

TIME-BASED DESIGN



Time-Based Design

Adobe After Effects is a powerful software used for creating motion graphics, visual effects, and compositing in video and film production. Its workspace is designed to provide a comprehensive environment where users can create and manipulate various elements to achieve their desired effects.

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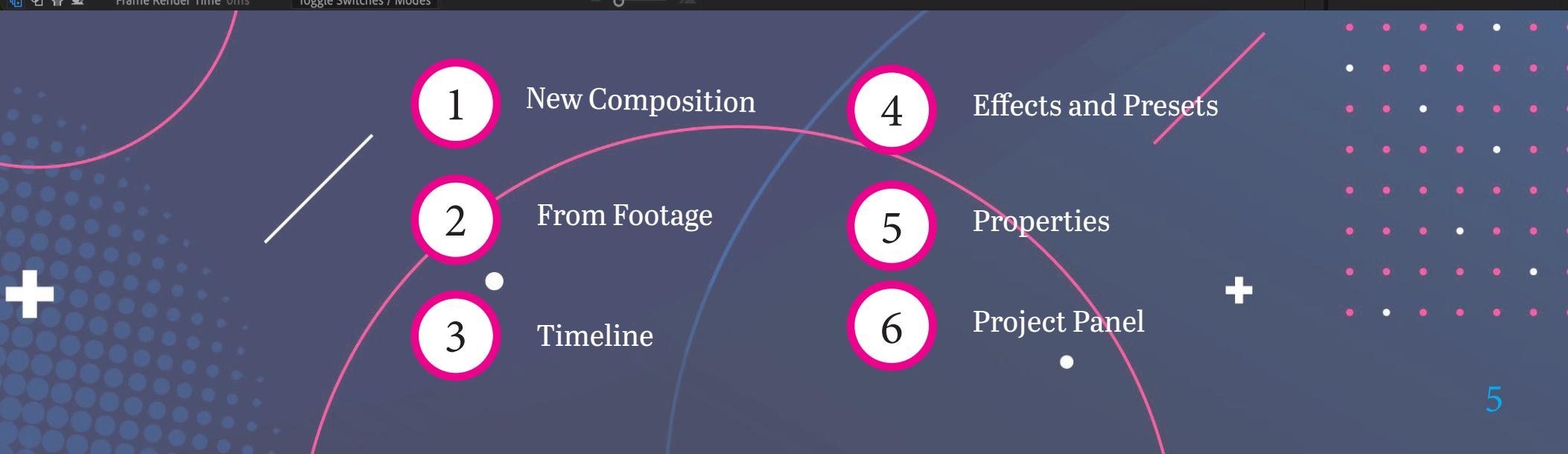
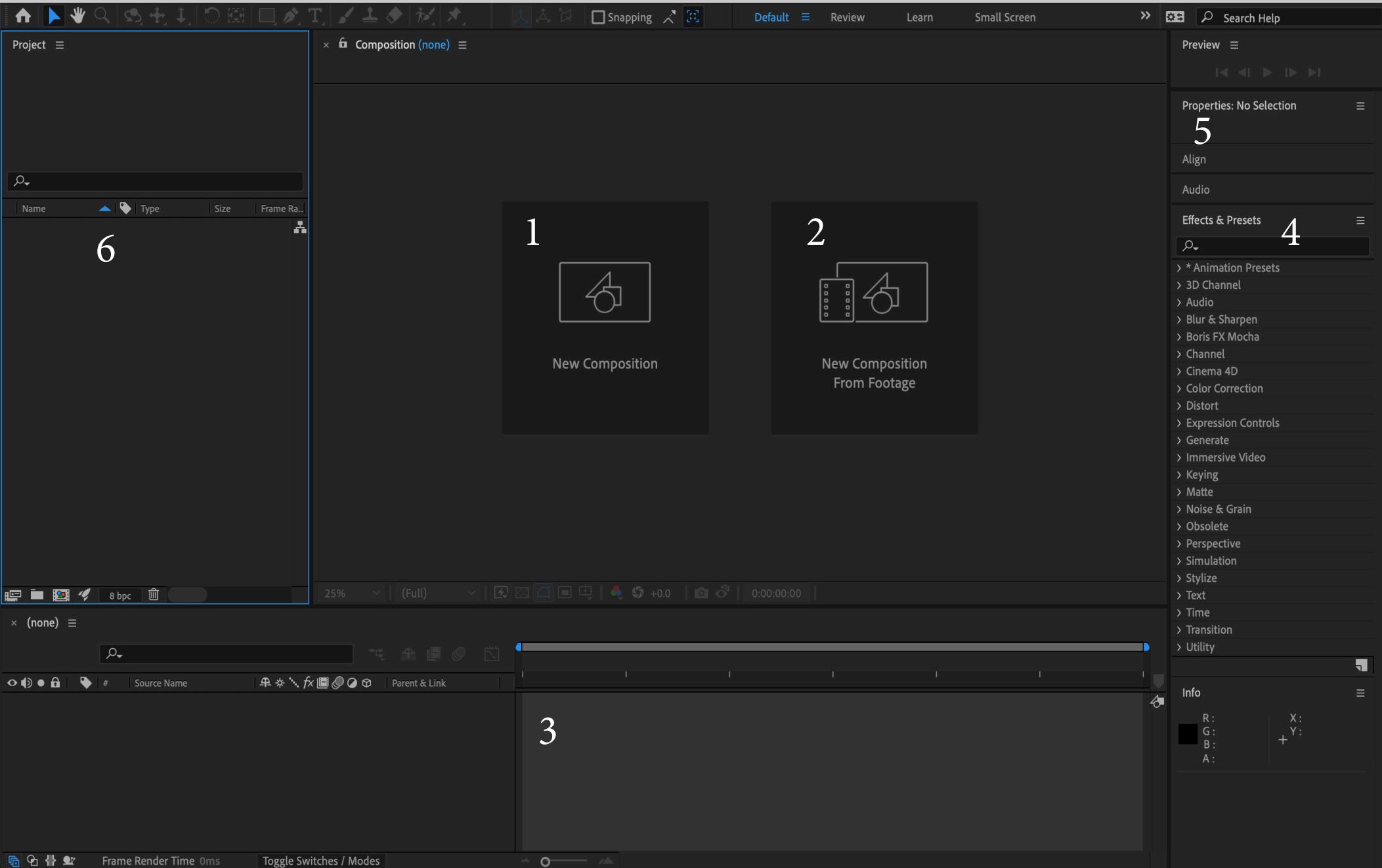
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WorkSpace

