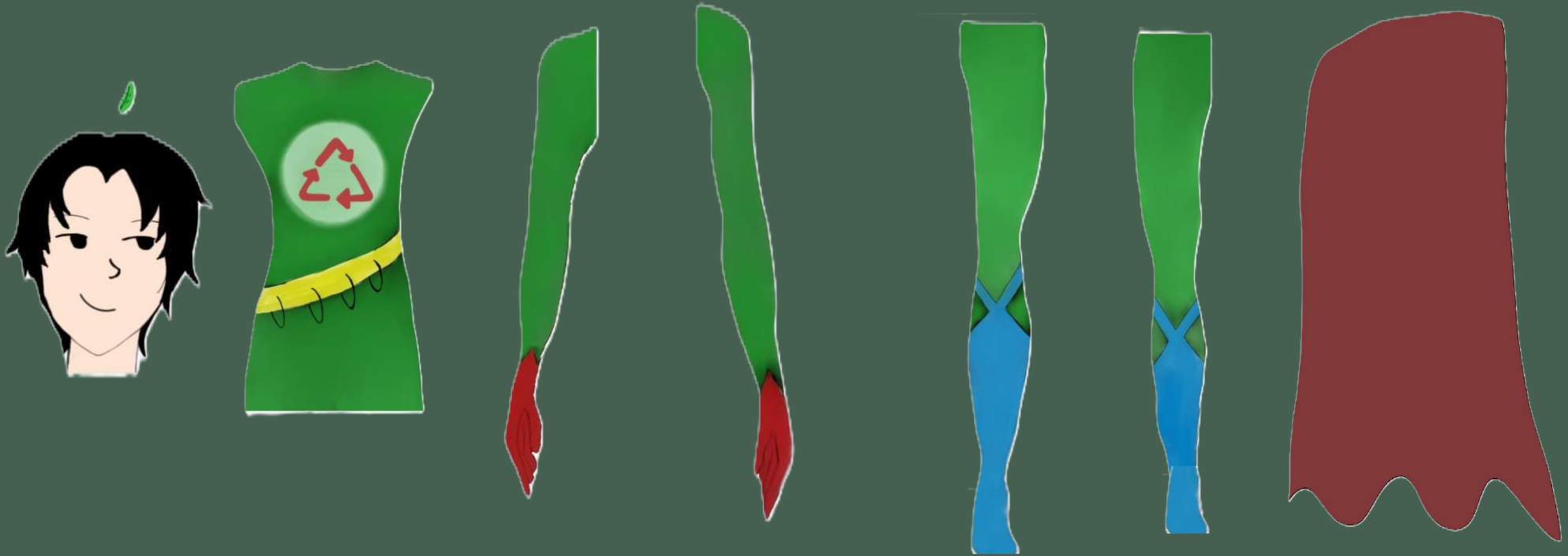# HOW TO MAKE ANIMATION WITH CAPCUT ?
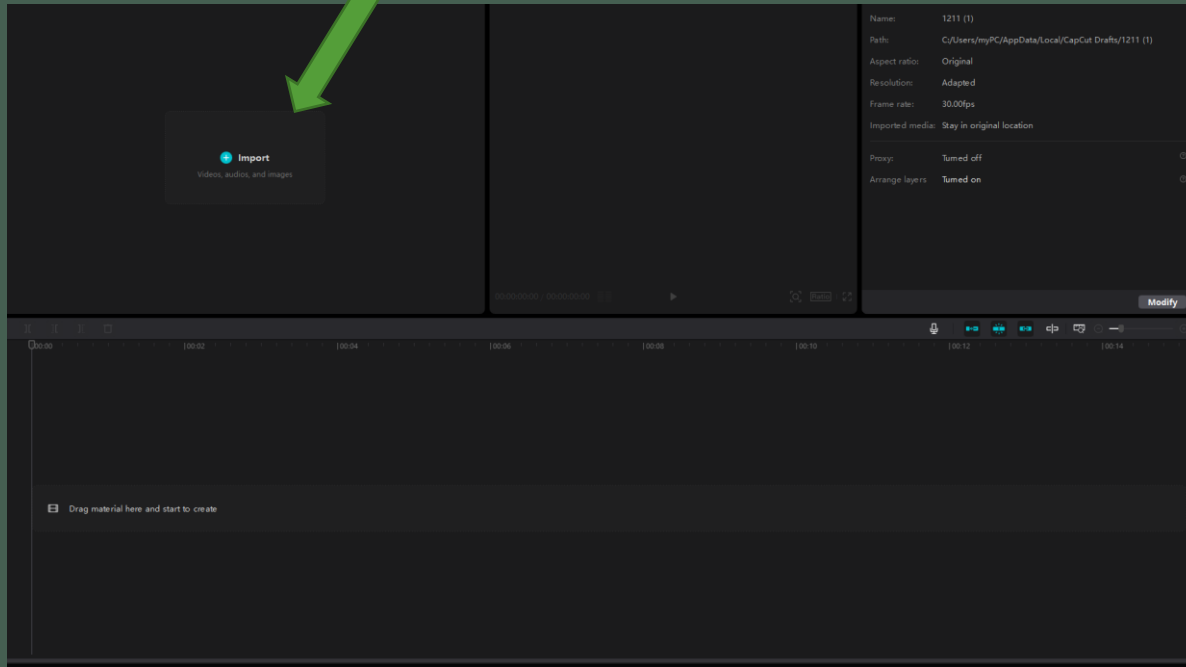
İbrahim Asaf AY

