INTRODUCTION TO POST-PRODUCTION IN AFTEREFFECT

For urban, architectural and landscape architectural representation

Digital Media Workshop, Spring 2015 -2016

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WHO YOU ARE

This workshop is for those who want to understand the process of post-production in AfterEffect for Urban, Architectural, and Landscape architectural representation as a form of a video.

OBJECTIVITY

understanding the basic concepts of animation, timeline, composition in AfterEffect

be able to do editing in post-production

be able to do effecting in post-production

leaning different types of the visualization working processes in AfterEffect

to prepare for advanced visualization integrated with such software as Rhino3d, Maya or 3ds max

SOFTWARE

AfterEffect, Media Encoder, plugins, and scripts (Rhino, 3ds max, Photoshop)

copy and unzip the 3DVisualziation.zip file in Nettmp\[2016_IntroductionToPost-Production] to your local disk

AfterEffect CC(2015 version[13.5.0 or above]) is needed to practice the examples(https://creative.adobe.com/products/download/aftereffects)

WHEN

Part A 7:45pm - 10:15pm, February, 31(Monday), 2016

Part B 7:45pm - 10:15pm, March, 1(Tuesday), 2016

Room 111

STRUCTURE

80% for demo with example files, and 20% for overview of processes, this ratio might be changed during the workshop.

WHERE CAN I DOWNLOAD THE FILES

Nettmp\[2016_IntroductionToPost-Production] folder(you need 20GB free space in your local HDD)
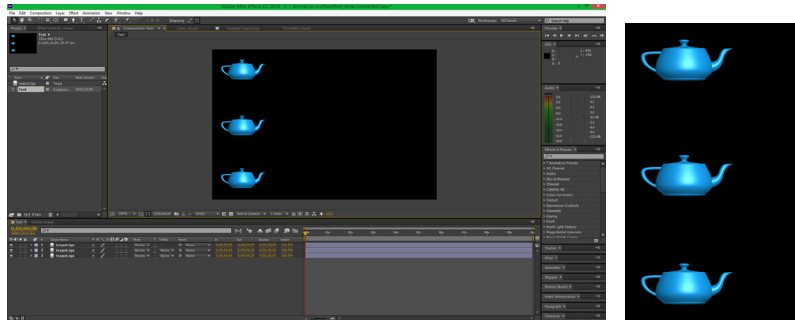
PART A KEYWORDS

GENERAL WORKING PROCESS OF POST-PRODUCTION IN ARCHITECTURAL VISUALIZATION

POST-PRODUCTION

understanding basic post-production in Aftereffect for video production

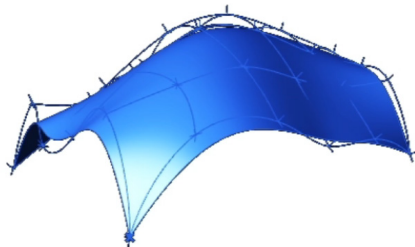A1- interface / import / exporting(rendering)
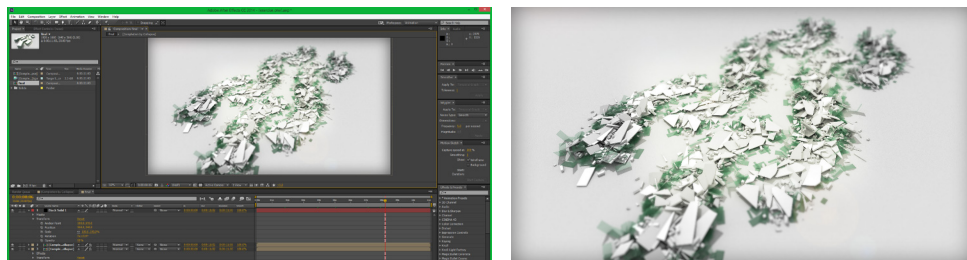
A-2 animation in Aftereffect (basic Motion Graphic)
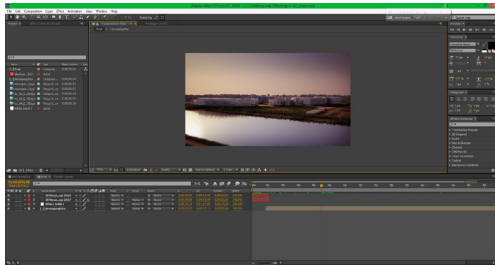

