

Week Five  
Walk Cycle

Character Structure

+Puppet

- +Stand View (Frontal View)
  - Head
    - +Left Profile
    - +Left Quarter
    - +Frontal
    - +Right Quarter
    - +Right Profile
  - Body
- +Right Profile
  - Body
  - Head
    - +Left Profile
    - +Left Quarter
    - +Frontal
    - +Right Quarter
    - +Right Profile
- +Left Profile
  - Body
  - Head
    - +Left Profile
    - +Left Quarter
    - +Frontal
    - +Right Quarter
    - +Right Profile

Behaviors

- Puppet
  - Walk
- Frontal Head Folder
  - Head Turner
- Left and Right Profile Head Folder
  - Head Turner
  - Eye Gaze
  - Face

## Walk Rigging

- Body Tags
  - Place Handles
  - Head Folder
    - Neck Handle
  - Arm Group
    - Wrist
    - Elbow
  - Leg Group
    - Toe
    - Heel
    - Knee
  - Body Group
    - Hip
    - Waist

## Additional Behaviors (Frontal ONLY)

- Dragers
- Dangle
- Lip Sync