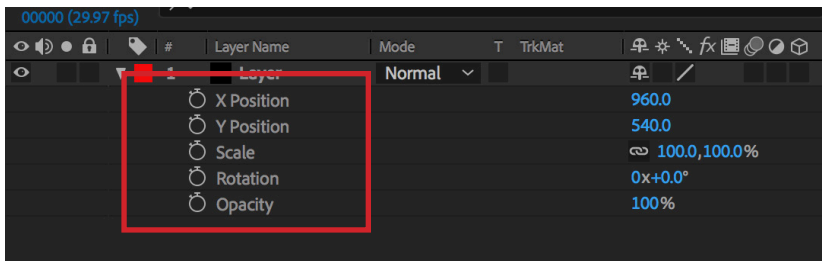


# Motion Graphics Techniques - Lesson 4 Notes

Transitions, pt 1 : Objects Moving Onto Screen

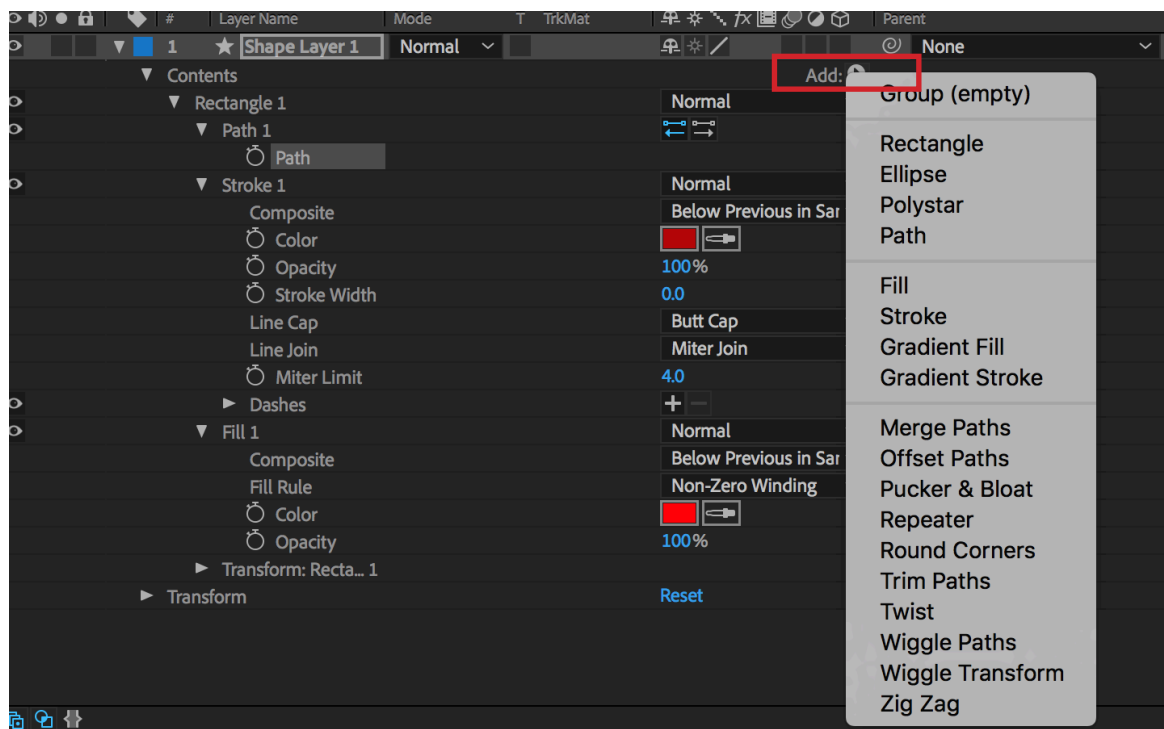
## Basic Transitions

For the next two weeks we will be concentrating on basic transitions. This means I will be focusing on transitions using the basic transform properties: Position, Scale, Rotation and Opacity. As I point out at the start of the lecture, many amazing motion pieces by some of the best studios out there are made with basic transitions. At this point in your motion design education I believe you should drill the fundamentals and not rely on effects or gimmicky techniques. These fundamentals will serve you well in your animation, and will never go out of style.



## Create Shape Layers from Vector Art

When I work with Illustrator art in After Effects, I almost always convert them into Shape Layers first. I suggest you do the same because you then have additional animation properties to work from, like Path and everything else in the Add menu (like Trim Paths, Round Corner, etc.). It also makes animating the Fill and Stroke color possible, allows you to add Dashes, and many other advantages. When working with type from Illustrator, you must Create Outlines first, in Illustrator, before converting to Shape Layers in AE.

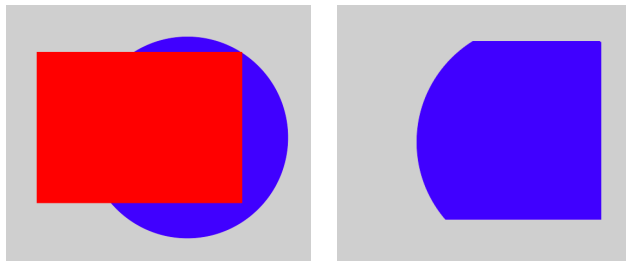
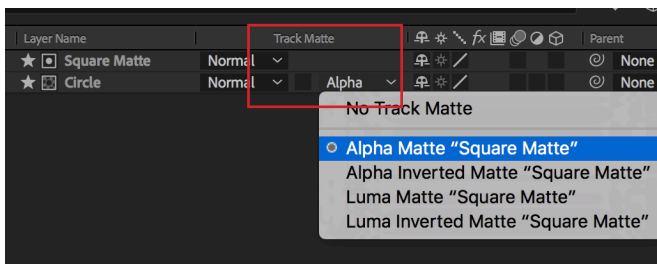


# Motion Graphics Techniques - Lesson 4 Notes

Transitions, pt 1 : Objects Moving Onto Screen

## Alpha Channel and Alpha Mattes

Video is made up of four channels - Red, Green, Blue and Alpha. The Alpha Channel contains transparency information. An Alpha Matte is a layer that is used to define an area of transparency for another layer. They are incredibly useful for many things in AE, including transitions, and I suggest that you get comfortable using them in your work. Just remember, in After Effects the matte layer must go directly above the layer that is filling inside of that matte. The example below shows how you can use an alpha matte to place a circle into a rectangular shape.



## Some useful hotkeys for you:

Option P ..... Make a Position keyframe  
Option S ..... Make a Scale keyframe  
Option R ..... Make a Rotation keyframe  
Option T ..... Make an Opacity keyframe  
Option M ..... Make Mask keyframe (when a mask is present)

Command D ..... Duplicates a selected Layer

Shift + Command D ..... Splits a selected Layer at the Current Time

Option + [ ..... Trims selected Layer to start at Current Time

Option + ] ..... Trims selected Layer to end at Current Time

## MAC to PC Conversion

I work and teach using a Mac computer, which means I call out Mac keyboard commands all the time. To convert from Mac to PC is easy. I hope this helps!

MAC	PC
Command	Control
Option	Alt