A-3- understand of layer and composition in AfterEffect
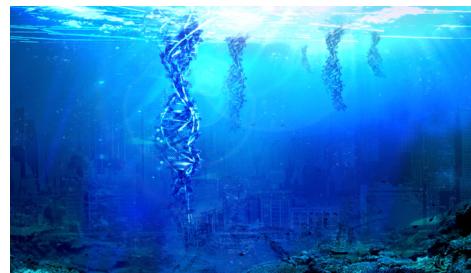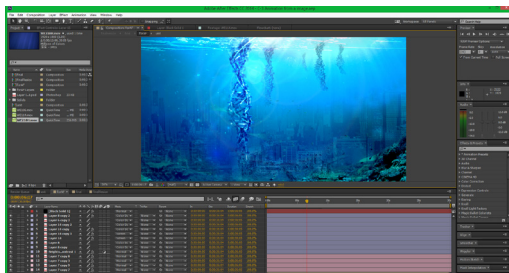

A-4 animation with Grasshopper
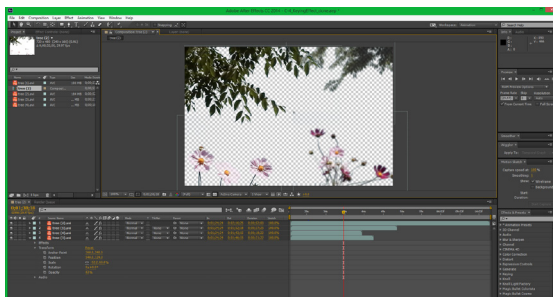

A-5 effecting and blending mode with sequences images

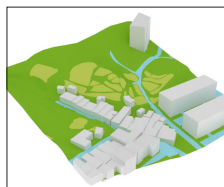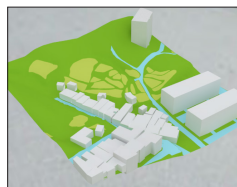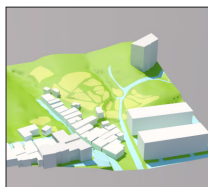## A-6 editing and effecting with sequences images

A-7 animation from a image

C-8 keying effect

A-9 renderingTemplate

PART B KEYWORDS

ADVANCED SKILLS IN AFTEREFFECT

understanding advanced post-production in Aftereffect for video production
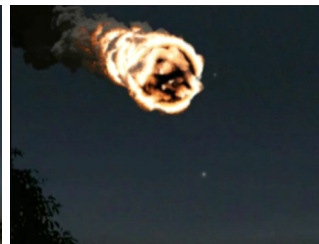
B-1 Stabilize Motion

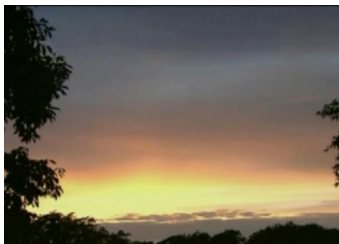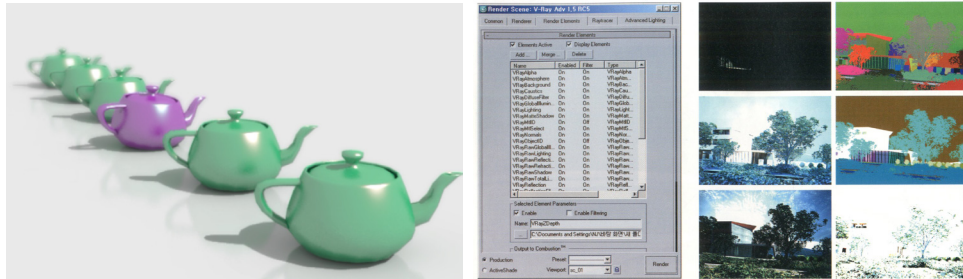

B-2 Track Motion / Stabilize Motion
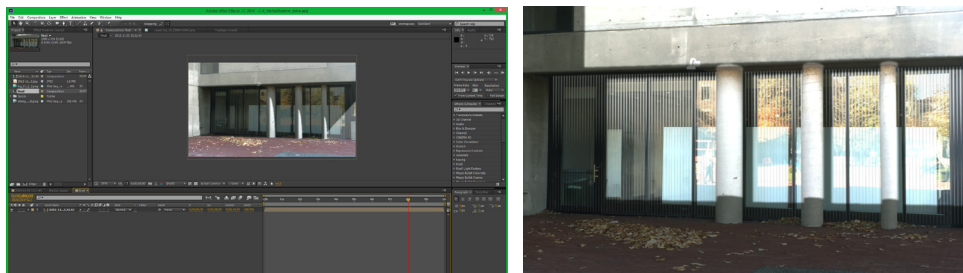

B-3 Smoother / Wiggler

B-4 channel and element rendering

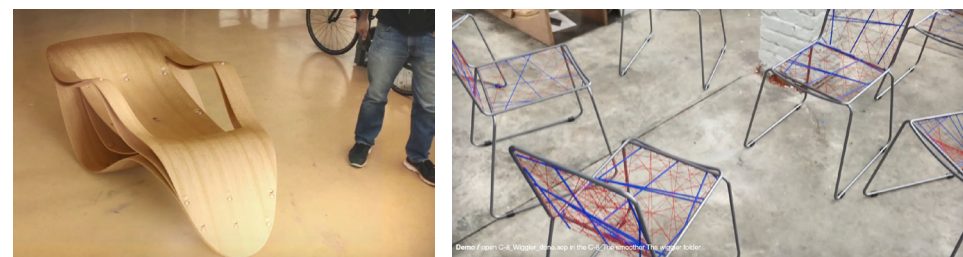B-4 channel element rendering (RPF format with object ID)

