AFTER EFFECTS BASICS

Tuesdays,
9am–3pm
Br308
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Remember, you all have unlimited access to *Lynda.com* tutorials through your *home.mica.edu* login. Please use this as an additional tool to learn more about the software: tricks, techniques, what tools we might not cover do, etc.

Fun with PreComps — List of stuff to cover

- Basic overview of what's what in AE
    * Especially timeline, playback, ram preview, how file system works (links like INDD, you need to keep all the files you reference available) etc.

- Timeline

- Compositions (aka "Comps")
    * Sizes/Aspect Ratios/Pixel ratios
    * FPS, and anything else...
    * Changing comp settings if need be after initial creation

- Solids

- Masks

- Keyframes
    * Stop Watches...
    * Turning off a stopwatch will delete ALL the keyframes you've set

- Duplicating Layers

- Copy and Pasting Keyframes

- Working in Timeline

- Eases...

- Duplicating Comps

- PreComps
    * There are 2 ways to make PreComps / Nest compositions
      1) Select Layers in the composition you are working on and then "PreCompose" them — this will create another composition outside of the one you are working in, replacing the layers you selected with said new comp in the timeline.
      2) Select a Composition (or compositions) in the Project palette and right-click (control-click on some Macs) and select "New Comp from Selection." This will create a new composition that includes everything you had selected.

- Nesting
    * Why you want to do this...
    * Change the original, and you change it everywhere it is referenced — Awesome!

- Simple FX (use hue/saturation for this one, but let them play around later)

- Adding Sound
    * No play back unless you Ram preview

- Exporting video

- Autosave (in AE preferences)
    * you might want to use this...

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AE does not behave like you will be used to from the other Adobe stuff …

For instance, you can only have one project open at a time. This project may have an infinite number of comps, linked files, etc. but it is not like InDesign, PS, or AI where I can have as many different files open as I want …

"Projects" are AE files,
"Compositions" are like scenes or pages or artboards …

Linked files are treated like they are in InDesign. They are not part of the project, merely referenced. If they cease to exist on your harddrive, or AE cannot find them anymore, they cease to be usable inside the project. **DO NOT ASSUME THAT BY IMPORTING THEM YOU HAVE SOMEHOW MOVED THEM.** You can "package" an AE project just like an Indesign Document.