

AFTER EFFECTS BASICS

A Three-Hour Tour

Importing:

File> Import> as composition if you need access to your PSD layers, footage flattens it

Composition:

Standard TV NTSC 720 x480 3:2 aspect ratio/ 1280 x 720 16:9. 29.97 FPS

Pixel Aspect Ratios:

NTSC= 0.91 / Computer= square

Title / Action Safe:

Guides for production, insures important info isn't cropped off

Compositions (aka "Comps")

Sizes/Aspect Ratios/Pixel ratios; FPS, and anything else; Changing comp settings if need be after initial creation

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 (controlclick on some Macs) and select "New Comp from Selection." This will create a new composition that includes everything you had selected.

Layers:

Similar to Photoshop.

- * Duplicating Layers

Layer styles:

drop shadow, bevel glow etc.

layer> layer styles

Working in Timeline

Eases, keyframes, layers, etc...

Keyframing:

remember to include both a start and an end value. Virtually any value can be keyframed.

- * Stop Watches...

- * Turning off a stopwatch will delete ALL the keyframes you've set

- * Copy and Pasting Keyframes

Keyframing assistant:

smoothes out motion paths for more natural movement > Rt click keyframe

Transform:

standard transform tools for each layer include anchor point, position, scale, rotate, opacity.

Solids:

Layer> new solid

Masks:

Simply draw the shape on the layer. Make sure the layer you want to mask is selected otherwise you will make new shape layer.

Effects:

loads of effects and plug-ins. The heart of AE (We'll use hue/saturation for this one, but you can play around later)

Text / Presets:

Animation> Browse presets> opens Bridge> selection in bridge transfers to selected AE layer

Parenting Layers:

transfers one layer's scale and rotation to another's

Nesting:

places one composition inside of another. Essentially flattens the composition

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

The wiggler:

Creates jitter between keyframes Window> Wiggler

Adding Sound:

No play back unless you Ram preview

Export:

Render Q- Composition> make movie> Lossless/ h.264...
check the audio box too

Autosave (in AE preferences):

you might want to use this...

Review & Reference

Animation Basics <http://greyscalegorilla.com/blog/tutorials/intro-to-after-effects-keyframes-and-animation-basics/>

Intro to AE <http://greyscalegorilla.com/blog/tutorials/gsg-cast-intro-to-after-effects/>

Pre-Roll <http://www.lynda.com/After-Effects-CS5-tutorials/apprentice-series-pre-roll/78543-2.html>

Basic Animation <http://www.lynda.com/After-Effects-CS5-tutorials/apprentice-series-basic-animation/78544-2.html>

Adv. Animation <http://www.lynda.com/After-Effects-CS5-tutorials/apprentice-series-advanced-animation/78545-2.html>

Layer Control <http://www.lynda.com/After-Effects-CS5-tutorials/after-effects-apprentice-04-layer-control/79655-2.html>