B-5 Matte/Shadow

Tip Anti-Aliasing with background color

B-6 digital mockup (case study)

B-7 DREAM PAVILION ANIMATION, by Folio (case study)

B-8 Adobe AfterEffect Script (JSX)

B-9 overview, plugins for Aftereffect

MEMO

APPENDIX

BASIC SHORTCUT

import : Ctrl + I

create a new Composition : Ctrl + N

split a selected layer : Ctrl + Shift + D

duplicate a selected layer : Ctrl + D or Ctrl+ C

blend mode : Shift + - or Shift + +

copy a selected key : Ctrl + C

paste a selected key : Ctrl + V

start render area : B

end render area : N

render queue : Ctrl + M

CODEC(FORMAT)

H.264 (does not mean the extension name)

Resolution and ratioStandard-definition television (SDTV):

   480i (NTSC-compatible?digital standard)

   576i (PAL-compatible?digital standard)

Enhanced-definition television (EDTV):

   480p (**720 × 480** progressive scan)

   576p (720 × 576 progressive scan)

High-definition television (HDTV):

   720p (**1,280 × 720** progressive scan)

   1080i (1,920 × 1,080 split into two interlaced fields of 540 lines)

   1080p (**1,920 × 1,080** progressive scan)

Ultra-high-definition television (UHDTV)

   2160p (3,840 × 2,160 progressive scan; aka "4K UHD")

   4320p (7,680 × 4,320 progressive scan; aka "8K FUHD")

   8640p (15,360 × 8,640 progressive scan; aka "16K QUHD")360 video

360 video

   (**3840 x 1920**)

Reference: https://en.wikipedia.org/wiki/Display_resolution

PRE-PRODUCTION

1 schedule

       deadline / video run time / rendering style

Layout (Mise-en-scene)

1 frame

       vertical

       horizontal

       square

       diagonal frame

       open frame

       closed frame

3 background and foreground

       composition

       scale

       material

3 camera

       angles

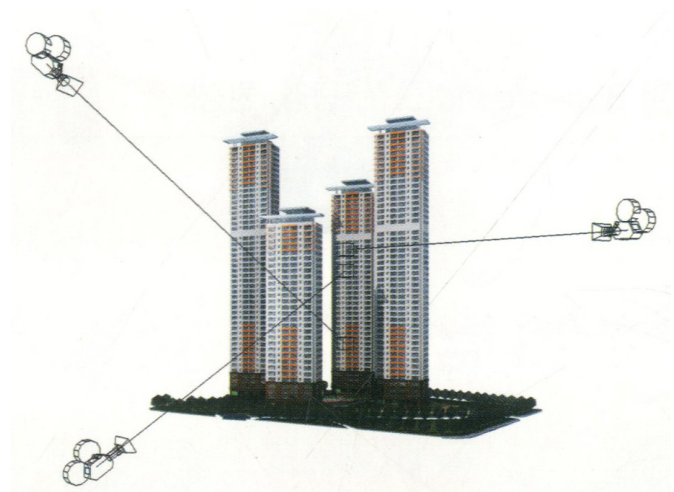   high angle

              low angle

              bird's eye angle

              eye angle

              oblique angle

Shots

        extreme long shot
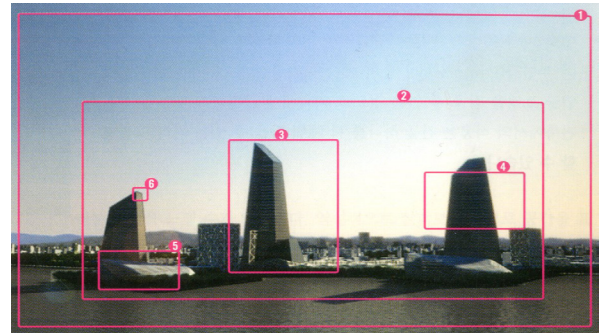
        long shot

        full shot

        medium shot

        close up shot

        extreme close-up shot

4 sequence or movement

    perception

        movement from emotion, contrast, frame, tradition

    camera

        pan

        tilt,

        dolly shot

        zoom short

        handheld shots,

        crane shots or aerial shots

    scenes

        transition between scenes

5 music and sound

6 raising questions

MEMO