Character Rigging

Character Rigging allows you to apply realistic movement to objects. In Adobe Animate Character Rigging is created by applying the Create Bones feature to the ASSET WARP TOOL. It is similar to the BONE TOOL, but it is easier to create human like movements. Its disadvantage is that it can be only applied to single objects or images.
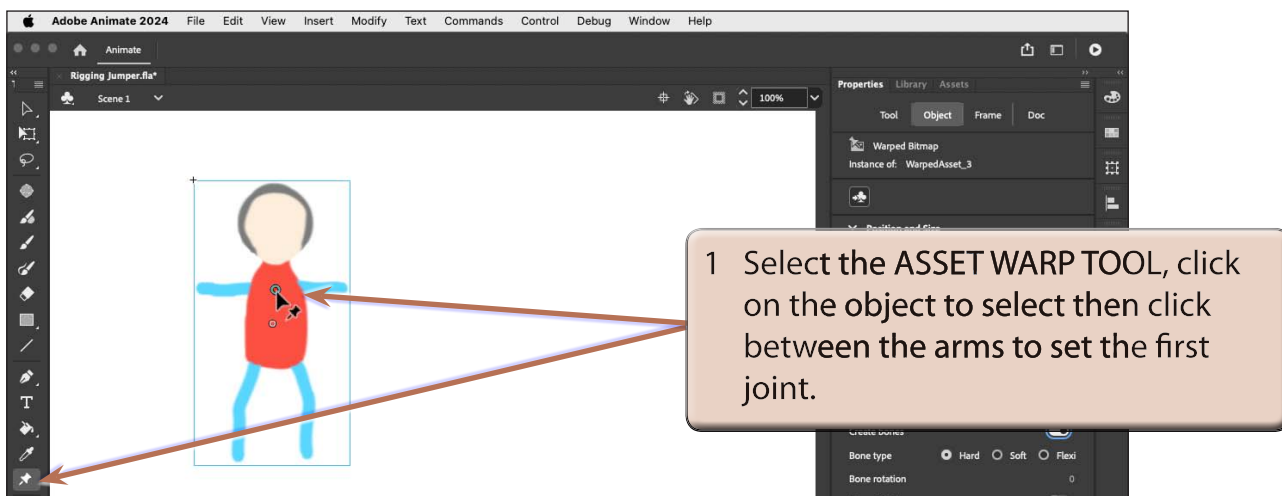
Creating a Jumping Character

