Project Requirements & Specifications

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For the first part of this document, you will detail the technical analysis that you carried out to enable successful project delivery. This could involve, for example, the detailing of your findings resulting from the testing of multiple animation or video editing tools.

Your analysis should structure your document to show that you have carried out in depth analysis of many industry tools and conclude with your selection for your project. Things to consider when choosing your tools should be:

Part 1

This report involves my analysis regarding software suitability for my 2D animation project. After testing multiple software's for my project, such as; Procreate, Blender, and Adobe After Effects (AE), I have concluded that After Effects is my favorable option, although each software came with its own advantages and disadvantages. Procreate is an illustration, sketching, painting, and animation app made exclusively for iPad and iPhone, for 14.99 euro. Although I am familiar with this software the most, I find it can be tedious to create an animation with, and there are better options for it. Blender has a powerful 2D animation tool called Grease Pencil, which allows you to draw, edit, and animate 2D shapes in a 3D space with various brushes and modifiers, however I find it can be difficult to navigate, and it is simpler for 3D animation.

Adobe After Effects was my chosen tool. It is a 2.5D animation software used widely in TV and film post-production, final stage in film, for the creation of special effects, animation, and motion picture compositing. Over 12,170 companies have started using Adobe After Effects in 2024. AE can be installed on Windows.

* What Licensing is used: paid/free tool

The first ever AE Versions to come out were 1.0 and 1.1, released in January 1993 and May 1993. Its latest version was 24.2 in February 2024, making it over 30 years old. The software is well established and is used by visual designers, video artists and editors, motion graphics designers, UX professionals, and animators.

Adobe After Effects, like every software, has its advantages and disadvantages.

The advantages include:

* The wide range of tools and features for achieving professional quality visual effects, animations, and motion graphics.
* Intergration with other Adobe Creative Cloud applications like Photoshop, Illustrator, and Premiere Pro, which allows for a smooth workflow.
* Keyframe animation tools that allow for precise control over animation timing and movement, which is essential for creating dynamic and engaging animations.
* Robust masking and rotoscoping tools make it ideal for isolating and manipulating specific elements within a composition.

Some disadvantages are:

* After Effects can be challenging for beginners due to its complex interface and exntensive feature set.
* AE is part of the Adobe Creative Cloud subscription, which can be expensive for individuals.
* Rendering complex animations and effects can be time-consuming, especially for longer or high-resolution projects.

- What differentiates this tool from others?

- What do you like about it, what is not to like about it?

- Does it suit your project needs?

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