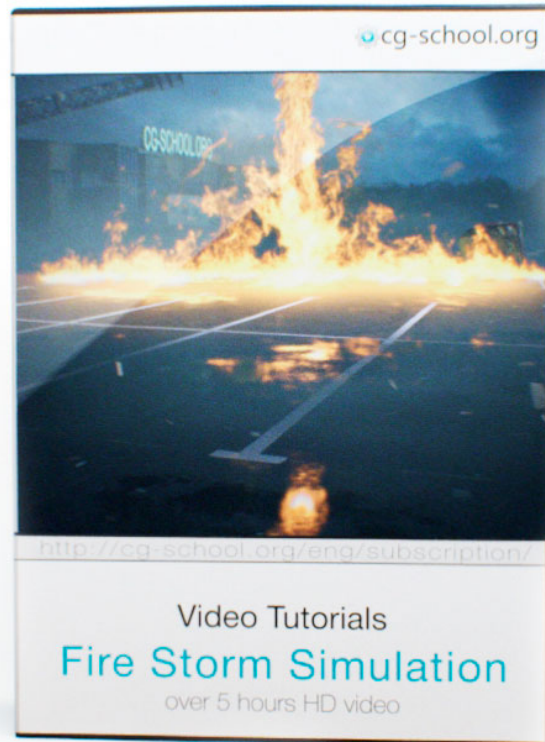

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Use it to create realistic visual effects or to create still frames for other graphic programs. Make humanoids, animals or vehicles run and move. In this guide, a step by step of the animation process is explained to help you learn how to animate convincingly. Follow these simple steps and you will be able to animate convincingly. Create a character Make the mesh. Make sure the neck is not connected to the head, or you may have issues when animating the mesh make the mesh. Make sure the neck is not connected to the head, or you may have issues when animating the mesh Add the armature to the character, using the default armature. You may use a different armature if you want to. to the character, using the default armature. You may use a different armature if you want to. Add the armature modifier to the mesh. You may use a bone or a graph edit bones if you want to. modifier to the mesh. You may use a bone or a graph edit bones if you want to. Add a density modifier to the armature. The density modifier may be applied using a group. modifier to the armature. The density modifier may be applied using a group. The density modifier controls how much or how little the mesh is "invisible" to the viewer. modifier to the armature. The density modifier may be applied using a group. The density modifier controls how much or how little the mesh is "invisible" to the viewer. Select a view or the option View out from the 3D viewport to see how the character looks. You may adjust the render settings to make the mesh and armature look like you want. The best way to learn about the render settings is to play with them. Go to the 3D viewport and select a view. (You may use the camera to select a view). Adjust the render settings, like color/brightness. Adjust the render settings, like depth. Add more textures to the mesh if you need to. animating the mesh. (You may use the camera to select a view). Adjust the render settings, like color/brightness. Adjust the render settings, like depth. Add more textures to the mesh if you need to. Make sure that there is no gap between the mesh and the background. animating the mesh. Adjust the keyframes for the facial expression. For instance, the 82157476af

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