

Preparing & Exporting a scene for compositing

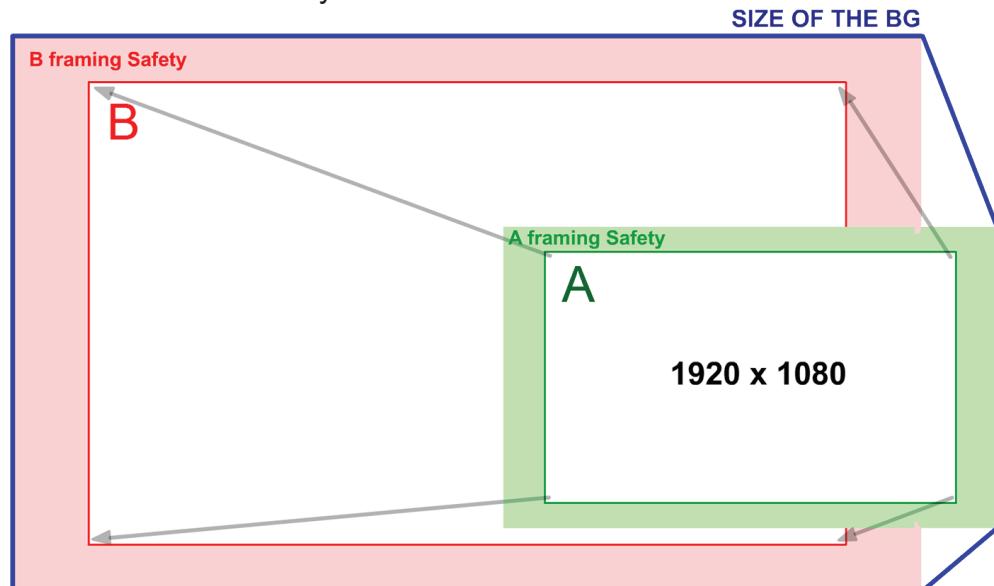
A. Reminder about BGs issues :

a. Size of the BGs

For more informations please see the doc [LAB_METHODE_LAYOUT](#)

The BG must always be made for the animation scene. When you reuse a BG you must be sure to adapt it for the scene.

- It is essential that the smallest field is 1920 x 1080 pixels.
- If there is a camera move, the resolution of the larger field must be done according to the resolution of the closest one.
- We always must have a 20 % safety zone.



When Something Big provides a reference BG it may be very large so it can be used for many different shots.



- Please never use such a BG as is.
- Using this BG you must create a new “production BG” adapted for each scene with the correct size specifications.

b. Layers in the “production BGs”

For more information -please see the doc [LAB_METHODE_LAYOUT](#)

- Consider all the layers that may be needed both at the animation and compositing steps. In this series we will need sufficient separate and well ordered layers to animate parallaxes at the compositing step.
- During the production it is useful to keep all the layers unmerged in the BG so it is easy to retake / reuse elements of these BGs.

BUT :

Before the PREC step you must be sure to merge each folder into one layer.

So we have only the field guide and one layer per element : OL / UL1 / UL2 / ULxxx / BG



