Adobe Character Animator
(Beta)

Bring 2D characters to life by acting out your character's movement in front of a webcam. Adobe Character Animator tracks your facial movements, lets you record dialogue or a voice performance, and enables you to trigger actions with your keyboard that give life to characters you create in Illustrator CC or Photoshop CC. When you talk, your character talks. When you feign surprise, so does your character. When you smile, your character smiles back at you.

Adobe Character Animator is designed for two different types of artists: those who want to easily create character animations using two-dimensional artwork, and those who want to rig complex characters without creating a confusing tangle of expressions.

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Transform two-dimensional artwork into an animation
Build your character from scratch in Illustrator or Photoshop or start with a built-in template character in Character Animator. A tag-based rigging system enables you to assemble your puppet directly inside Character Animator: no need to memorize special keywords. Simply select a part of your character, and tag it appropriately. You can immediately control your character with your face when positioning yourself in front of your webcam. Any character artwork changes you'd like to make can be edited in Photoshop or Illustrator and will automatically update in Character Animator.

Record a performance of a character and play it back in the timeline. Place multiple characters into your scene and record dialogue separately for each character. The performance is played back in your timeline and can be exported for further refinement in After Effects.

Control the puppet’s movement by simply selecting a particular part of your character and tagging its proper behavior.
Multi-view characters now require only one set of Face and Lip Sync behaviors.

Control your character’s facial movement by acting out your performance in front of a webcam.
Track Facial Movements
Use your webcam to track your facial expressions to control the position, scale and rotation of your character’s facial features such as mouth movement and eyebrow raising. Whether you’re expressing happiness or surprise, the Face tracker captures your emotion and reflects it on your character.

Animate Character Limbs
Make your character wave or perform other movements with your mouse. Character Animator will rig your character’s facial features automatically while your mouse controls other areas of the body. When using touch displays, record the movement of your character while you animate its limbs with your fingers, controlling position, rotation, and scale all at the same time. Additional behaviors can be added such as making your character’s jaw and mouth slide vertically—similar to the movement of a ventriloquist’s puppet—or continuously perform repetitive actions.

Automatic Lip Sync
Simply talk into your microphone to give a voice to your character.

Create Physics-Based Animations
Characters become more lifelike when areas of the body react to their surroundings. Character Animator offers the Dangle behavior which gives your character swaying or hanging characteristics. For example, when applied, your character’s long hair will sway left to right as she shakes her head or her earrings spring up and down as she nods her head. Additional animations can be applied when using particles such as falling snow or blowing bubbles.

Add Breathe & Other Behaviors to Characters
Automate breathing and other behaviors with settings that control character attributes such as how much or how frequently a character’s chest expands. Restrict movement to specify which parts of your character move and which stay fixed in place such as keeping your character’s torso stationary while allowing the arms and head to move.

Record and trim multiple takes
Record multiple performances of a character, with each performance represented as a separate track in the Timeline panel. Control recording and playback speed to capture and review detailed performances, or capture frames individually for a pose-to-pose workflow. Trim tracks to assemble the best performance of your character and export to Adobe After Effects CC for further refinement, Adobe Premiere Pro CC to include into a sequence, or Adobe Media Encoder CC for final delivery. For live productions, pipe your performance to any Syphon (Mac only) client application in real time.

Adobe Character Animator is an application that will install with After Effects CC. Character Animator is still in the development stage. Adobe plans to continue to co-develop the product with your input; we encourage you to use Character Animator in your productions and let us know how we can make it even better.