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Video Length: 30 Minutes

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I. Anim8or Installation and Features

II. Anim8or System Tools

III. Basic Model Essentials

System Requirements for Anim8or:

- Windows WinXP, Vista, Windows 7, 8 or 10.
- OpenGL accelerated graphics card or integrated graphics,
- 512 MB memory, 1 GB recommended.
- 25MB disk space.

Downloads:

Anim8or: <http://www.anim8or.com/download/index.html>

Artweaver: <https://www.artweaver.de/en>

Gimp: <https://www.gimp.org/>

Aseprite: <https://www.aseprite.org/>

Terms and Concepts

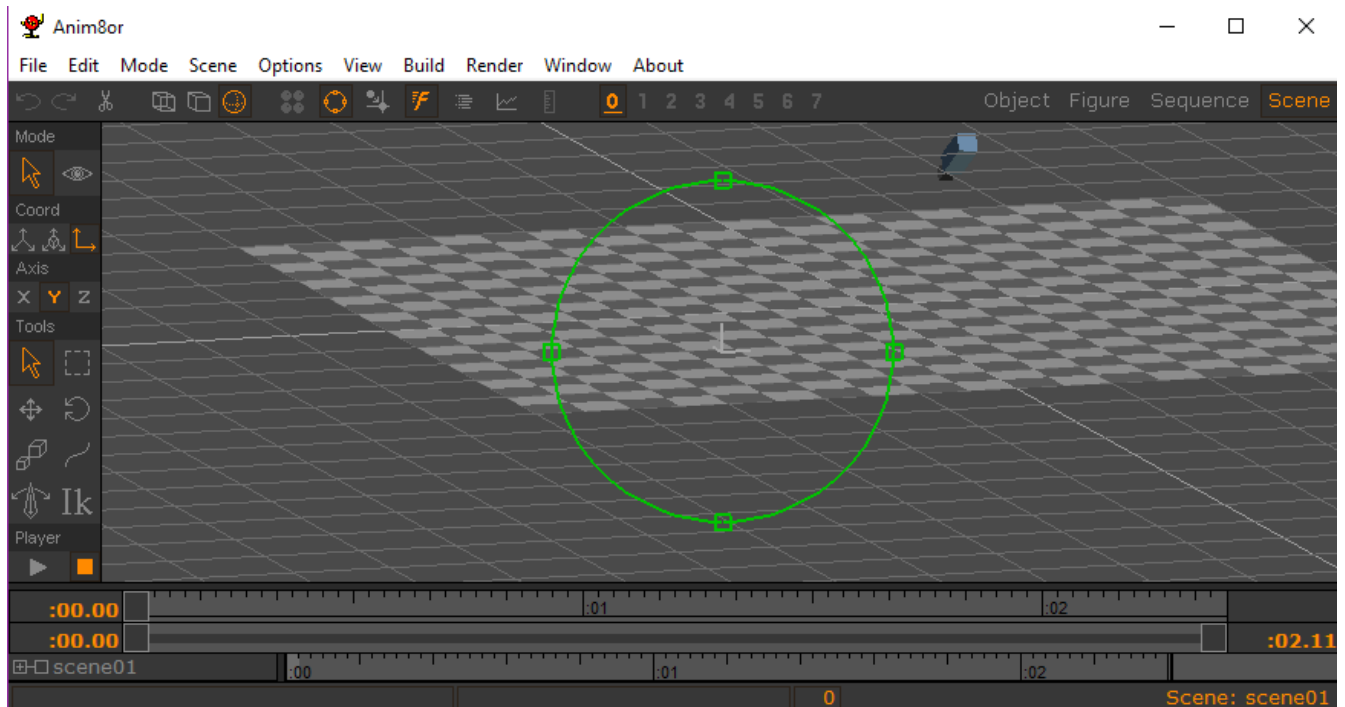
1. Perspective -
2. Drawing a Character-
3. Concept Art-
4. T-pose-
5. Rigging-
6. Keyframe animation-
7. Color Palid-
8. Frame-
9. Cut scene-
10. Pose-

Lets Try It!

- 1. Draw a concept character.**
- 2. Take your concept character and make A T-pose model template.**
- 3. Import your (n) T-pose images Into Anim8or or Blender.**
- 4. Align the character Images for modeling the 3d character.**
- 5. Model your character and save the project in a folder for later use.**

Additional Resource:

[DarkCybernetics Graphic Design Episode 2 T-Pose Sound Images \(.zip File\)](#)



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