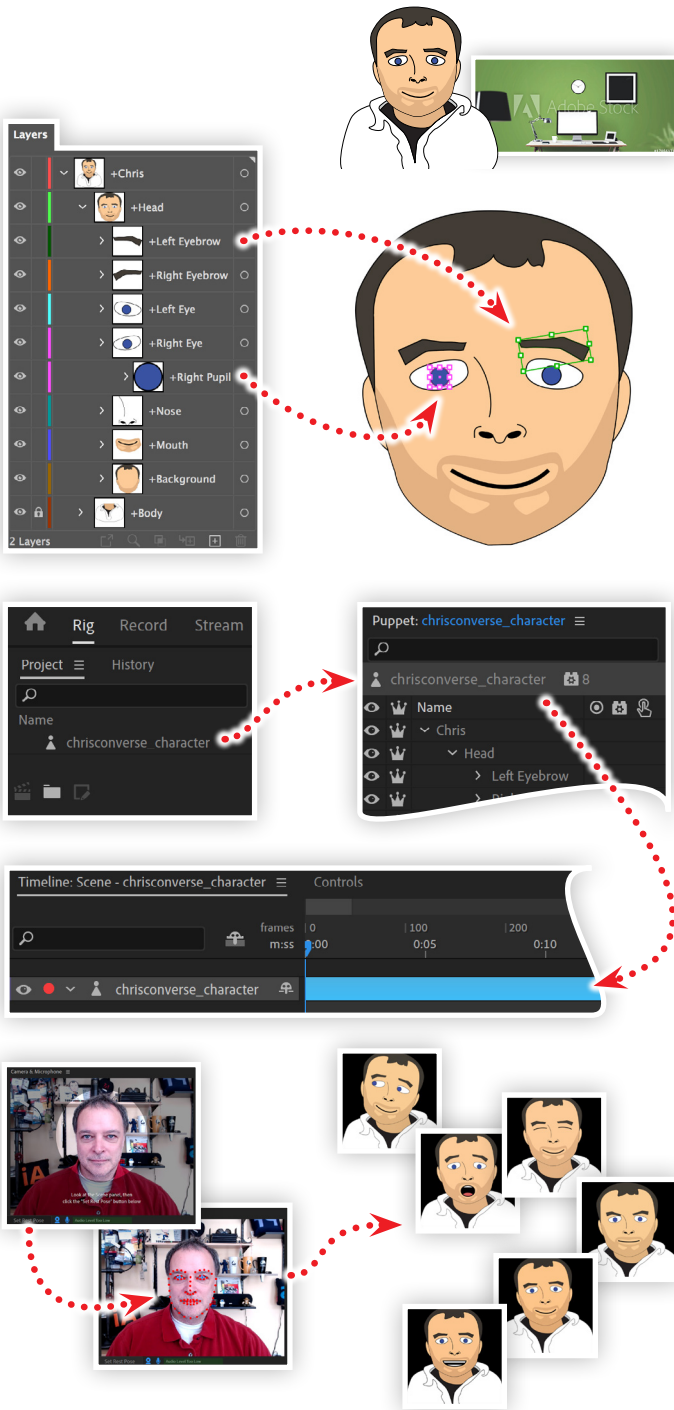


Workshop excerpt taken from the live webinar

Create Animations in Real Time with Character Animator

Use your face to create an expressive animation with Character Animator. Follow along and see how easy it is to accomplish this seemingly impossible task in just a few minutes.



1. Download the following asset

Download the following assets and save them to your computer:

Adobe Stock image: [Desktop computer screen...](#) by vander

Illustrator File: [Chris...](#) by Codify Design Studio

2. Explore the Illustrator file

Character Animator automatically connects, or 'rigs,' specifically named layers to your face using facial recognition from Adobe Sensei. Open the Illustrator file named *chrisconverse_charactered.ai*:

- +Head
- +Left Eyebrow
- +Right Eyebrow
- +Body
- etc.

3. Setting up a new Character Animator project

Launch Character Animator and switch to the Rig workspace. Choose Import from the File menu and located the Illustrator file named *chrisconverse_charactered.ai*. Then do the following:

- Double-click the character in the Project Panel
- Explore the file structure in the Puppet panel
- Select layers to confirm the corresponding selected artwork

4. Create a Scene

Switch to the Record workspace and drag the character from the Project panel to the Timeline panel in order to create a new Scene. The character will also show as a track in the Timeline panel.

5. Control the character with your face

In the Camera and Microphone panel, position your face in the highlighted area, rest your face into a non-expressive state (no smiling, frowning, etc.), then click the Set Rest Pose button. This will allow Character Animator to start tracking your face, and map it to the layers of the Illustrator the character.

Your character will now respond to your facial movements! Make a range of expressions, and begin talking to see all of the mouth movements synced to your audio. Click record and start recording a new video.

Watch the webinar recording

Watch *Create Animations in Real Time with Character Animator* in its entirety from the Creative Cloud Events [on-demand](#) page.

St Make it with Adobe Stock.