Project 3: After Effects, April 2 - Due April 16

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.

Week 11 April 16:
In class: Critique

[Spring Break]