- Composition setup
  - Open After effects
  - New composition
  - Name the Composition "RollingDude" it is the name of your scene
    - DO NOT touch other settings for this video
    - In future shots however, things worth changing would be
      - Resolution
        - 1920 x 1080 is full HD
        - 1280 x 720 is base HD
      - Framerate
        - 29.97 is standard for YouTube and other online services
        - 24 is standard for movies
- The interface
  - Very top is the toolbar
    - contains all tools to create new elements in the scene
  - Left is your project window
    - Contains a list of ALL objects in your project
      - Serves as a big folder where all images, characters, etc are stored for easy re-using
  - Bottom is your timeline
    - Serves as both the time measuring view and layer panel
      - Ever object added gets its own track which can be moved up and down
    - Is where a majority of work is done
 - Right is preview

- ■ Two ways of playing
  - ● Standard play button will render the frames while you are watching, meaning that the playback will not be as smooth as the end result actually will be
  - ● RAM preview (the |||>) requires slightly more powerful computers, but will playback at normal smoothness until it gets to un-rendered frames.
- ● File setup
  - ○ SAVE THE PROJECT inside a new folder JUST for this project
  - ○ WE will make a folder called Bouncing Dude and save the file inside
  - ○ In Finder, navigate to the folder and make a new folder called "Assets"
- ● Find a character
  - ○ Use supplied character or…
    - ■ Use google to find a useable character. For this we want something like a head or ball.
    - ■ We also need it have a transparent background so in Google Images use "Search tools" to use the color dropdown, and set it to transparent.
    - ■ Finally, use the "Size" dropdown and set it to bigger than 800 x 600 so that we won't stretch it out
    - ■ Place the character in our "Assets" folder that we just made
- ● Find a backdrop
  - ○ Use supplied backdrop or…
    - ■ Use the same settings to find a backdrop, except change the size to "Larger than 2 MP"
      - ● Example: Cityscape
    - ■ Place in "Assets" folder
- ● Import the files into After Effects
 - ○ In AE, double click on the empty space of the Project Window. It should bring up an import window

○ Navigate to the assets folder and add both files
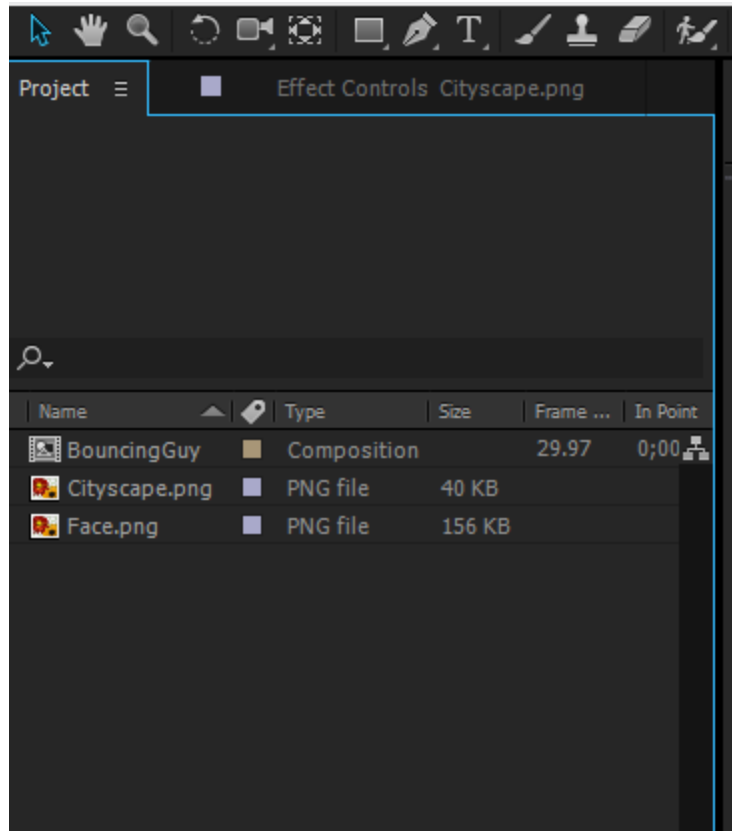
●
○ Use the rectangle tool to draw a rectangle that fills the ENTIRE frame
■ Rename the layer by right clicking on "Shape Layer 1", "Rename", and changing it to "Sky"
○ With it still selected, change its fill on the toolbar to a sky color
○ Drag the backdrop image onto the scene
■ Make sure it the bottom of the screen, and the right side of the image is touching the right side of the frame, and there is bunch extra on the left side
■ On the Timeline panel, on the left there is a column of checkboxes with a lock at the top, click the checkbox for the layer of your sky shape
● This makes sure you can't accidentally move the sky off screen or mess it up in any way!
○ Drag the character onto the scene
■ Position it somewhere on the right, on the ground if that makes sense for your character
● Animate
○ Face
■ Click the side arrow next to you Face in the timeline to expand its options to play with
■ Expand the Transform option

- ■ Drag the playhead to the beginning of the animation
- ■ Click on the stopwatch next to Position to add a keyframe, its start position
- ■ Move the playhead to about 5 seconds and move the face to the other side
- ■ Go back to the start of the animation and add a keyframe for rotation
- ■ go to about 5 seconds and type in "-1x" next to rotation to have it spin one full rotation counter clockwise
    - ○ Skyline
        - ■ Repeat the transformation process to make the skyline move across the view to the other side
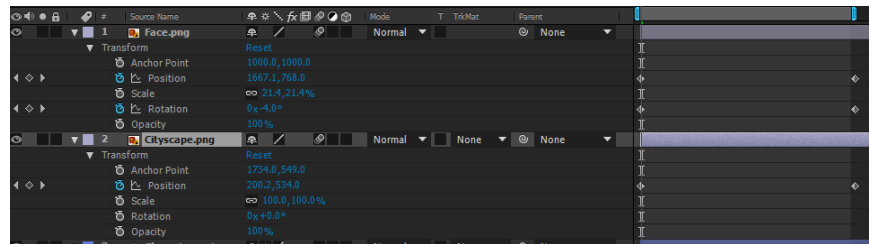
- ○ Motion blur
    - ■ Click the button that looks like 3 stacked circles at the top of your timeline view
    - ■ Check the corresponding box for each animated layer
- ● Export
    - ○ Go to "File - Export - Add to render queue" to prep the animation to render
    - ○ Go to the rendering tab at the bottom
    - ○ Click the blue text next to "Output To" to choose where to save your video file
    - ○ Hit render to the right and you will have a video file at the target destination when done!