First of all, we need to separate the limbs of the character we will use for animation.
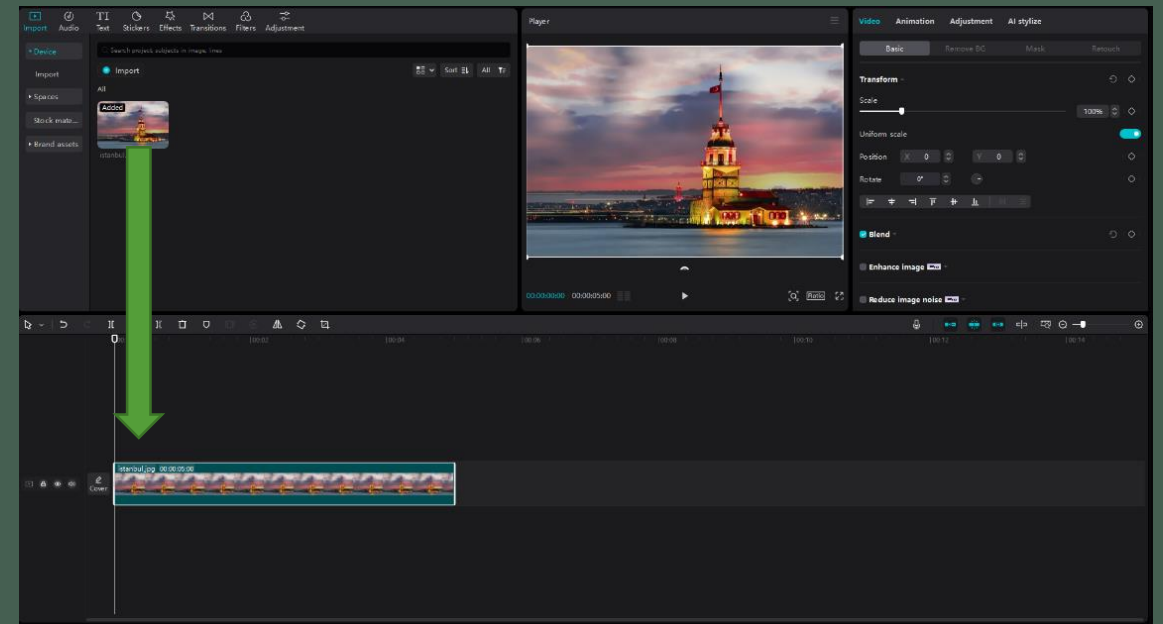
example

Next, let's download a background for our animation and add it to our CapCut project

Import your image from here.

Then, drag your image to this area.

Now, let's add the character whose limbs we separated earlier to the scene.

