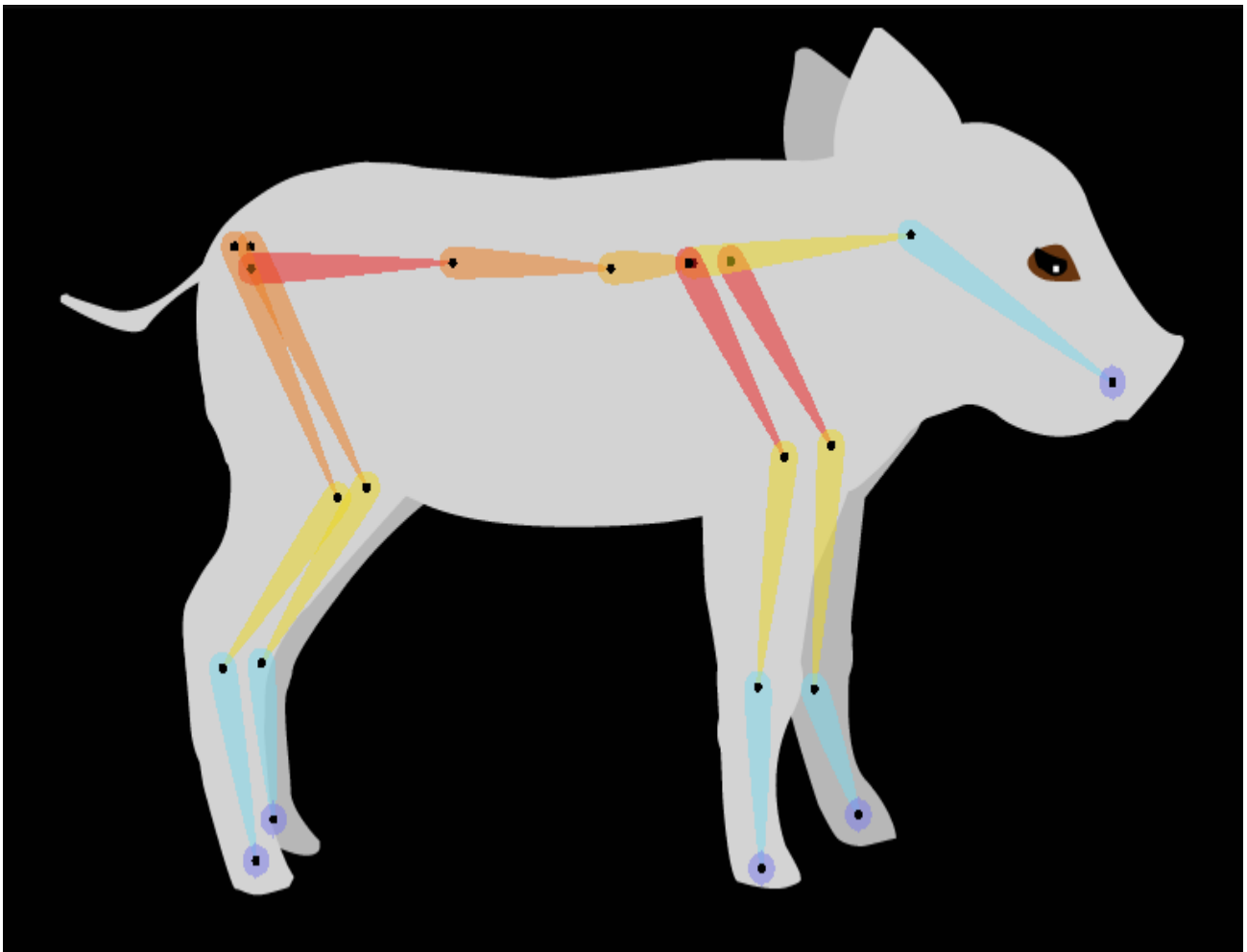


## Animation (Using Duik, Adobe, etc)

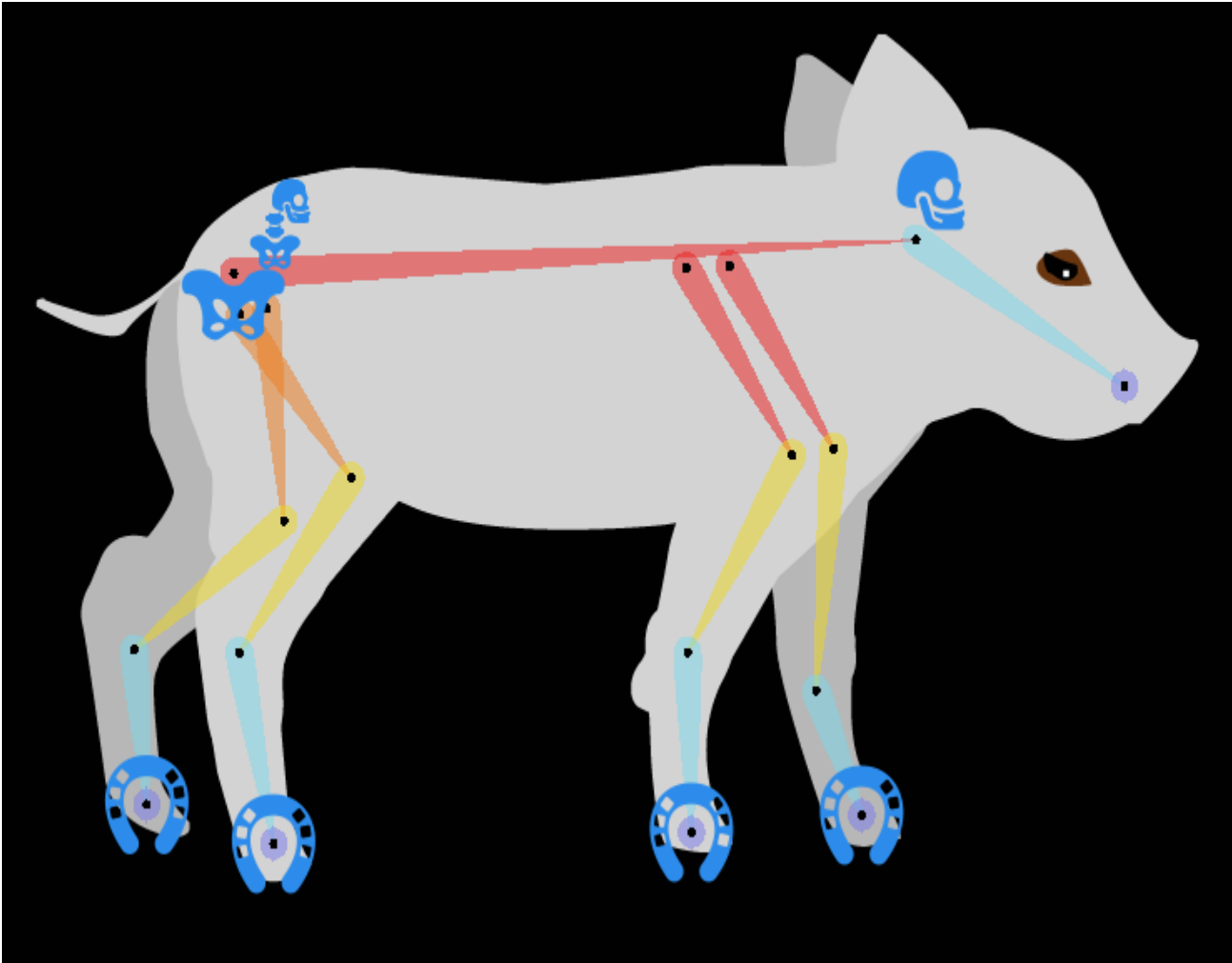
Post by "Joshua" of October 19, 2024 at 11:06 PM

I was curious about how difficult it would be to get into basic animation in Adobe After Effects, and here is the very meagre fruit of my labor. I began by creating a vector drawing of a piglet in Adobe Illustrator, with every body part of the pig designed on a different layer, and then I imported that file into Adobe After Effects. This image is of the skeletal structure of the piglet made using the Duik plugin for Adobe AE, with the idea being that if you attach the right body parts to the right skeletal structure, you can animate the movement of the character.

