2019/07/30 - Run Cylce

To start off I decided to make a short animated scene based on: https://youtu.be/qXPOl6EjbWg?t=96. The idea is to use that as training ground for setting up my animation workflow. The first part of this shot is Captain America running towards Winter Soldier. Decomposing the work further, I decided to make a run cycle. Here is what I have. Animation is tricky. I struggled getting a descent run cycle until I used a reference run. This is the key to getting good animation. What I have probably requires more polishing, but I don't want to get bogged down with all the details. I want to have a passable animation, then refine it later once I have a scene put together. We'll see how that works.