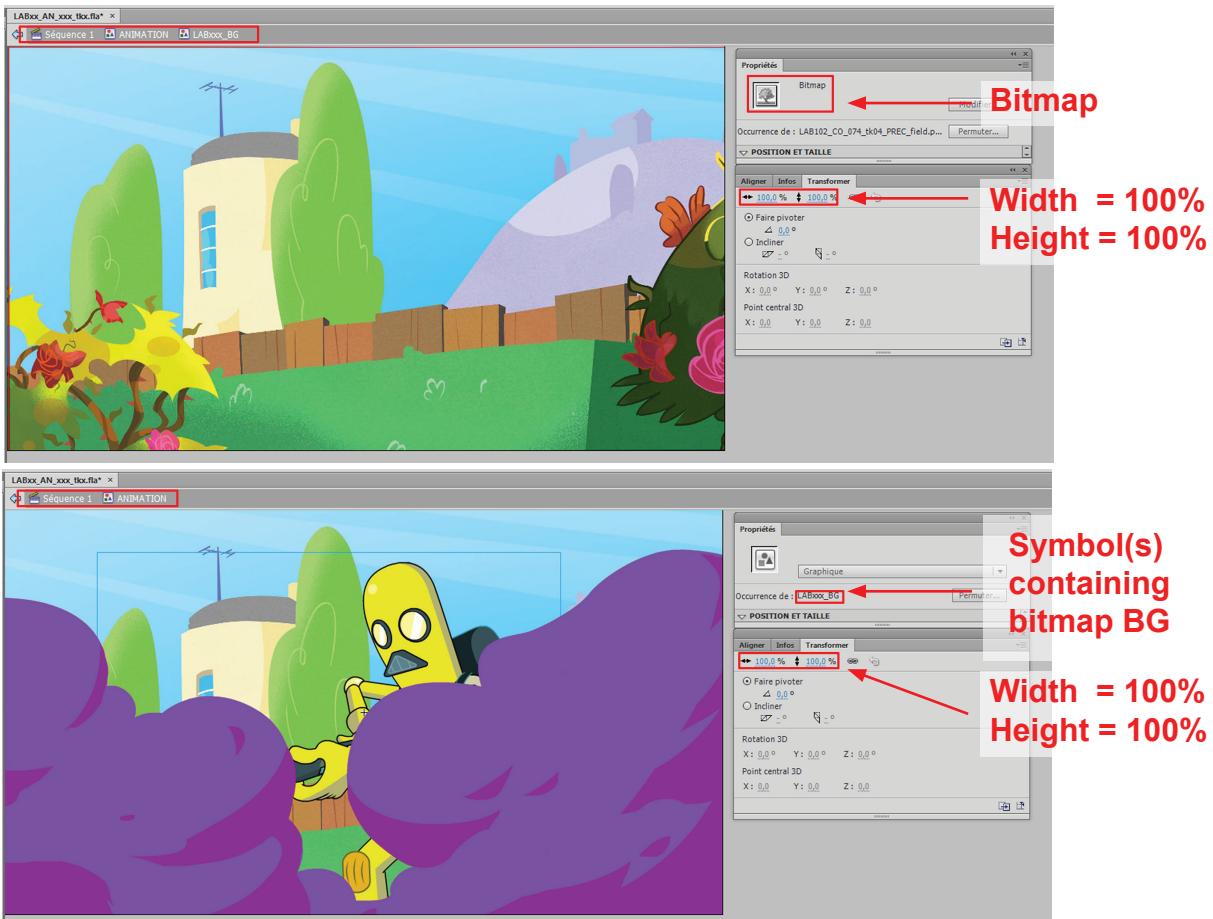
This PSD file will be directly imported at the PREC stage in After Effects.
No bitmap exported from Flash will be accepted.

B. Scene Assembly in Flash

For more information please see the Flash file provided with this note.

► Inside the main animation Graphic the BG must stay at 100 %

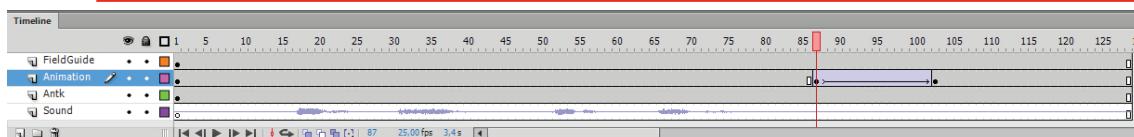
! Please never scale the BG at any step inside the main animation scene except when it is absolutely needed (almost never).



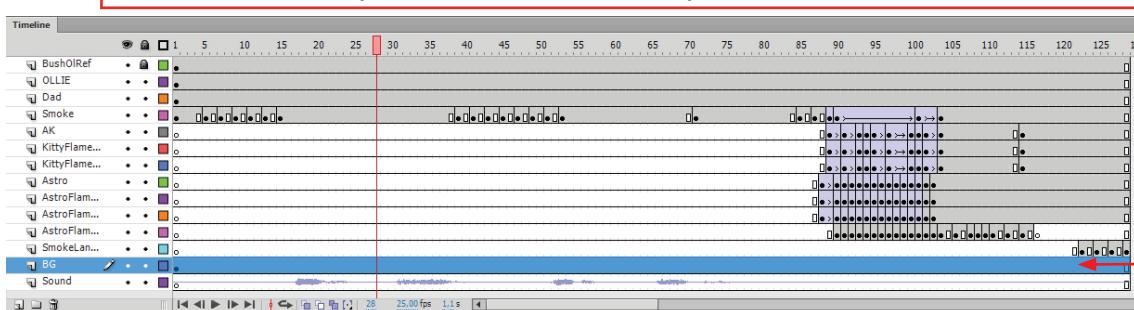
► As the temporary BG in Flash is just a reference for the animation :

- the BG must be at 100 % but the elements must be merged and the BG in LowDef.
- Just import the OL / UL needed for the scene.
- Except where noted, the parallaxes will be done at the compositing stage. There is no need to import all BG layers into the fla file if they are useless at the animation step).