This area is your workspace. To make sure the limbs you added stay together in the same scene, stack them on top of each other like this. Also, you need to add the photos in layer order, from top to bottom, because the higher a photo is in the workspace, the higher its layer will be in the scene.
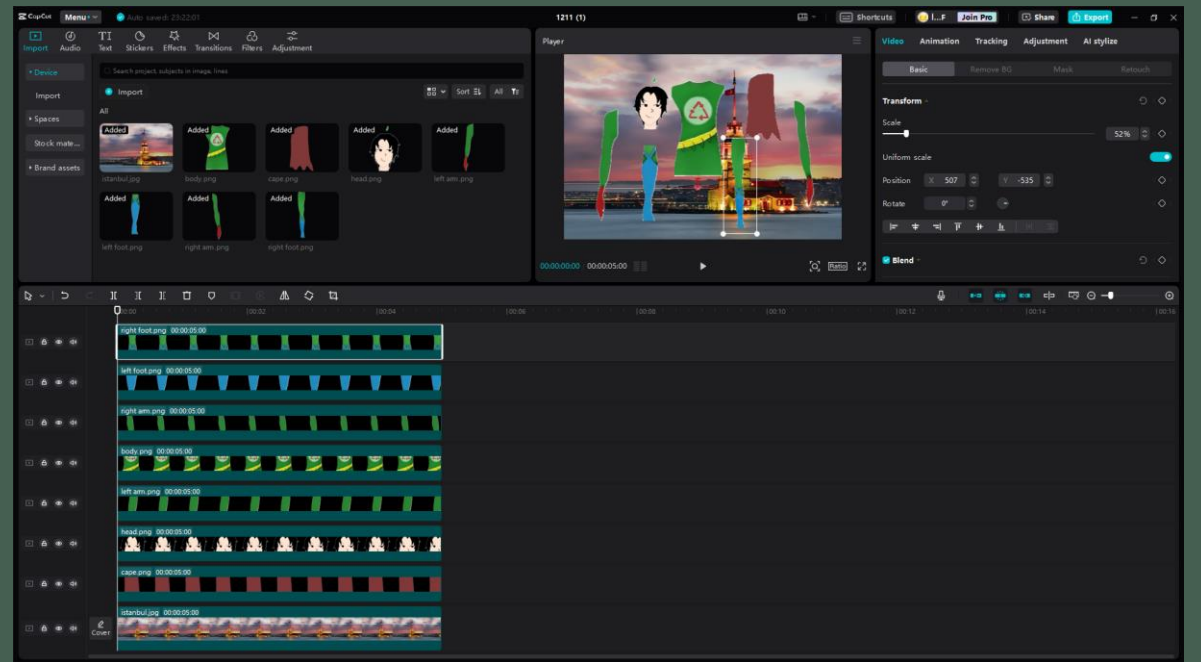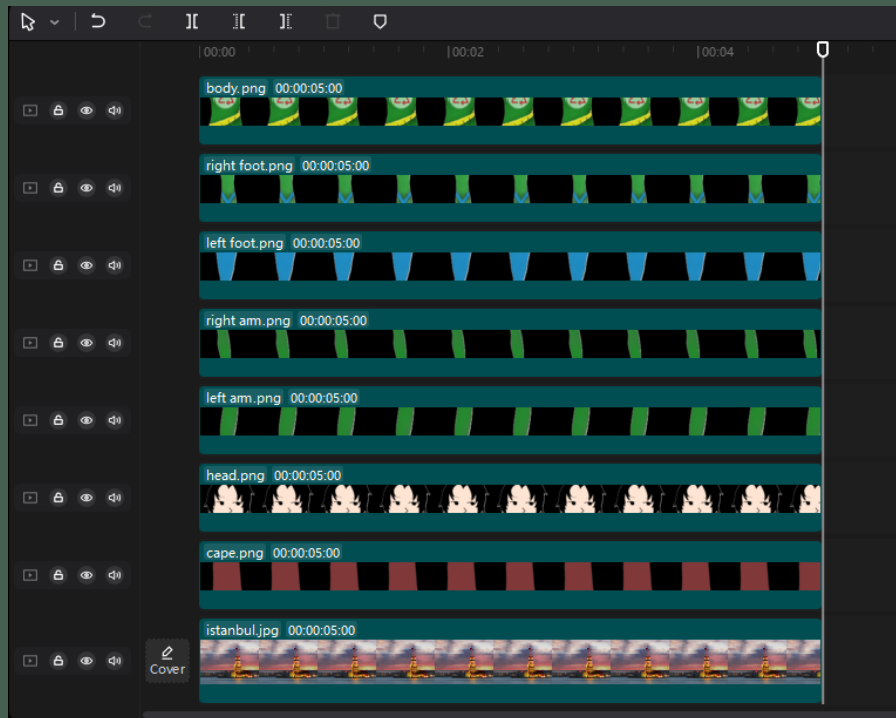