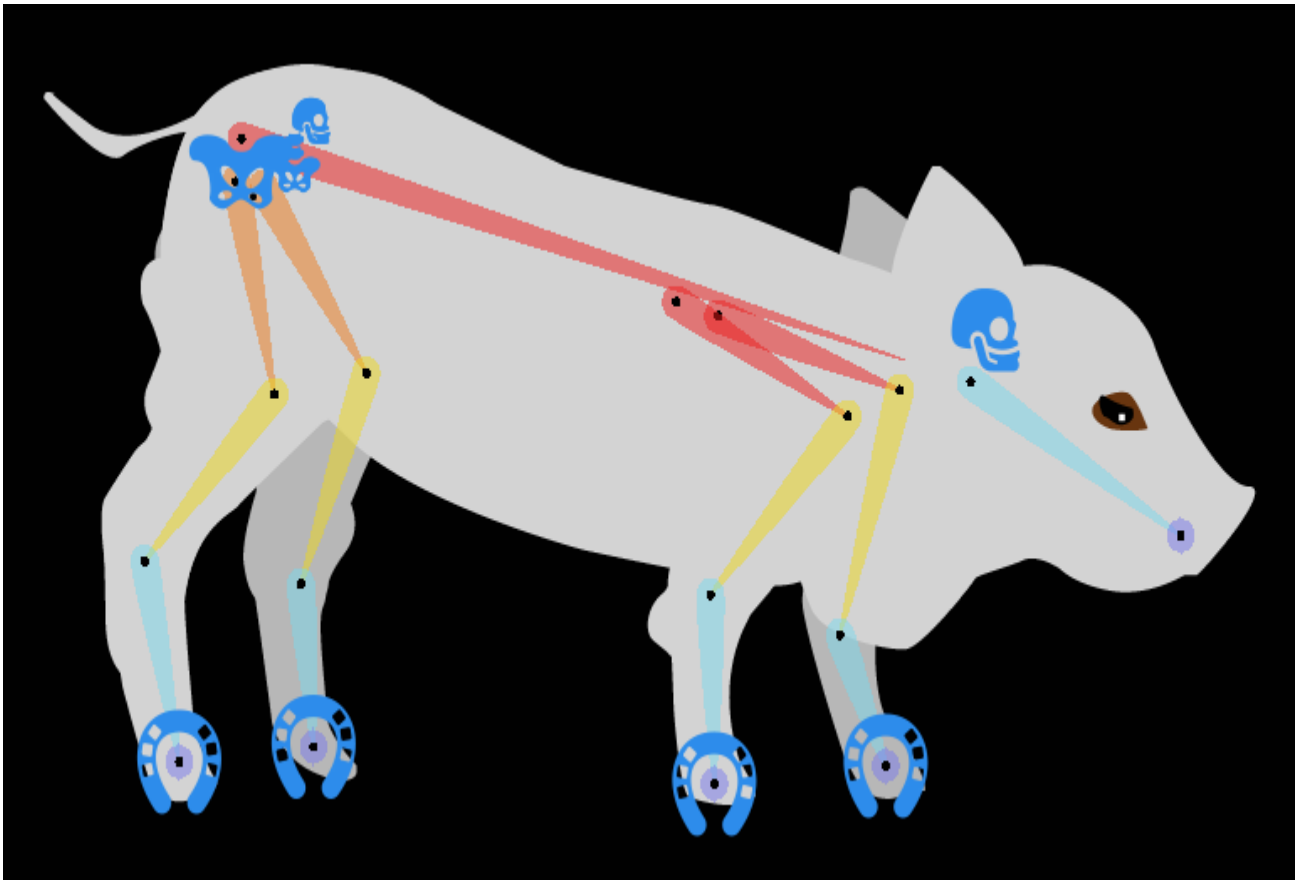


This second image is of the complete skeletal rigging and adjustments made to the positioning of the legs. I can already see that my design has problems that severely limit the usable range of motion, because if I move a leg too much then parts which shouldn't show start bulging out of the body.