! All camera moves must be done on the main animation layer.
The FLASH cameras must be deleted at the export stage.
The camera must be re-done at the compositing stage in After Effects.



! The BG must be on a layer named "BG" inside the main animation graphic.
Otherwise the script won't work at the step 3.



Inside the main animation graphic :

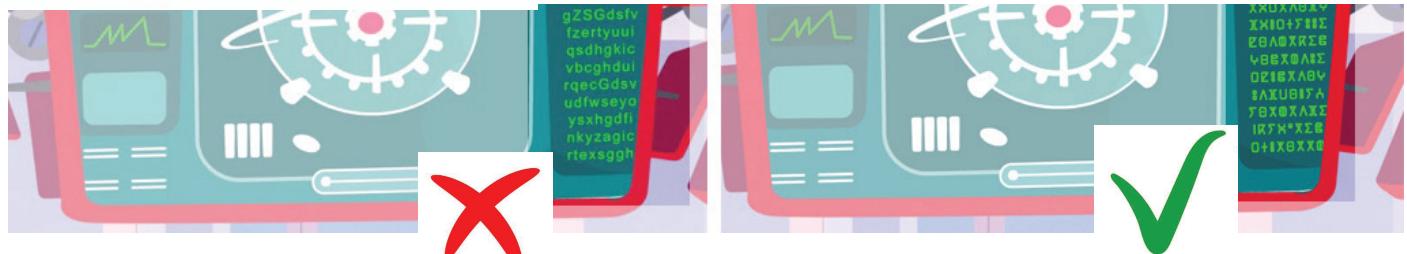
This layer must be named : "BG"

C. Export of elements from Flash.

Above all before exporting the approved animation please be sure to install on all the computers the two fonts used in the in-screens of the series

 **TifinaghKabaw-Hatamalbronni.ttf**

 **LilitaOne-Regular.ttf**



Once the shot has been approved at the AN stage, you must export the animation layers as a SWF files.

- No bitmap elements must be present in the Flash exports (See p.6 for exceptions).
- The animation must not be cropped.
- The cameras must be deleted.
- We must have sufficient separated layers to apply effects at the COMP stage.
- The fonts must be correctly exported



The jetboots flames, the ground shadows and the FXs as an overall must always be exported separately.

STEP 2. Preparing layers to be exported :

Inside the main animation graphic :

The fla file is occasionally disorganized or a little messy after the animation stage :

- a. Separate all the elements that need to be separated.
- b. Desactivate all the masks which crop or cut the characters.
- c. As much as possible, turn-off the transparencies, blurs, or any effects on the elements to be exported. These effects will be done at the compositing stage.
- d. Properly name the layers with a descriptive short name (ex. ElefunShadow).



Check that the BG is on a layer named "BG". (see step 3).



Export the mask shapes. It may be helpful at the compositing stage.



Sometimes it is necessary to export a character in several parts.

Please if possible, try to avoid having too many layers, just those required for the compositing stage in applying effects (for FXs mostly).



01_Akitty



02_AkittyFlameL



03_AkittyFlameR



04_AkittyTail

The blur & opacity of Fxs will be added at the COMP stage.

STEP 3. Run the command `ST_StageMatchBg.jsfl`

Select the main animation graphic on the main stage and run the command.



command : `ST_StageMatchBg.jsfl`

Command functions :

a. Export a SWF file of approved animation (control file).

This file is very important to check the scene assembly at the PREC & COMP stages.

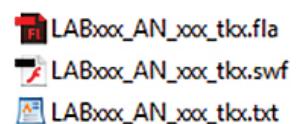
It must be imported into After Effects with an alpha channel and, is used to check that there are no export issues, to help the COMP teams to re-do the camera and to properly register all the elements on the scene.

b. Export a txt file with the camera information.

This function copies each Keyframe's scale and rotation information. It will help to exactly redo the framing at the PREC stage.