This panel displays the active composition, which is the canvas where you create and edit your visual content. You can see the composition's timeline, layers, and effects in this panel. It's where you'll see the real-time preview of your work.

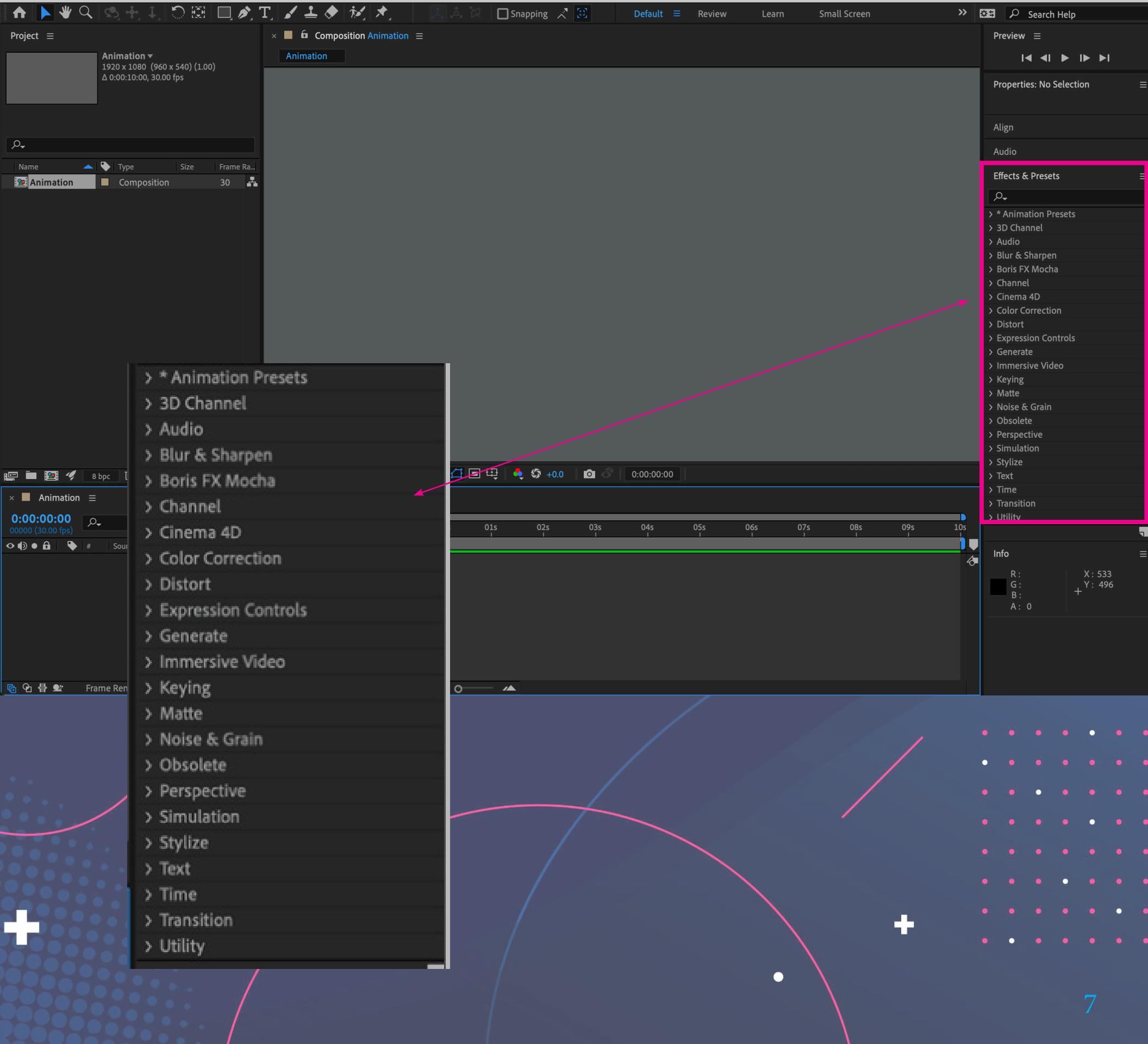


Effects

Effects are specialized filters, adjustments, and enhancements that can be applied to individual layers or compositions. These effects can range from basic color corrections to complex simulations and animations.