To illustrate the basics of Character Rigging a simple character will be animated to squat then jump.
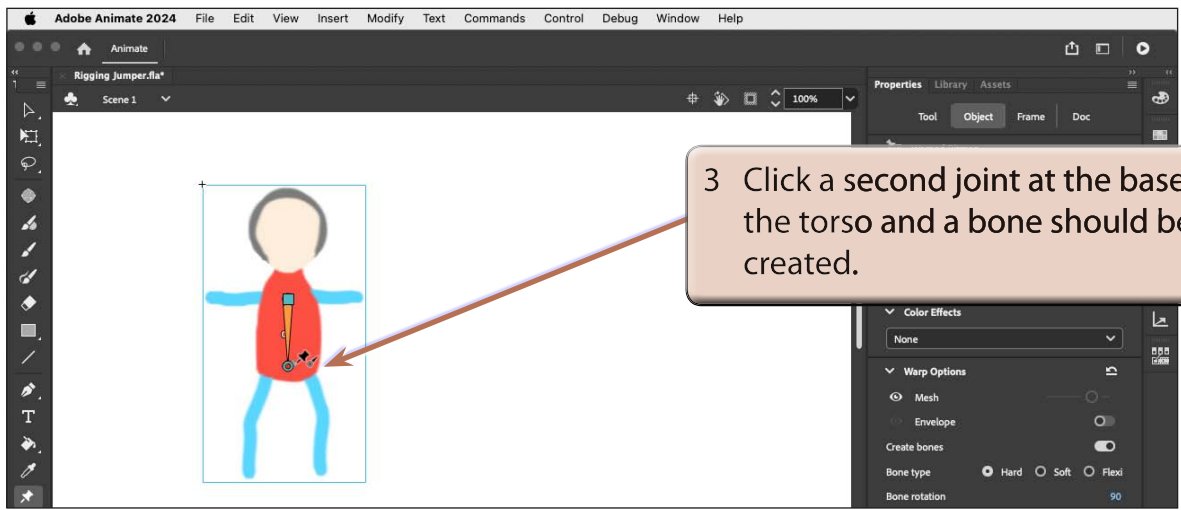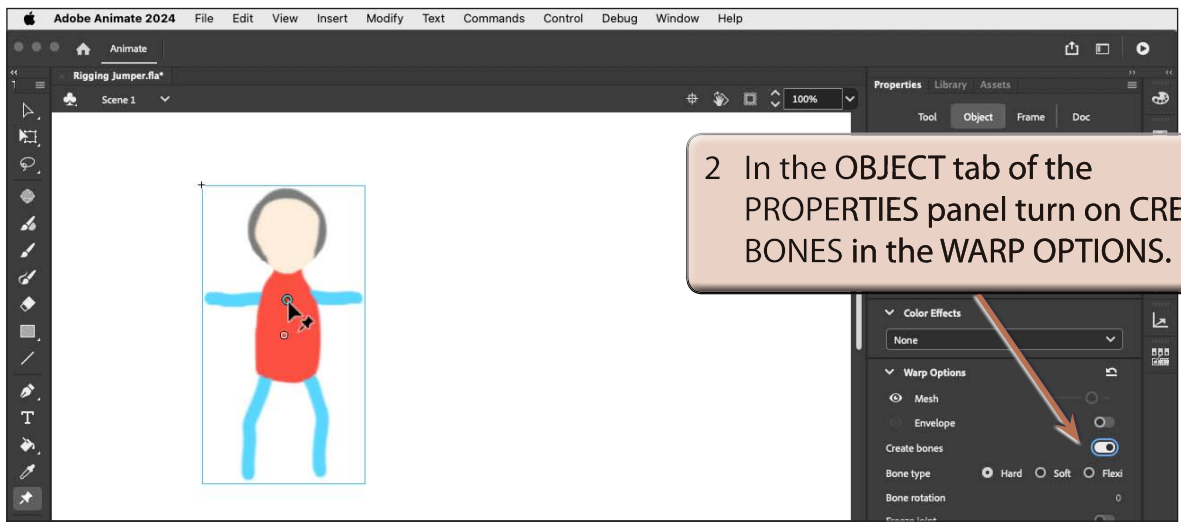
A Loading the Sample File