The name of these files will be `LABxxx_AN_xxx_tkxx.swf` and `LABxxx_AN_xxx_tkxx.txt`. They will be exported next to your Fla file.



c. ► Hide and set the other layers as guide.

► delete the motion tweens and the keyframes, then **resize the graphic at 100 %**.

► **Extend the stage** (previously 1920x1080) to the size of the BG inside the graphic.

Using this technique we are sure that we have sufficient safety for the compositing stage.



If the BG is wider than 8192 px, it will be reduced to fit the maximum possible stage size. In this case the graphic is no longer at 100%. At the PREC stage you will have to scale the exported layers by **n x 125%** to return to the original size again.

When the animation is reduced, the txt file is updated with the reductions information.

d. Set the bitmap files' properties to Loseless (see the p.6 "Exceptions")



Stage size
1920 x 1080 px

Click on the
animation graphic
THEN



command : `ST_StageMatchBg.jsfl`



The stage is now
4095 x 2050 px
(size of the BG)

STEP 4. Exporting the layers :

Inside the main animation graphic :

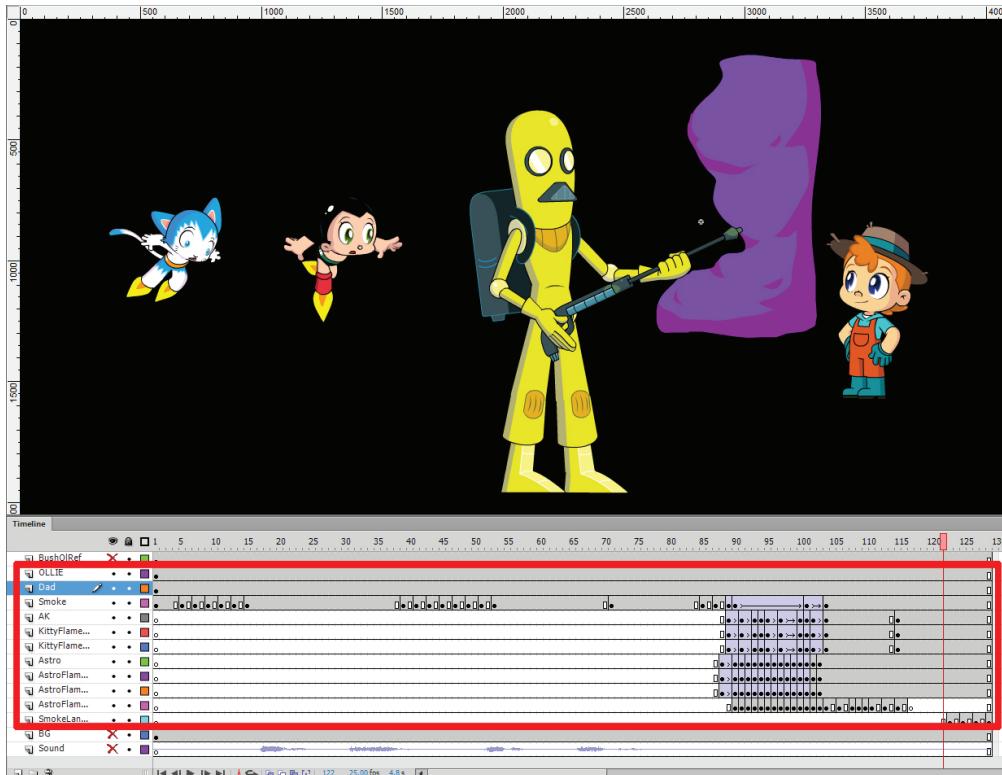
a. Hide unnecessary layers

b. Run the command `ST_ExportSwf_V0.9.jsfl`



command :

`ST_ExportSwf_V0.9.jsfl`



- 02_Ollie.swf
- 03_Dad.swf
- 04_Smoke.swf
- 05_AK.swf
- 06_KittyFlameOL.swf
- 07_KittyFlameBG.swf
- 08_Astro.swf
- 09_AstroFlameOL.swf
- 10_AstroFlameBG.swf
- 11_AstroFlameUL3.swf
- 12_SmokeLanding.swf



All the guide and hidden layers are not exported.



