How to do a walk cycle.

Description

Animate the character on model-sheet walking (moonwalk) in the middle of the screen

Use the simple jointed figure to complete a walk cycle. Focus on mechanics, locomotion and weight.
Do a side view walk cycle.

Usually, one step is 8 drawings. The whole cycle = 16 drawings
Test it to see if it works for you.

Things to think about:

- Eadward Muybridge: Human walks.
- Concentrate on mechanics and weight
- Stay close to the model. Don’t come up with your own character. (That will come later)
- Be careful that the volumes and body masses are consistent.
- This exercise is a cycle. When you record this exercise for final, make a loop so it is easy to study.

Resources:

Richard Williams pages 107 to 166