This is probably as far as I'll take this since I don't want to start over from scratch, but it gives some idea of what can be done with the wide world of software available to us.



This image really starts to show the outline deforming, as well as the unnaturalness of the movement.



I'm using the level 3 forum because this isn't really related to Epicureanism, but as Cassius always says it's good to try and keep abreast of these tools.

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**Post by “Joshua” of October 19, 2024 at 11:08 PM**

The automoderator kicked in and suspended this thread, but I went ahead and approved it. Abuse of power!

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**Post by “Cassius” of October 20, 2024 at 7:55 AM**

1 - I wonder why it suspended it!?

2 - I think we ought to have a forum for posts like this on use of technology for Epicurean creation, even if we don't have one already.

We sort of do for the thread here - [Using New Technology To Produce More Effective Memes](#)

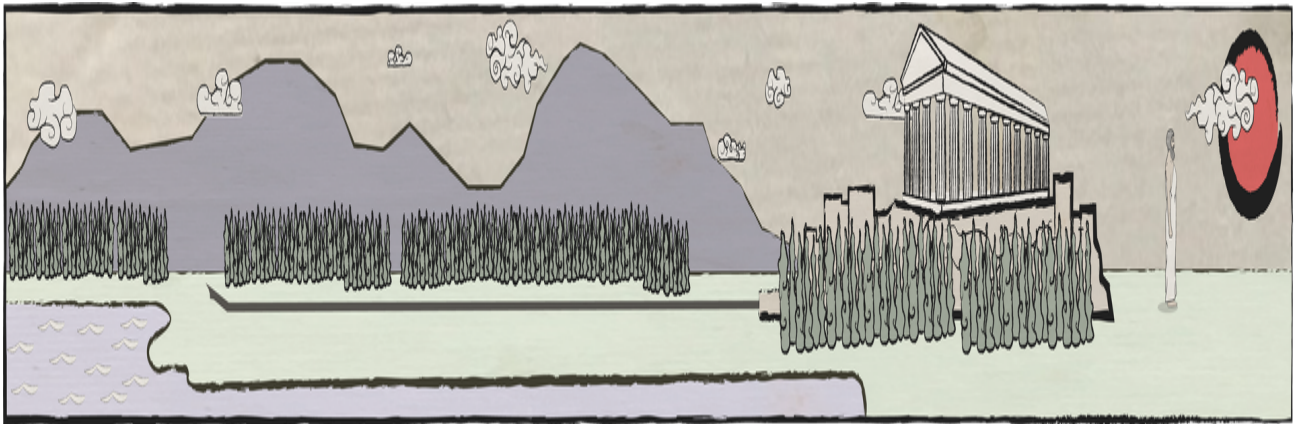
If it's ok with you Joshua I would suggest moving this thread to here:

[Technology and Epicurean Educational Content](#)

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### **Post by “Joshua” of October 21, 2024 at 9:03 PM**

I'm still playing around with adobe illustrator. [This](#) link is the download for the vector drawing of a landscape I'm going to try to animate. Below is a .png of the same landscape. The vector drawing can be zoomed without distortion!



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### **Post by “Cassius” of October 22, 2024 at 6:44 AM**

Very nice -- is it ok for me to move this to the "Technology" public forum?

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### **Post by “Joshua” of October 22, 2024 at 7:33 AM**

Sure!

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**Post by “Bryan” of October 22, 2024 at 3:10 PM**

Awesome idea, and it looks cool as well! That could open up some fun possibilities!