- The guide and hidden layers are not exported.
- Masks and masked layers are exported separately to be redone at the PREC stage.
- The guided layers are exported guided (only one guided layer by motion guide is currently supported).
 - The swf file's name will be the one of the guide layer.
 - If there are several guided layers under the same motion guide please duplicate the motion guide.
 - This function does not work in Flash cs6
- You can use folders. All the layers inside a folder are exported merged
 - The swf file's name will be the one of the guide layer.
 - The masks if visible are applied, if hidden they are not applied.
- This command works on the current timeline (you can for instance export layers directly from inside a character's graphic).

All the layers will now be automatically exported in a folder named "SWF" next to the fla file with the following nomenclature :

ex : **08_Astro.swf** - the number is the layer's position number in Flash and the name is the layer's name



When the architecture of the file is too complicated to use the export command you can uncheck the "include hidden layers" parameter in the publish settings. In this case just properly rename the file exported and be careful not to overwrite the "control swf".

STEP 5. Check files

To avoid time wasting return trips between the respective studios and departments, please check that you have in your folder :

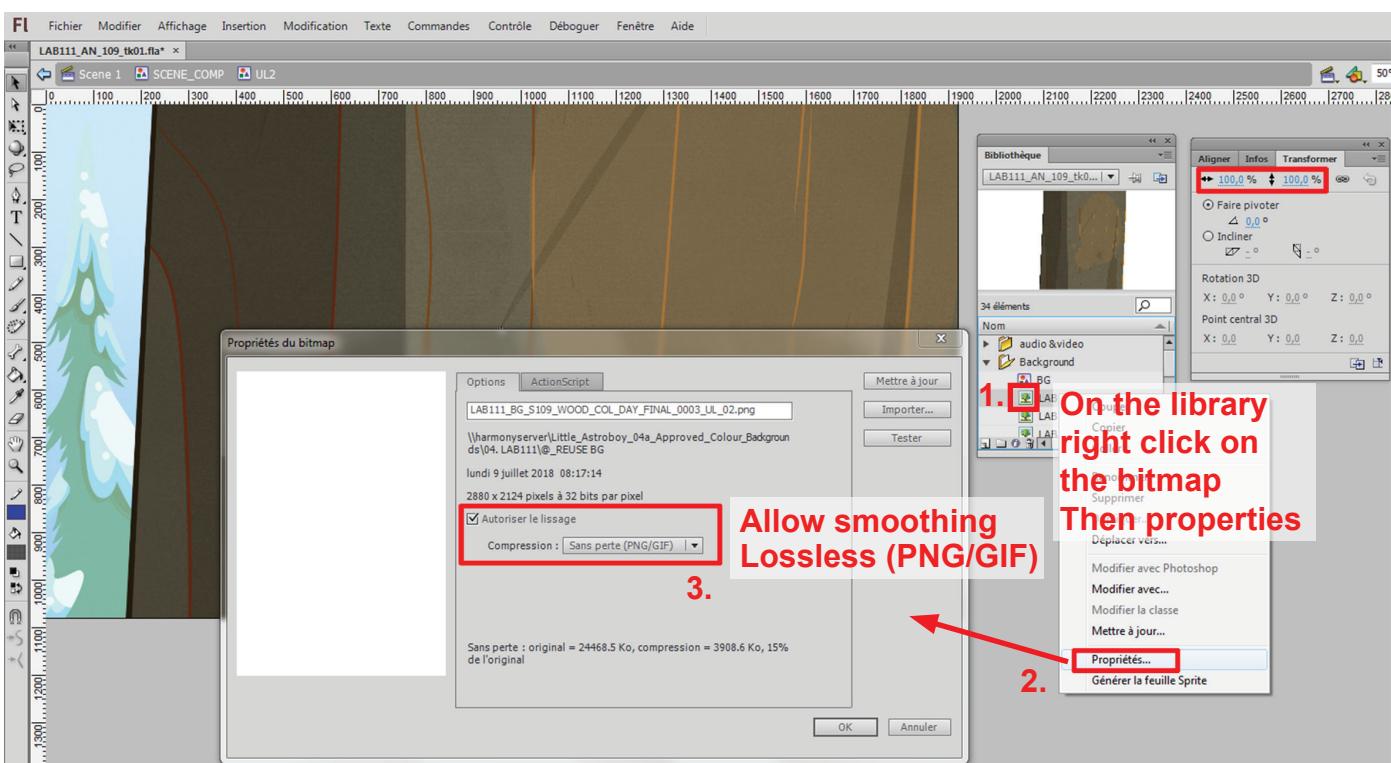
- The SWF of the approved animation (control swf file).
- The SWF of the separated layers exported :
 - That the characters are not cut, cropped or masked.
 - That there is no alpha or any effects on the FX / shadows ...
 - There are sufficient layers to apply effects at the COMP stage.
 - That the fonts in-screen are the good ones.

