

Project 3: After Effects, April 2 - Due April 30

Make an at least 10 second animation using at least any of the following tools we covered in class, using keyframes. You can: animate imported stills (PNGs, JPGs, TIFFs, etc), found live action footage, create your own live action footage, import layers from Adobe Photoshop, Illustrator, or Animate. Some examples from previous semesters:

1. Taking a snippet of a music video and adding a few new surprises using the rotobrush and other tools
2. Creating separate layers in Adobe Photoshop, Illustrator, or Animate to create a "puppet" (separate layers for each characters limbs, and animating them)
3. Just mess around/ explore different effects and apply them to layers in an interesting way!

There are endless tutorials online. Sometimes with AE, it's easier to think of an end goal (for example, I want it to use after effects to make it look like lightning is coming out of my hand). Someone has definitely made a tutorial about adding a lighting effect.

Make sure your project has audio, and that your final composition is 1920 x 1080!

Some tools we've gone or will go over:

- Transform tools: Scale, Position, Rotation, Opacity
- Shape Layers
- Importing PSD files
- Greenscreen/ key light
- Rotobrush
- Masks
- Puppet tool
- 3D camera

Schedule:

Week 9 April 2:

In class: After Effects tutorial, continued. Work in class

Homework: Brainstorm idea, come to class with necessary files/assets, begin working

Week 10 April 9:

In class: Work in class

Homework: complete animation. Upload final project to Vimeo + post a link on the wiki by 12pm the day of class. Brainstorm ideas for final.

[Spring Break]

Week 11 April 30:

In class: Critique + begin work on final