You can combine the limbs of your character by moving them as you wish in the scene.
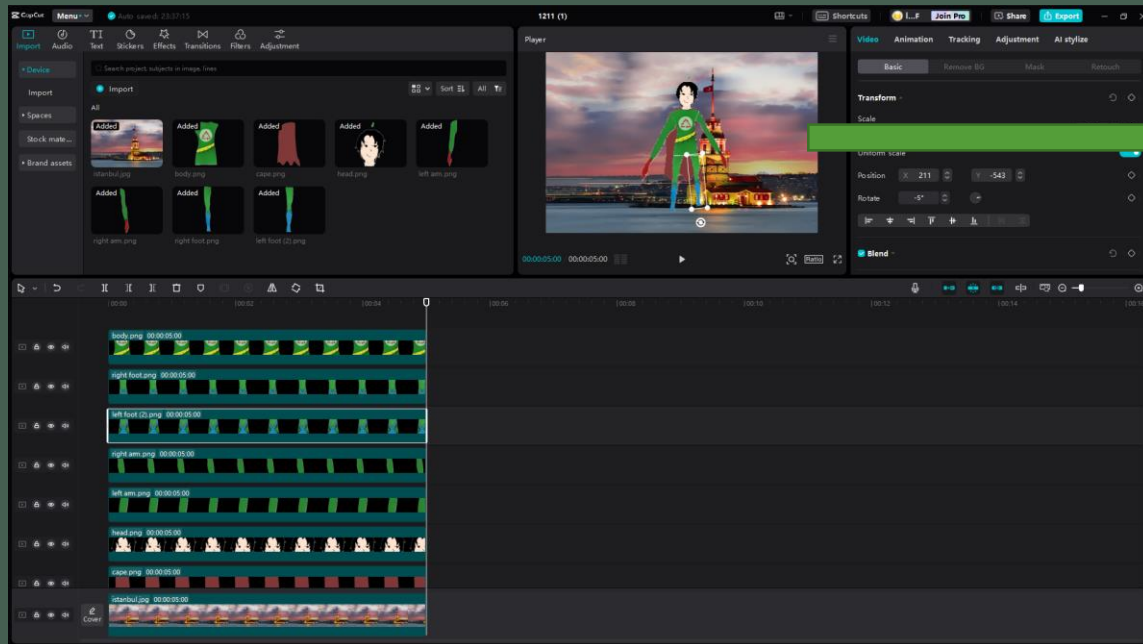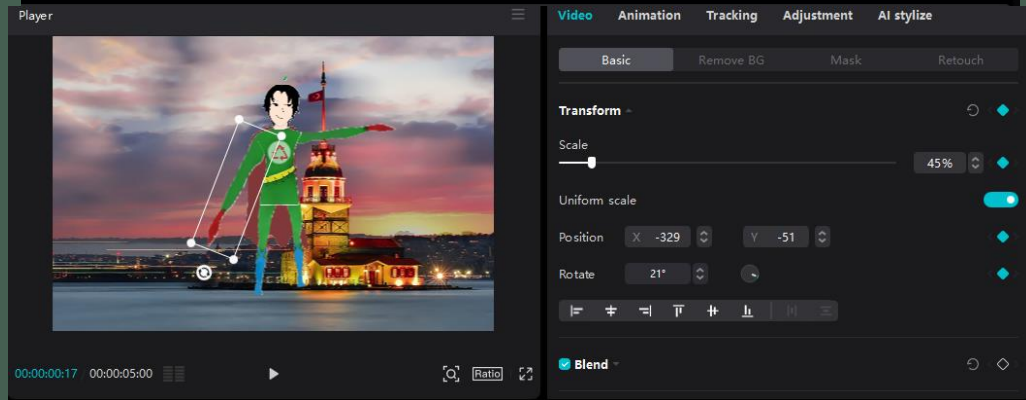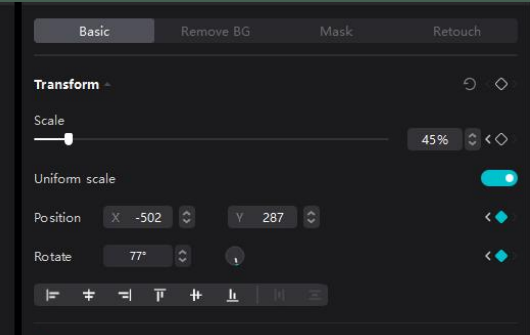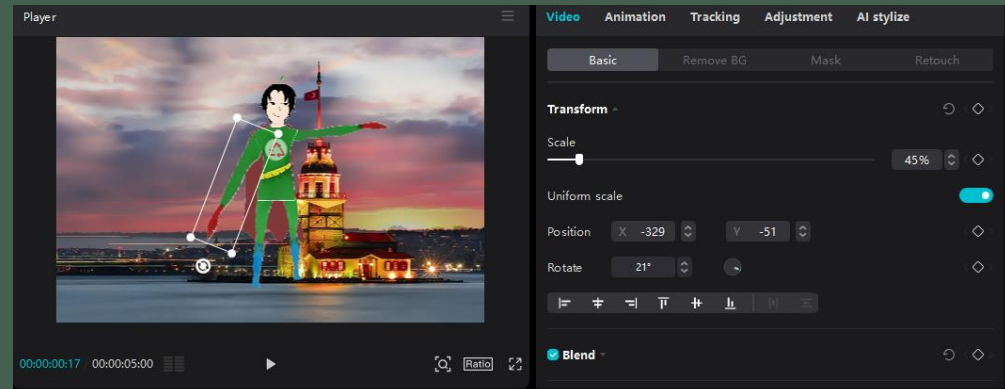
If we want to move a limb of our character, we need to add a point to the position before moving it. For example, if we want to move the character's right arm, we should follow these steps:


We bring the arm to the desired location.
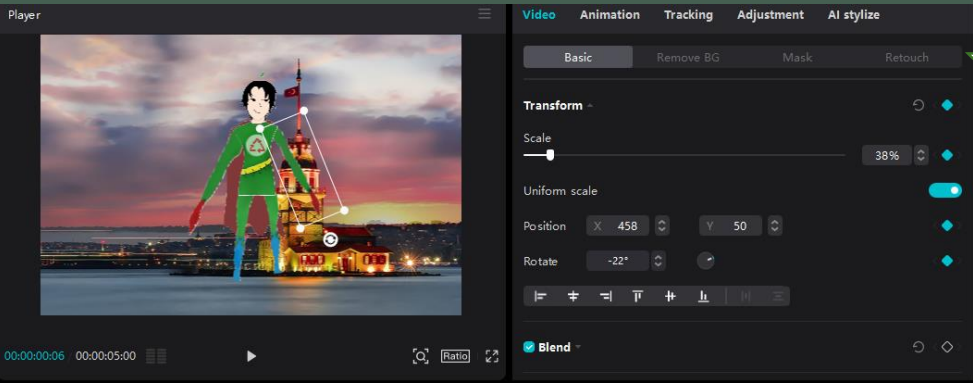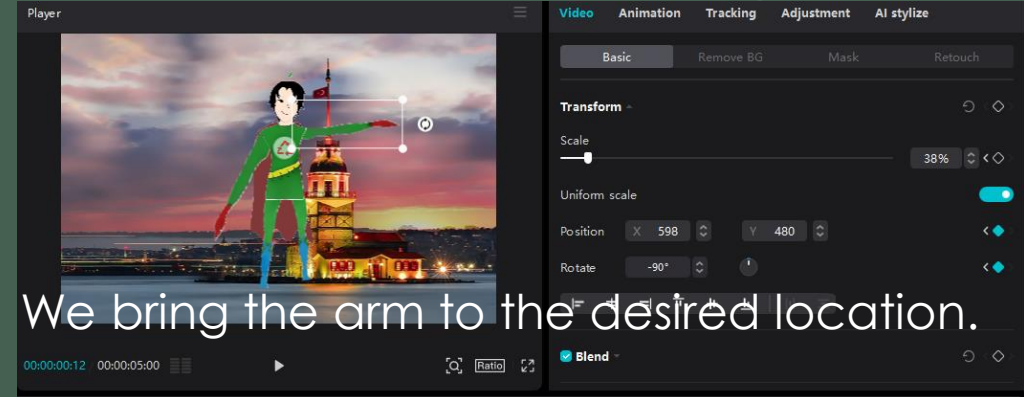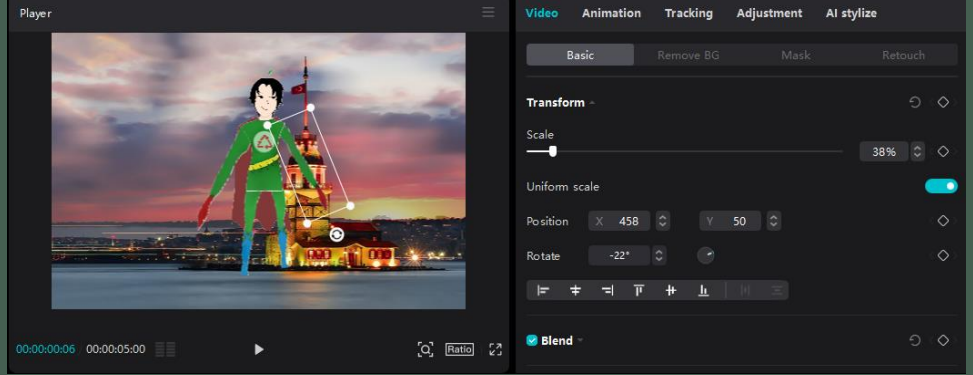
The distance between these two points determines the speed at which the desired movement occurs.

