

Annotation

The thesis is based on the programs Autodesk 3Dmax, Maxon Cinema 4d, Endorphin, Adobe After Effects CC. In this thesis, an imitation of character movement is constructed. Autodesk 3D Max Maxon Cinema 4d software is designed for designing and processing 3D objects. Endorphin for character skeleton animations. Adobe After Effects CC for post processing. In 3d graphics, after making the model, I placed it in the scene to other objects, added a camera and lighting, creating a full-fledged studio, and only after that you can get the final image, and then it can be reworked in post-production.

The progress of the work is fully shown. Main operating conditions are kept. This work meets the requirements of labor protection and safety.