Intro to Live2D

Introduction to the basics of the animation program Live2D. This course will focus on making 2D models. Live2D works by warping an existing image rather than drawing new images. It is commonly used for creating v-tubers and animation loops.

Prerequisites: Live2D on computer, download provided model file

Time: 1:50

110 minutes?

0-5: What is Live2d? (Examples)

5-10: How to cut an image

* Images used in live2d should have different elements drawn on different layers so they can be moved independently, and the area underneath must be fully drawn as well in case it shows when another part is moved. The model used in this class will be provided because it would take too long to make, and will be used as an example in cutting

10-15: How to mesh an image

* Meshes are used to deform an image. You can make meshes automatically on Live2D, but it is tedious so the image will already be meshed. It is still important to learn how to do.
* \*texture atlas

15-20: Explain warp deformers and parameters

* Explain warp deformers and parameters. Warp deformers are used to deform images as well and go on top of meshes. Parameters are the key frames that user deforms themselves, and the program fills in the in-betweens.

20-50: Working through the x-axis

* Making head parameters for left and right

50-60: (some) Y-axis

* Linking parameters and synthesizing corners

60-70: Talk about Z-axis

70-90: Blinking and Mouth

90-110: Hair Physics