Let's apply the same steps for the left arm as well.

- After placing the first point, it is enough to just make the movement in the scene. A point will be automatically added based on the movement you make. However, if you want the movement to occur after a certain number of seconds, don't forget to move the white line to that position before making the movement.
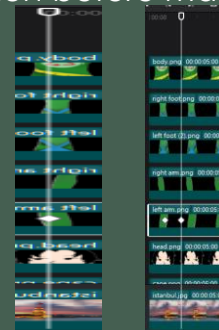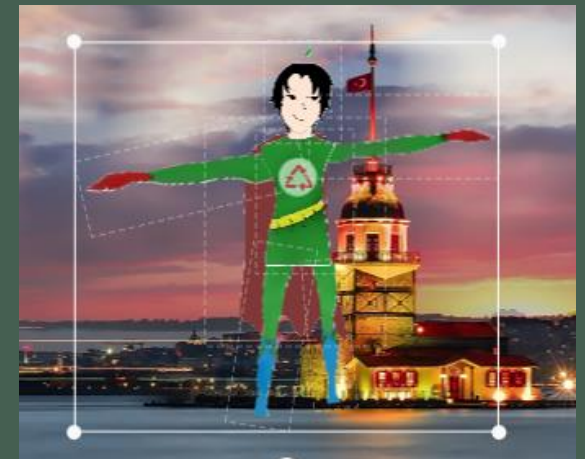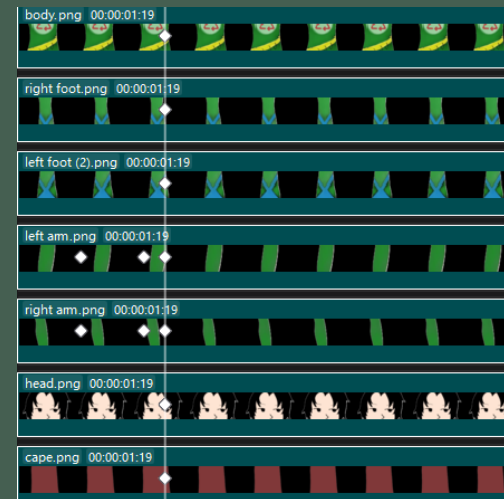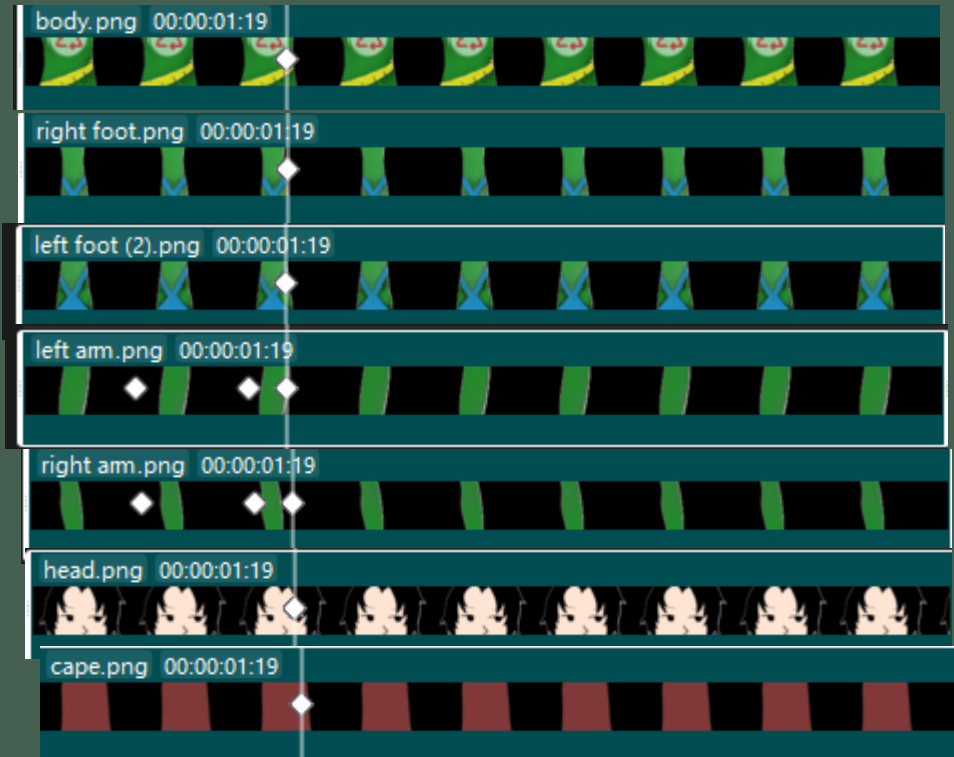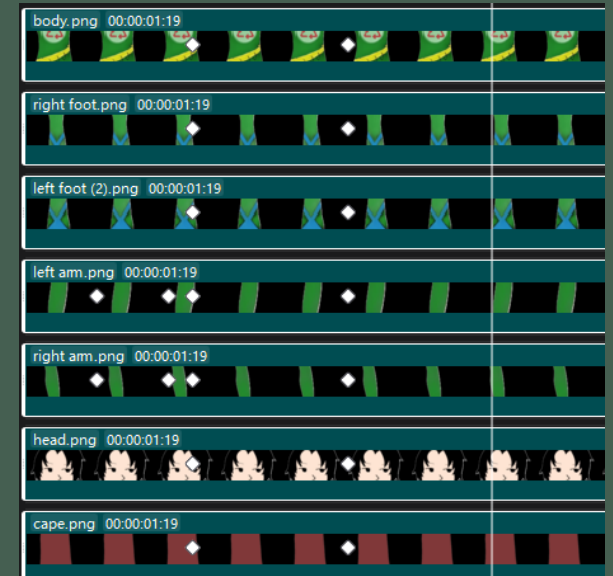
Now, our character can move its limbs as we desire.

Now, we will move the character as a whole. However, before moving it, we need to specify the starting points for all the limbs, just as we did with the arms. Follow the same steps you used for the arms.

