



Like Having a Puppet On a String...



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These days animated characters can be seen everywhere: Advertising, movies, websites and even on corporate presentation movies.

People love characters and there is a huge demand for those created in 3D simply because they look cool and can do amazing things.

Character animation may be one of the most demanding type of CG but MOCCA 3 makes animating characters a piece of cake!

MAXON has created a brand new engine for MOCCA 3 based on joints rather than bones. This makes rigging much easier and much more reliable. Combined with new constraint options, skin deformers and muscles, one of the easiest and most powerful character animation systems around is at your fingertips.

Use MOCCA's amazing cloth system to easily dress your characters and automatically take care of the cloth animation as your character struts its stuff!

DVD Training Advanced Character Rigging

Together with the French character animation specialists at WiPix, more than five hours of high-quality instruction on rigging and animating a character was created.

Eleven chapters of in-depth instruction ranging from creating the first joints to IK setup and weighting are included. This is all crowned by the creation of a complete walk cycle - an essential skill for all burgeoning character animation professionals working with CINEMA 4D's MOCCA to create high-end animations.

These tutorials are available in the languages English and French.



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