

Motion Graphics Techniques - Lesson 5 Notes

Transitions, pt 2 : A to B Transitions

Full Screen Transitions

Last week our focus was on filling the screen with graphics. This week we're doubling the complexity of that process by working with full screen A to B transitions. In other words, some elements will be moving off screen while others will be simultaneously moving onto the screen. When put together in just the right way this creates a seamless and eye-pleasing motion. Like last week we'll be once again using only basic Transform Properties like Position, Scale, Rotation and Opacity, in addition to some animation helpers like masks and mattes.

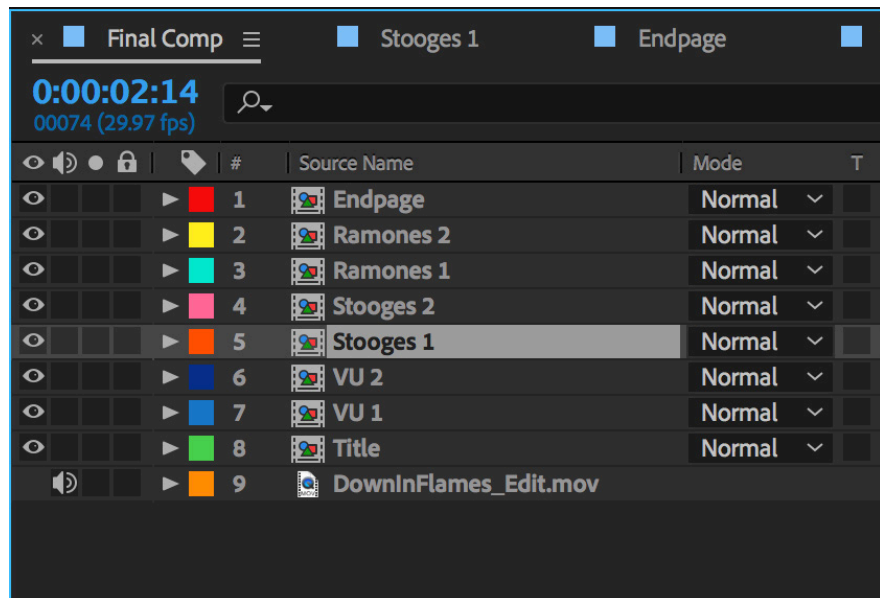
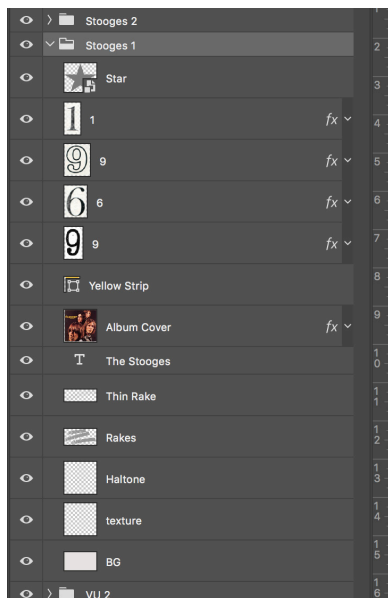
Links from Lecture Videos

Just in case you want to watch these again. Click to open in Vimeo.

1. [Gretel: "CNBC Prime"](#)
2. [Danny Yount: "Rock N Rolla Title Sequence"](#)
3. [Giant Ant: "Silence: Pride = Death"](#)
4. [Illo: "Quadro - The Art of Computing"](#)
5. [Vucko: "Original"](#)

PS Groups and AE Precomps

For the Punk Rock Transitions project I created the artwork in Photoshop, and I separated the different shots into Groups. Groups in PS look and act like folders, allowing you to collapse down the number of layers you see at any point on screen. When you import Groups into After Effects they turn into Precomps, which are compositions nested inside of other compositions that contain additional layers. Double-click to open and then animate.



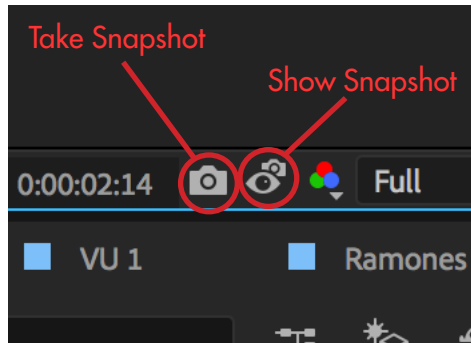
Photoshop Groups (left) vs After Effects Precomps (right). Precomps open in tabs when you double-click them.

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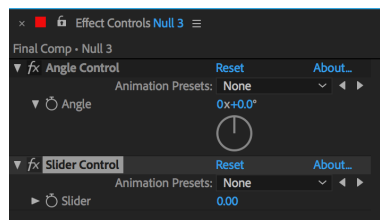
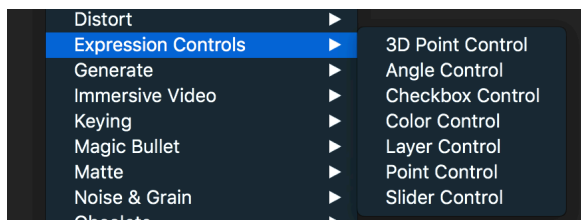
Snapshot Button

The Take Snapshot button is a little camera inside of After Effects that takes a picture of the screen. Once you take the snapshot, you can then press the Show Snapshot button to (you guessed it) show that snapshot as a reference image. Super useful for lining things up in different Precomps, especially for transitions. I use this all the time!



Expression Controls

Now that you're starting to use some expressions in your work, it's time to get to know the Effect > Expression Controls a little better. These are blank controllers like sliders and checkboxes that you can connect to your layer properties through expression pickwhipping. They seem advanced, but actually can make your life a lot easier. Really! Slider Control and Angle Control are the most intuitive for beginners. We will get into these more when we work on "rigging" a character face later in the semester.



More hotkeys for you:

Command Y New Solid
Shift + Command Y Opens Solid Settings (Edit a Solid)
Shift + Option + Command Y New Null Object
Option + Command Y New Adjustment Layer

MAC	PC
Command	Control
Option	Alt