- Then, by holding down the **Ctrl** key on your keyboard, select all the limbs. This way, you will be able to move all the limbs simultaneously.
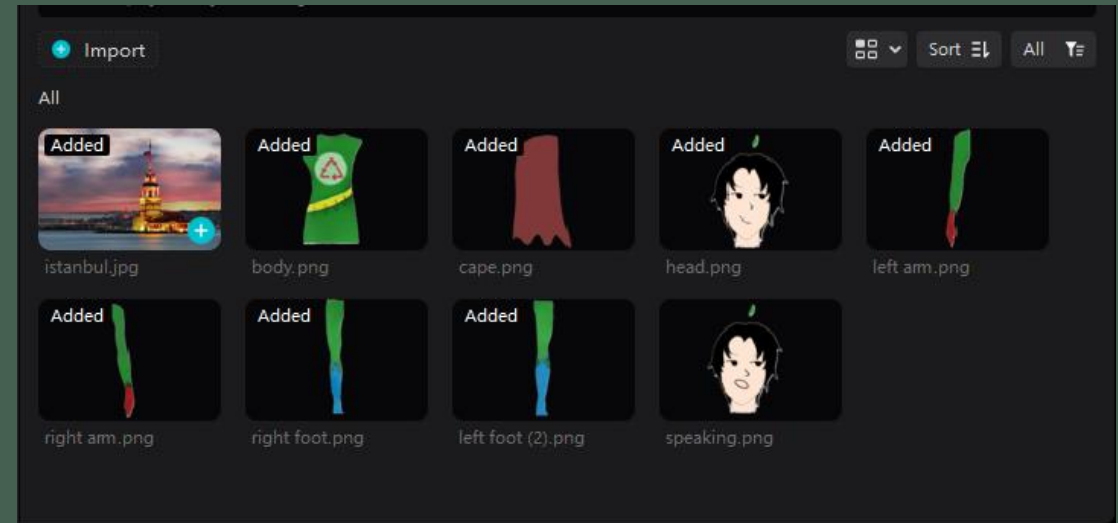
- I have adjusted the height and location of my character as I desired, and the second point was automatically added.

Now, our character can move both its limbs and itself.

Now, it's time to design the speech animation.

- To make our character speak, we can get help from artificial intelligence. For this, we will use the website https://www.elevenlabs.io.