Exception : When a bitmap element is animated (not including parallaxes)

- This element must be imported as a full-definition PNG in the stage.



- In this case only you can export the bitmap element as a swf file :
As it will be used as is in the final image and to avoid aliasing issues please be sure to use the following export parameters :



Also try to keep as much as possible all the graphics which contain this PNG at 100%.



Please note that *ST_StageMatchBg.jsfl* automatically sets these parameters to every bitmap in the library.

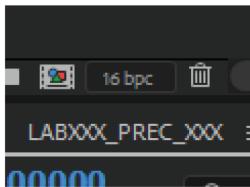
16 november 2018

PREC STAGE

Please refers to the provided file “LABXXX_PREC_XXX.aep”.

PRECOMPO AFTER

AEP : 16BITS / 25ips



Settings (refer to aep folder : PRECOMPO_EXAMPLE_16_11_2018) :

FINAL COMPOSITING : LABXXX_PREC_XXX

-Create a composition with the following naming convention **LABXXX_PREC_XXX** in **1920x1080**.

WORKING COMPOSITION : COMPO

- Create a composition named **COMPO** at the **same size than the BG**
 - Import the PSD layers.
 - Import the SWF at the same size than the BG (for animation only).
 - Put the layers in the right order without changing the elements parameters (position, size,...)

DO NOT PUT ANY 3D CAMERA NOR LAYERS IN THE COMPOSITION

NO SWF for the BG LAYERS BG

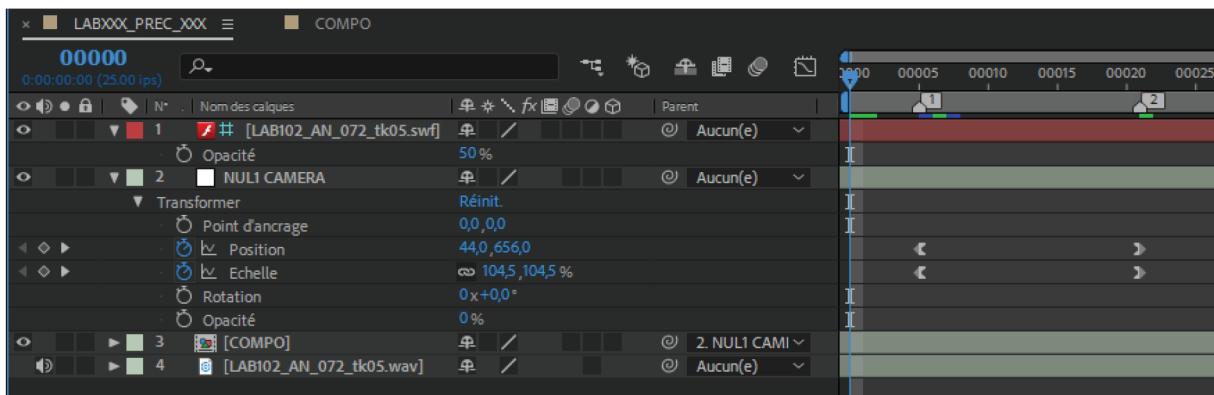
FINAL COMPOSITION : LABXXX_PREC_XXX

- Import the approved animation SWF control (without changing the size and position).
- Import the composition **COMPO** and link it to the layer **NUL 1** (for the camera).
- Import the wav

Use the video in transparency to set the COMPO and all the camera keys (size and position) with the NUL1 layer..

Just make the camera move without any multiplan.