1 Load Adobe Animate or close the current files and select OPEN in the Welcome screen or from the FILE menu

2 Access the ANIMATE SUPPORT FILES, open the CHAPTER 20 folder and load the file:

Rigging Figure

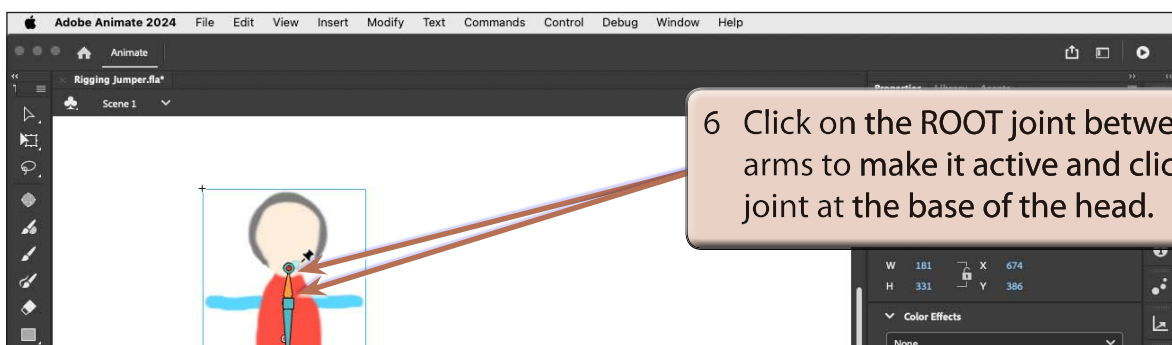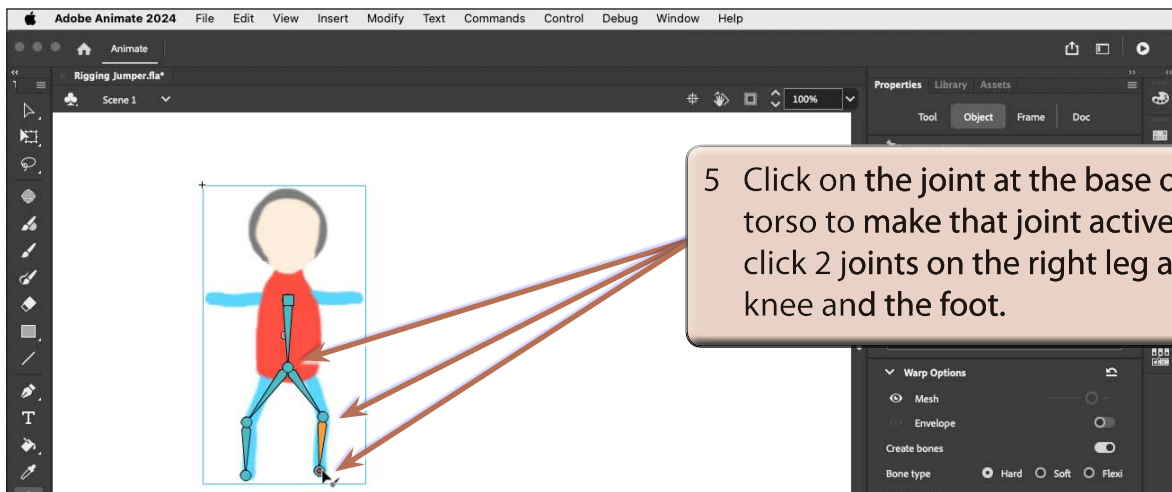3 Use SAVE AS from the FILE menu to save the file in your STORAGE folder as:

Rigging Jumper

B Creating the Bone Structure

To rig a character you need to create a BONE STRUCTURE.

1 Select the ASSET WARP TOOL, click on the object to select then click between the arms to set the first joint.

2 In the OBJECT tab of the PROPERTIES panel turn on CREATE BONES in the WARP OPTIONS.

3 Click a second joint at the base of the torso and a bone should be created.

NOTE: The first joint is the ROOT (or PARENT) joint and it is displayed as a rectangle. The second point is a DEPENDENT (or CHILD) joint and it is displayed as a circle.

4 Click 2 more joints along the left leg, one at the centre to represent a knee and another at the base to represent the foot.
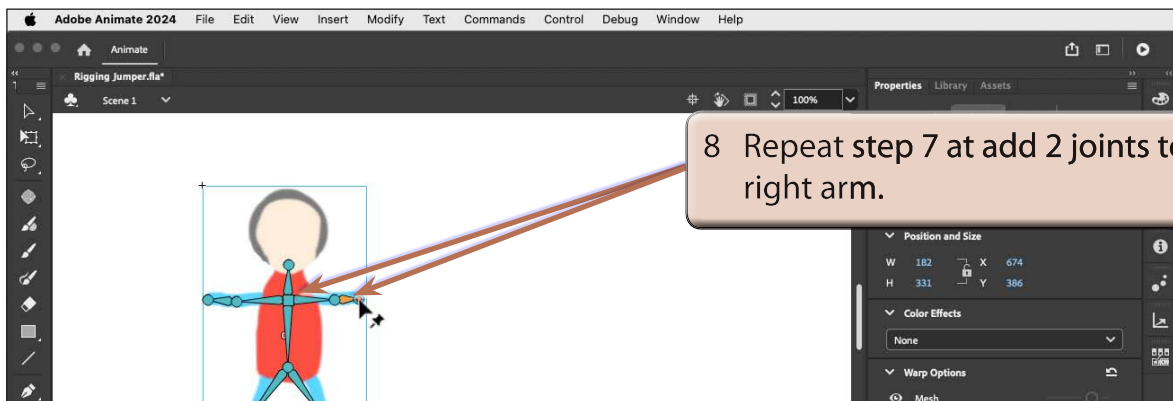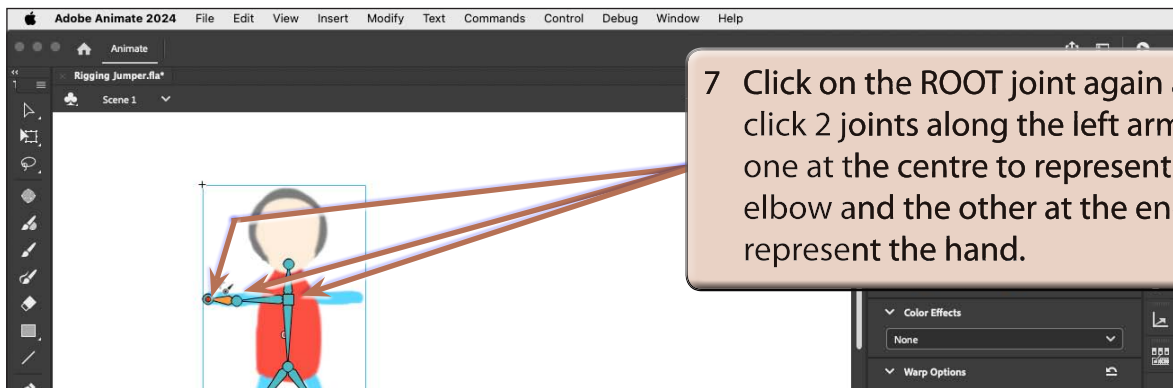