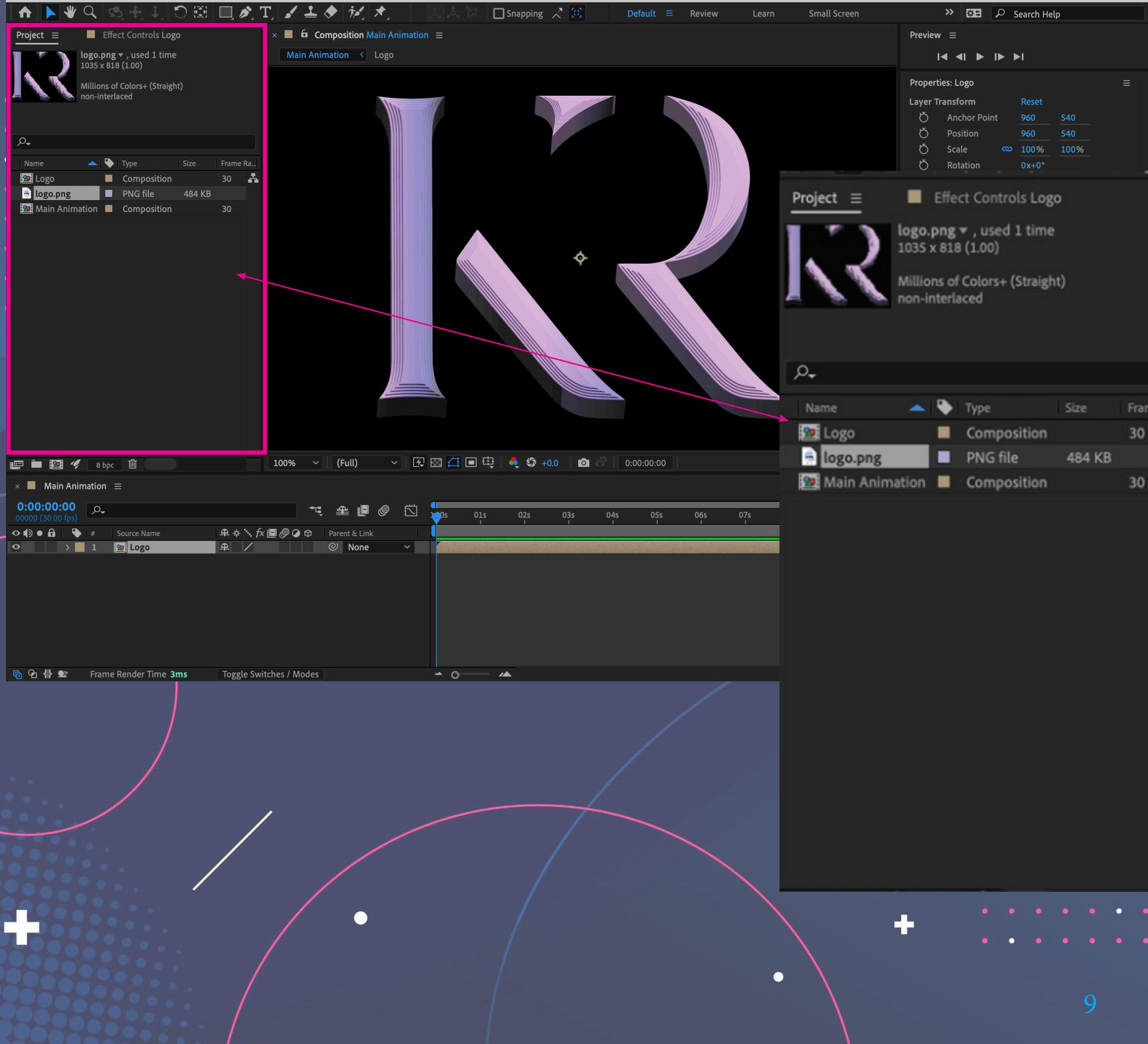
Presets

Presets in After Effects are pre-configured settings for effects and animations that can be saved and reused. They serve as shortcuts to achieve specific looks or motions without having to manually adjust all the parameters each time.



Project Panel

The Project panel in serves as the central hub for managing and organizing all the assets and elements that make up your project. It's where you import, arrange, and access various files and resources.



Timeline

When you open a composition in After Effects, the timeline is displayed at the bottom of the interface. It consists of layers stacked vertically, each representing a separate element, such as video footage, images, text, shapes, and effects. These layers are organized in the order they appear in the composition, from bottom to top.

The image shows the After Effects interface with the following details:

- Project Panel:** Shows a folder named "Effect Controls Logo".
- Composition Panel:** Titled "Composition Main Animation", it displays a logo composed of a grid of dots forming a stylized letter. The logo is rotated and has a gradient.
- Properties Panel:** Shows properties for the "Logo" layer, including:
 - Layer Transform:** Anchor Point (960, 540), Position (960, 540), Scale (100%, 100%), Rotation (0x+0°), Opacity (100%).
 - Effects & Presets:** A "CC Ball Action" effect is applied, with settings: Scatter (0.0), Rotation Axis (X Axis), Rotation (0x+0.0°), Twist Property (X Axis), Twist Angle (0x+0.7°), Grid Spacing (5), Ball Size (59.0), and Instability State (0x+36.2°).
- Timeline Panel:** Shows a single layer named "Logo" with a duration of 00:07 (30.00 fps). The "CC Ball Action" effect is applied to this layer. The timeline is zoomed to frame 0:02:11.



Effect and Key Frame

I've used a combination of fx cc ball action making keyframes in scatter, twist angle, ball size and instability state. To create this step in my animation. I've also made the keyframes easy ease.