Let's import the audio file we downloaded into CapCut.
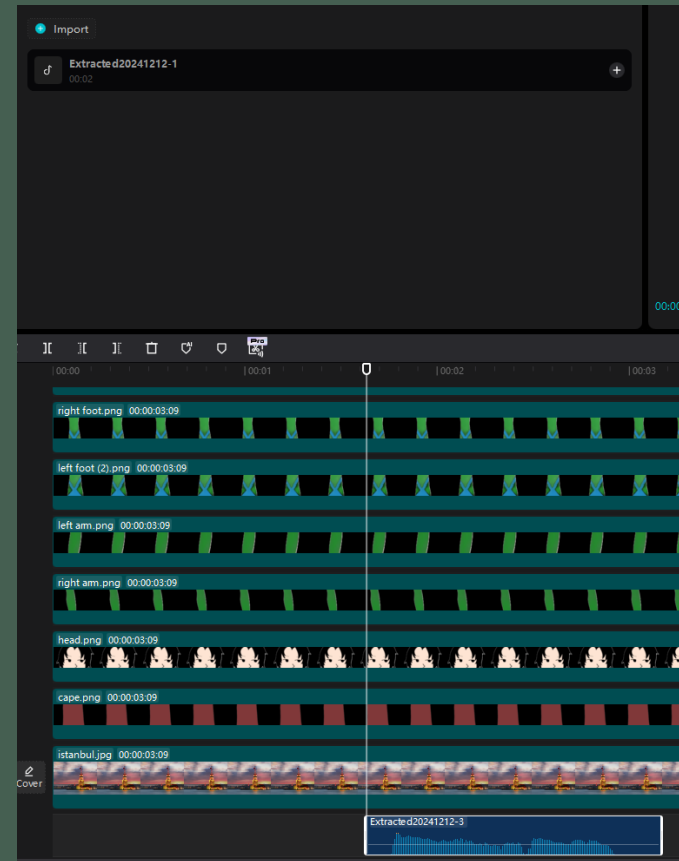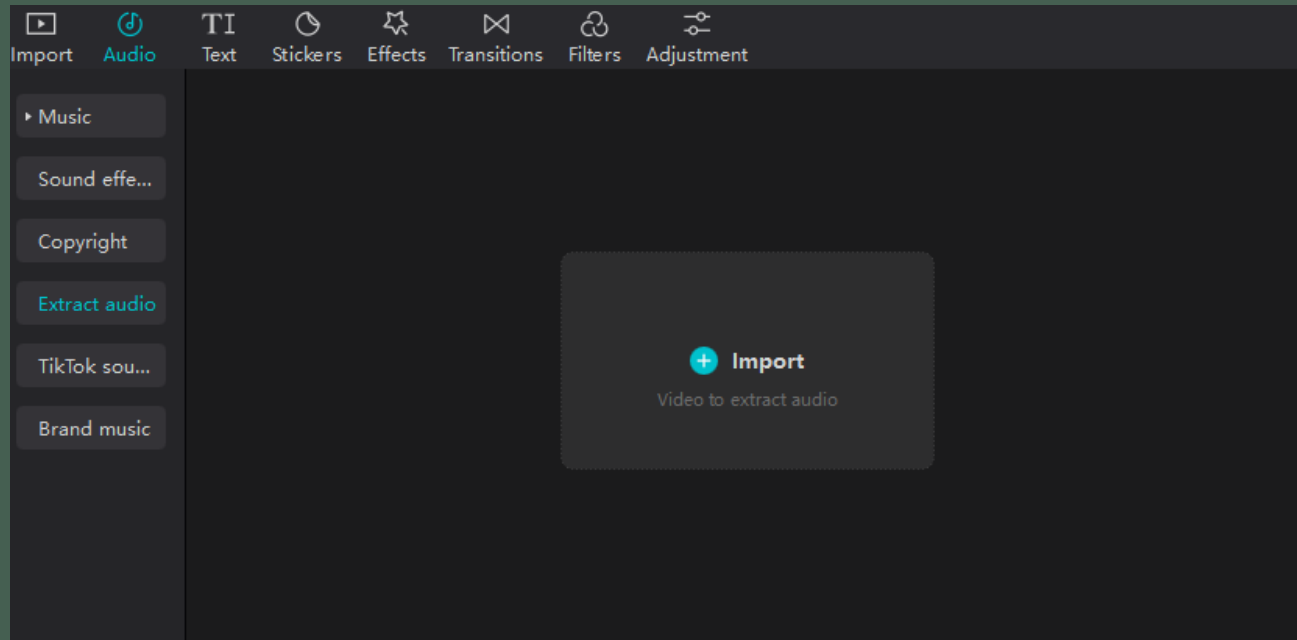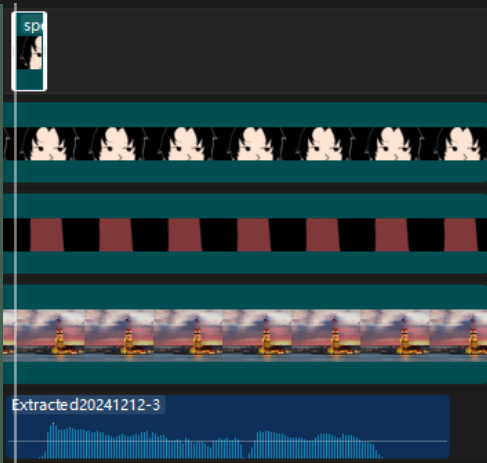
- Let's adjust the speech animation so that it aligns perfectly with the head's position. While doing this, make sure the speech animation appears just above the head and starts showing exactly when the sound begins.
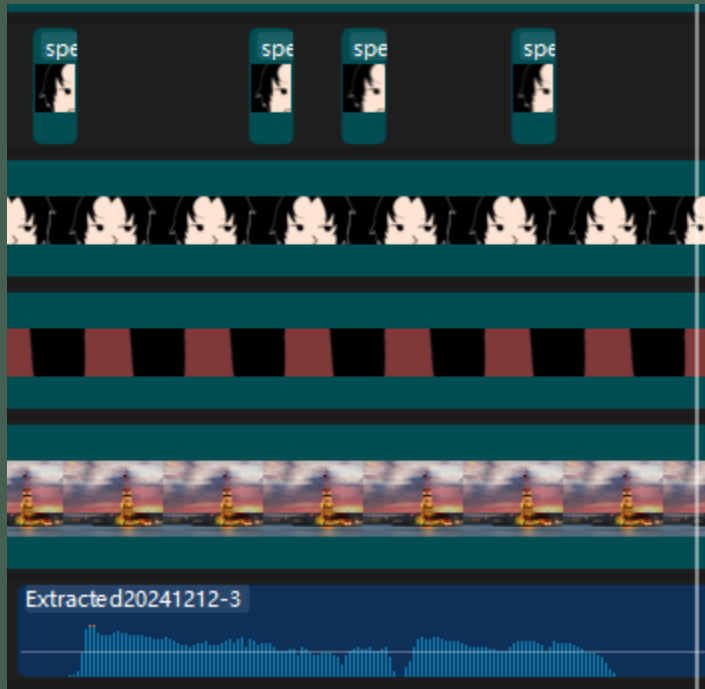
- We place our speech animation according to the intervals of the audio, so that both the normal head and the speech animation appear in sequence on the character's head. This way, we make the character speak.

Now, we have a character that can both move and speak!

Now, you can create animations where your characters move and speak using CapCut!