

A little bit about YAML

Yaml is a simple data-oriented language on which Hyle is built. You may have previously heard of XML or JSON as markup languages, YAML is just as powerful but is more readable and elegant.

Here's a basic YAML example:

```
- firstName: Tyler
  lastName: Durden

  professionalExperiences:
    - Soap Maker
    - Projectionist
    - Waiter

  favoriteQuote: >
    Without pain, without sacrifice, we would have nothing.
    Like the first monkey shot into space.
```

Read more about YAML: [wikipedia.org/wiki/Yaml](http://en.wikipedia.org/wiki/Yaml)
(<http://en.wikipedia.org/wiki/Yaml>)

Understanding items and layers

Items

Items are basically what you'll find in your **Project panel**. These are **Occurrences** of objects, in opposition to **Instances** you'll find in your timelines.

That's why when you want to truly duplicate and modify a composition you have to duplicate it from the project panel. You then duplicate the **Occurrence**.

Hyle's syntax has been created with ease of use in mind so you don't have to bother with After Effects different types of objects. But After Effects will create many things as items :

- Null, Adjustment and Solid Layers (that what's in that Solid folder you always get in your project structure)
- Compositions
- Folders
- Footage (footage referring to every type of media ex.: .mp4, .wav, .psd, etc.)

Layers

A layer is an item that has been staged. So when we create a solid layer in After Effects, two things happen. A new layer is **stored** in our project panel (in the Solids folder) and the layer is automatically **staged** in our active composition.

Object	Panel	Action	Type
Item	Project	Store	Occurence
Layer	Timelines	Stage	Instance