Main Animation • Logo

fx CC Ball Action Reset

- > **Scatter** 0.0
- > **Rotation Axis** X Axis
- > **Rotation** 0x+0.0°

Twist Property X Axis

> **Twist Angle** 0x+0.7°

> **Grid Spacing** 5

> **Ball Size** 59.0

> **Instability State** 0x+36.2°

Main Animation • Logo

fx CC Ball Action Reset

- > **Scatter** 0.0
- > **Rotation Axis** X Axis
- > **Rotation** 0x+0.0°

Twist Property X Axis

> **Twist Angle** 0x+0.7°

> **Grid Spacing** 5

> **Ball Size** 59.0

> **Instability State** 0x+36.2°

100% (Full) 0:00:02:11

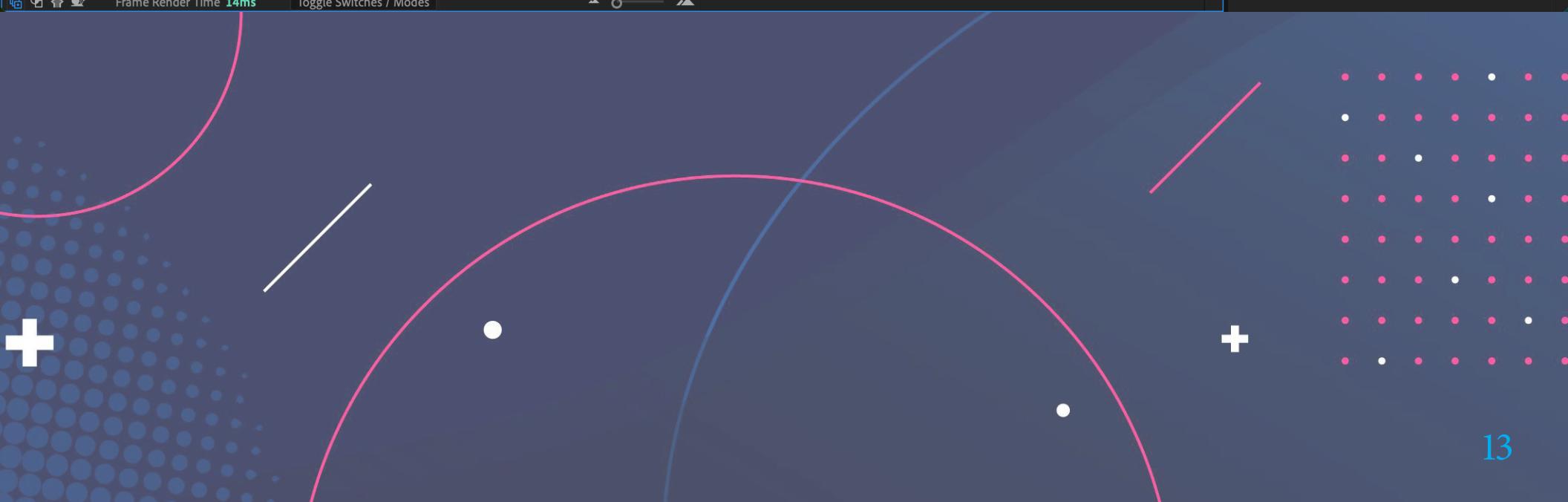
0:00:02:11 00071 (30.00 fps)