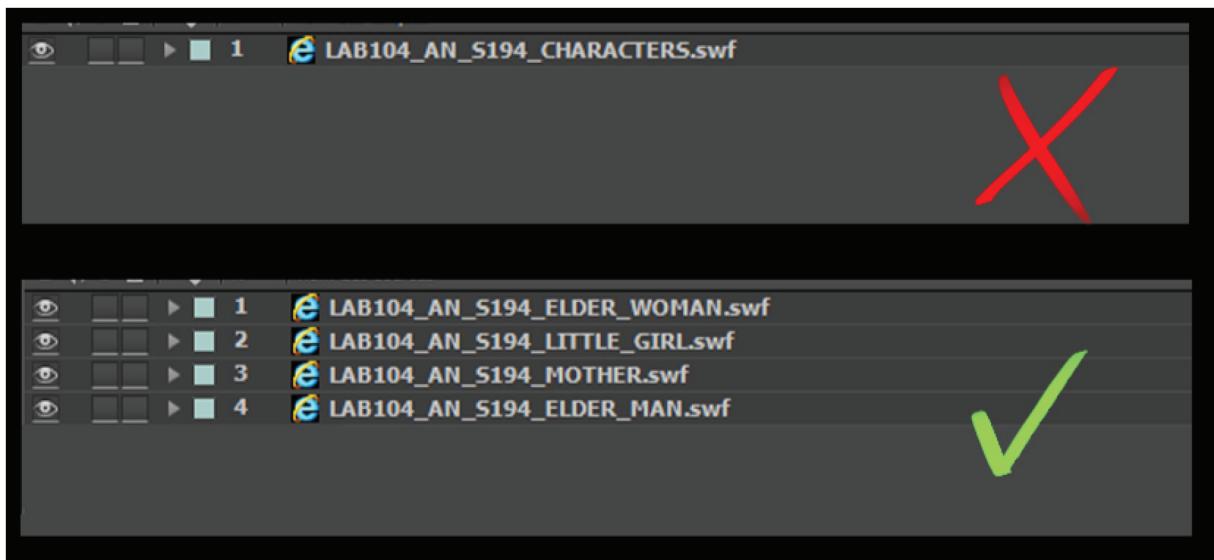
DO NOT MAKE 3D CAMERA



The final composition “LABXXX_PREC_XXX” has to exactly match with the “SWF” animation control.

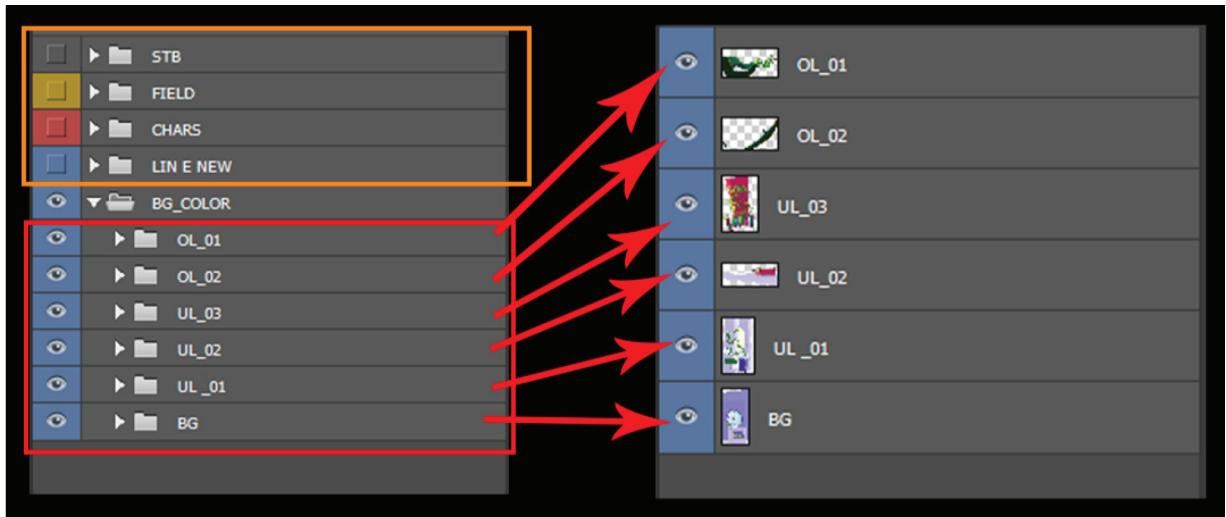
FINAL CHECK BEFORE TO SEND THE PRECOMP MATERIAL

- Separate all the characters



-Separate all the FX in several layers.

-Create all the layers for the BG, separate the skys and the various composition elements of the scene



- BG and elements BG (OL, UL...) has to be .PSD only. **NO SWF**.
- Never put a 3D layer