5 Click on the joint at the base of the torso to make that joint active, then click 2 joints on the right leg at the knee and the foot.

6 Click on the ROOT joint between the arms to make it active and click a joint at the base of the head.
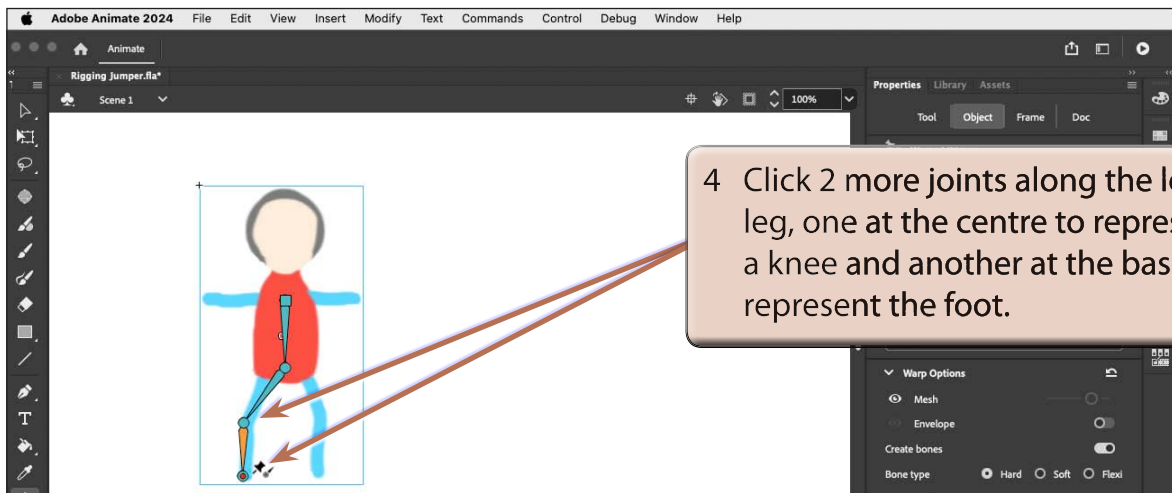
NOTE: If you need to connect two unconnected joints, click on the one of the joints then hold down the ALT or OPTION key and click on the second joint.

7 Click on the ROOT joint again and click 2 joints along the left arm, one at the centre to represent an elbow and the other at the end to represent the hand.

8 Repeat step 7 at add 2 joints to the right arm.

8   To complete the rigging structure press the ESC key or click outside the object's frame.

C   Animating the Object

The figure will be set to squat then jump up.

1 Click on FRAME 15 in the TIMELINE panel and press F6 or click on the INSERT KEYFRAME icon to insert a keyframe.