1 Logo

fx CC Ball Action

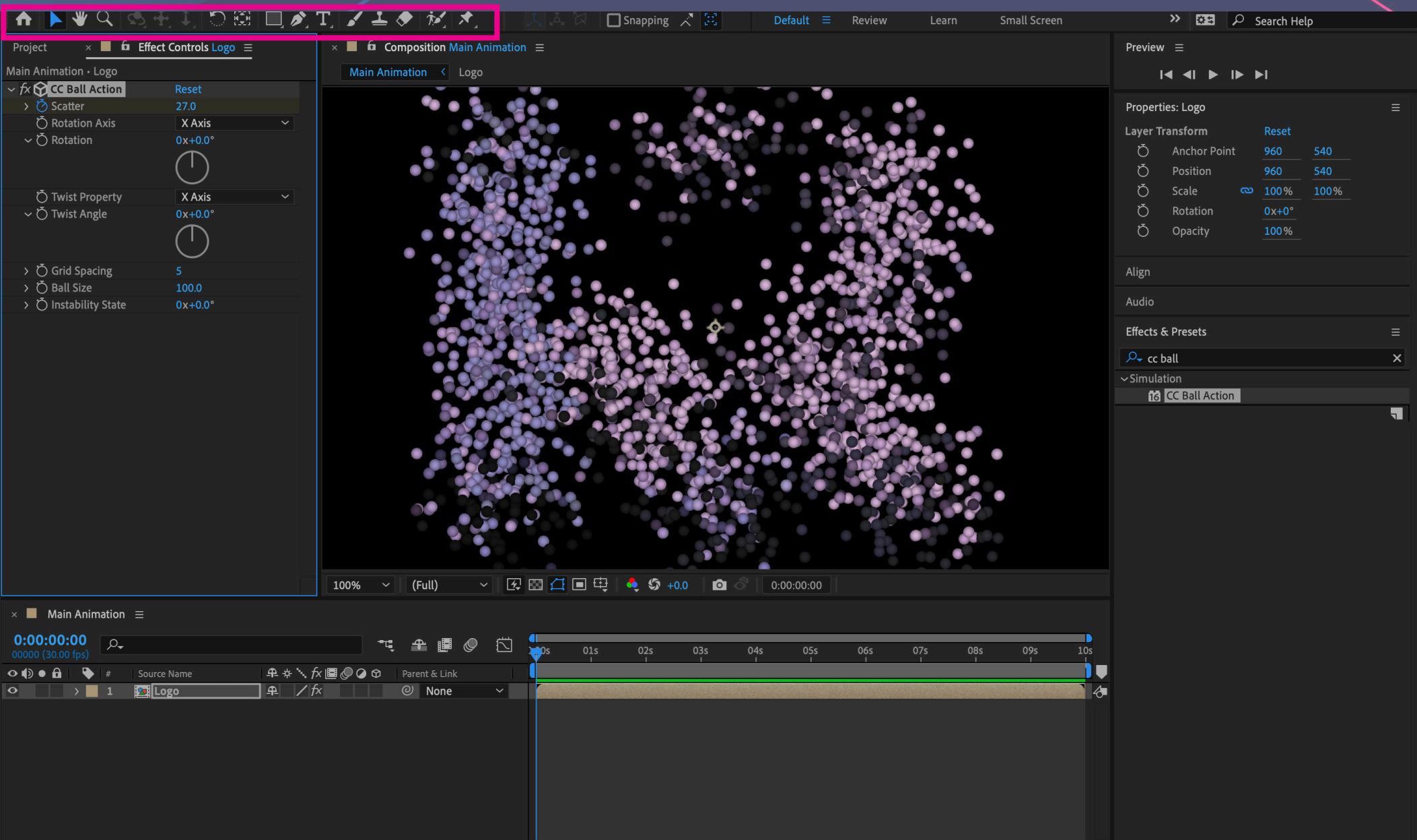
- > Scatter 0.0
- > Twist Angle 0x+0.7°

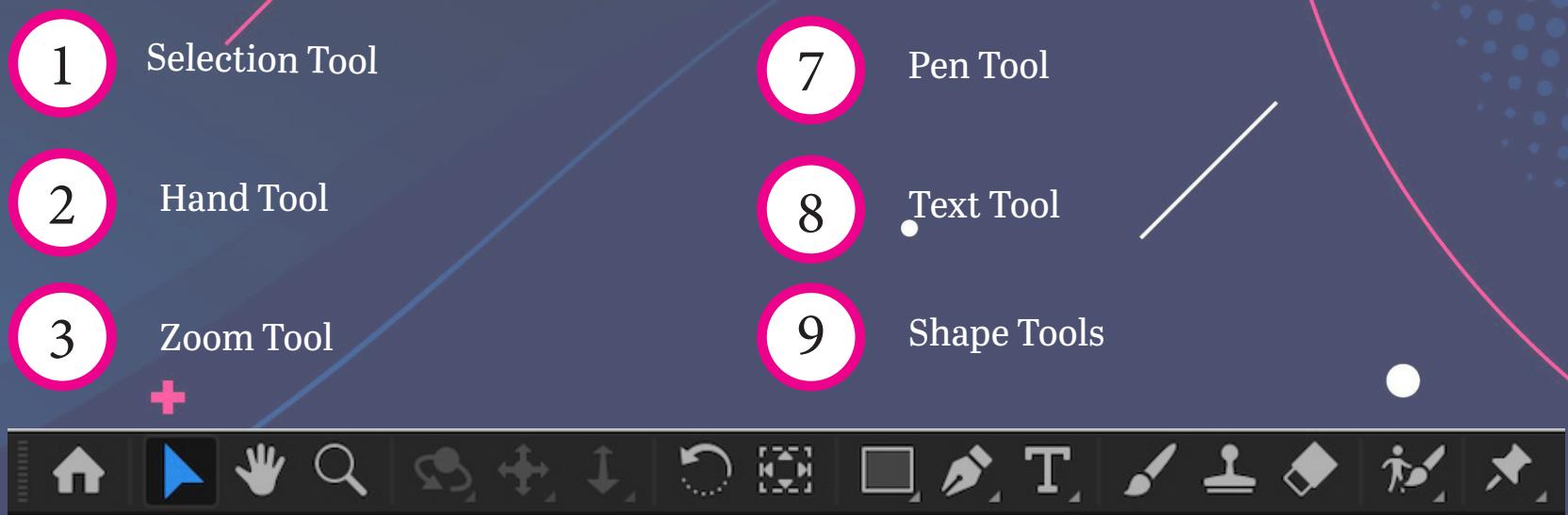
Frame Render Time 14ms Toggle Switches / Modes



Tools

the top bar of tools, often referred to as the “Toolbar” is where you’ll find a range of tools that allow you to perform various actions and tasks within the After Effects.





Opacity

To create this effect I added exposure and played around with the opacity placing keyframes at 0% than at 100% along the animation.

This screenshot shows the Adobe After Effects interface with several panels open:

- Project Panel:** Shows a folder named "Effect Controls Logo".
- Composition Panel:** Titled "Composition Main Animation", it displays a logo composed of a grid of dots. The logo is oriented vertically on the left, then tilted diagonally across the center, and finally oriented vertically on the right.
- Properties Panel:** Shows properties for the "Logo" layer, including:
 - CC Ball Action:** Reset, Scatter: 197.1, Rotation Axis: X Axis, Rotation: 0x+0.0°.
 - Twist Property:** X Axis, Twist Angle: 0x+0.0°.
 - Grid Spacing:** 5.
 - Ball Size:** 20.0.
 - Instability State:** 0x+37.5°.
