk is smooth.
- Once you have a feel for what those changes are doing to your walk, start with vanilla again and now try altering just the "up" and "down" positions, what does that do to your walk?
- After you've played around with just changing a few poses here and there you can then dive in to trying more extreme variations.
- Think about how your character would walk if sad, happy, proud, angry, sneaky, etc. How would the poses change? How would the timing change?

HOW ABOUT SOME EXAMPLES

Lets check out some examples of different poses we can try with Dolly to dramatically change our walk.

CONTACT





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DOWN



PASSING



UP