- Effects & Presets Panel:** Shows the "exposure" effect under "Image - Special Effects". Other categories like "Animation Presets" and "Color Correction" are also visible.
- Timeline Panel:** Shows a single layer named "Logo" at frame 00:04:07 (30.00 fps). The "Opacity" keyframe is highlighted with a pink box, set to 0%.
- Preview Panel:** Shows a preview of the composition with a playhead at 00:04:07.

The bottom of the screen features a decorative background with abstract shapes and a large plus sign icon.

Properties

These are the properties I've used for the effect reflection. Everything put together completes my animation which I will show after.

Project Effect Controls Reflection

Reflection , used 1 time
1920 x 1080 (960 x 540) (1.00)
Δ 0:00:10:00, 30.00 fps

Main Animation < Logo

Active Camera (Camera 1)

Properties: Reflection

Layer Transform	Reset
Anchor Point	960 540
Position	960 540
Scale	100% 100%
Rotation	0x+0°
Opacity	100%

Align

Audio

Effects & Presets

Distort

CC Blobbylize

100% (Full) 0:00:03:08 Draft 3D Classic 3D Active

0:00:03:08 00098 (30.00 fps)

Source Name

- 1 Camera 1
- 2 Adjustment Layer 1
- 3 Logo
- 4 Logo
- 5 Reflection

Frame Render Time 1.26s Toggle Switches / Modes

