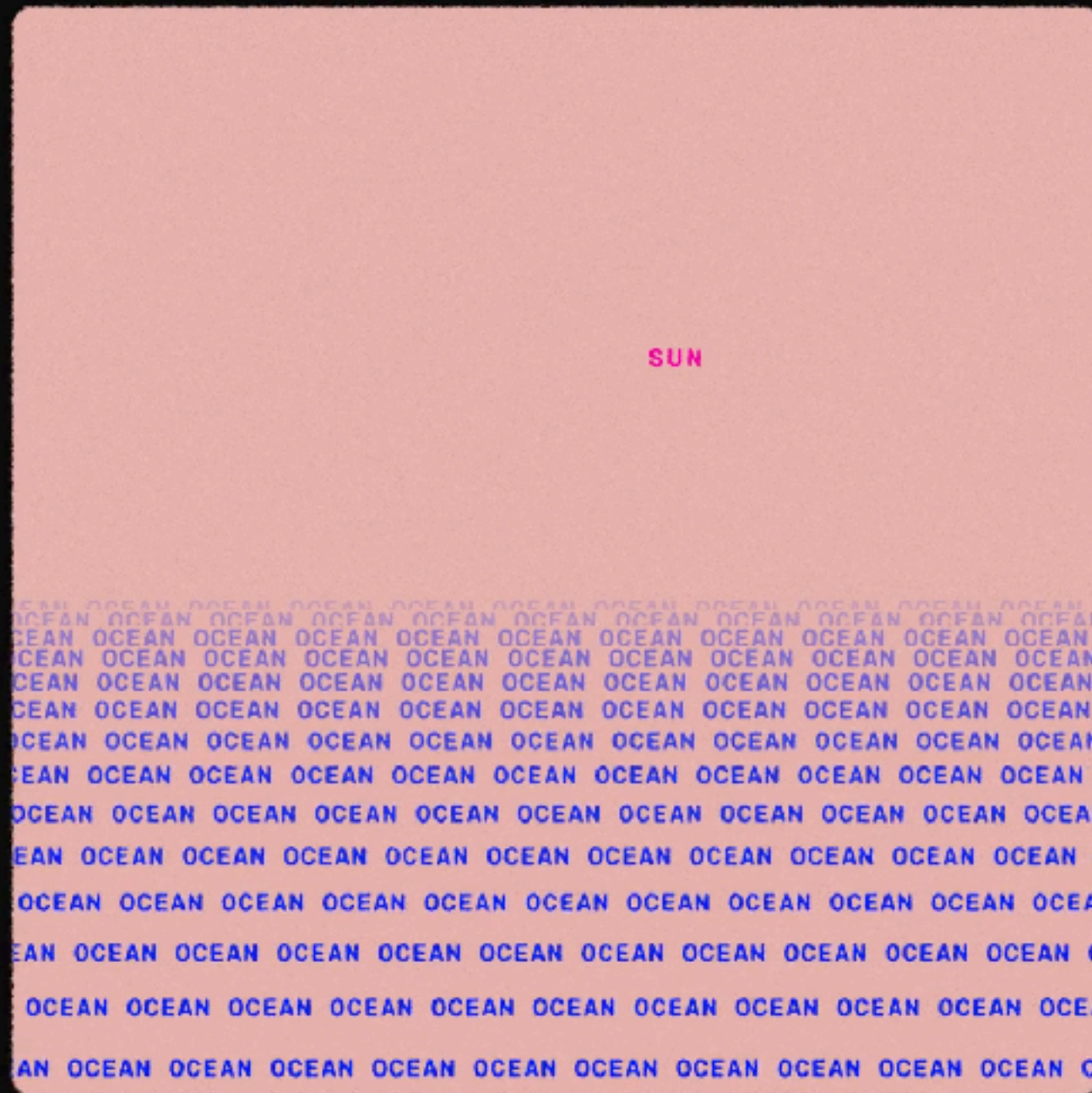


What is the difference between animation and motion graphics?

## What is the difference between animation and motion graphics?

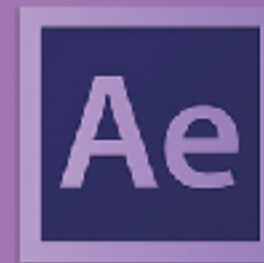
Animation emerged from illustration - motion graphics comes from the discipline of graphic design.

The difference is purpose: conveying information rather than emotional connection.



## Words

Enle Li + Liz Xiong



Tools SHORTCUTS	Apple	Windows	Apple	Windows
Cycle through tools	Opt-click tool button in Tools panel	Alt-click tool button in Tools panel	Activate Pan Behind tool	Y
Activate Selection tool	V	V	Activate and cycle through mask and shape tools (Rectangle, Rounded Rectangle, Ellipse, Polygon, Star)	Q
Activate Hand tool	H	H	Activate and cycle through Type tools (Horizontal and Vertical)	Cmd+T
Temporarily activate Hand tool	Hold down spacebar or the middle mouse button.	Hold down spacebar or the middle mouse button.	Activate and cycle through pen tools (Pen, Add Vertex, Delete Vertex, and Convert Vertex) (CS5.5 and earlier)	G
Activate Zoom In tool	Z	Z	Activate and cycle between the Pen and Mask Feather tools (CS6)	G
Activate Zoom Out tool	Option (when Zoom In tool is active)	Alt (when Zoom In tool is active)	Temporarily activate Selection tool when a pen tool is selected	Cmd
Activate Rotation tool	W	W	Temporarily activate pen tool when the Selection tool is selected and pointer is over a path (Add Vertex tool when pointer is over a segment, Convert Vertex tool when pointer is over a vertex)	Cmd+Option
Activate Pencil Brush tool	Option+W	Alt+W	Activate and cycle through Puppet tools	Cmd+P
Activate and cycle through Camera tools (Unified Camera, Orbit Camera, Track XY Camera, and Track Z Camera)	C	C	Temporarily convert Selection tool to Shape Duplication tool	Option (in shape layer)
Activate and cycle through Brush, Clone Stamp, and Eraser tools	Cmd+B	Ctrl+B		
Temporarily convert Selection tool to Direct Selection tool	Ctrl (in shape layer)	Cmd (in shape layer)		

## After Effects Keyboard Shortcuts

# Composition Settings

Composition Name: myGreatPuppet

Basic

Advanced

3D Renderer

Preset: HDTV 1080 29.97

Width: 1920 px

Height: 1080 px

☐ Lock Aspect Ratio to 16:9 (1.78)

Pixel Aspect Ratio: Square Pixels

Frame Aspect Ratio:  
16:9 (1.78)

Frame Rate: 29.97

☐ frames per second

Drop Frame

Resolution: Full

1920 x 1080, 7.9 MB per 8bpc frame

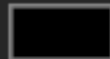
Start Timecode: 0:00:00:00

is 0:00:00:00 Base 30 drop

Duration: 0:00:15:00

is 0:00:15:00 Base 30 drop

Background Color:



Black

☐ Preview

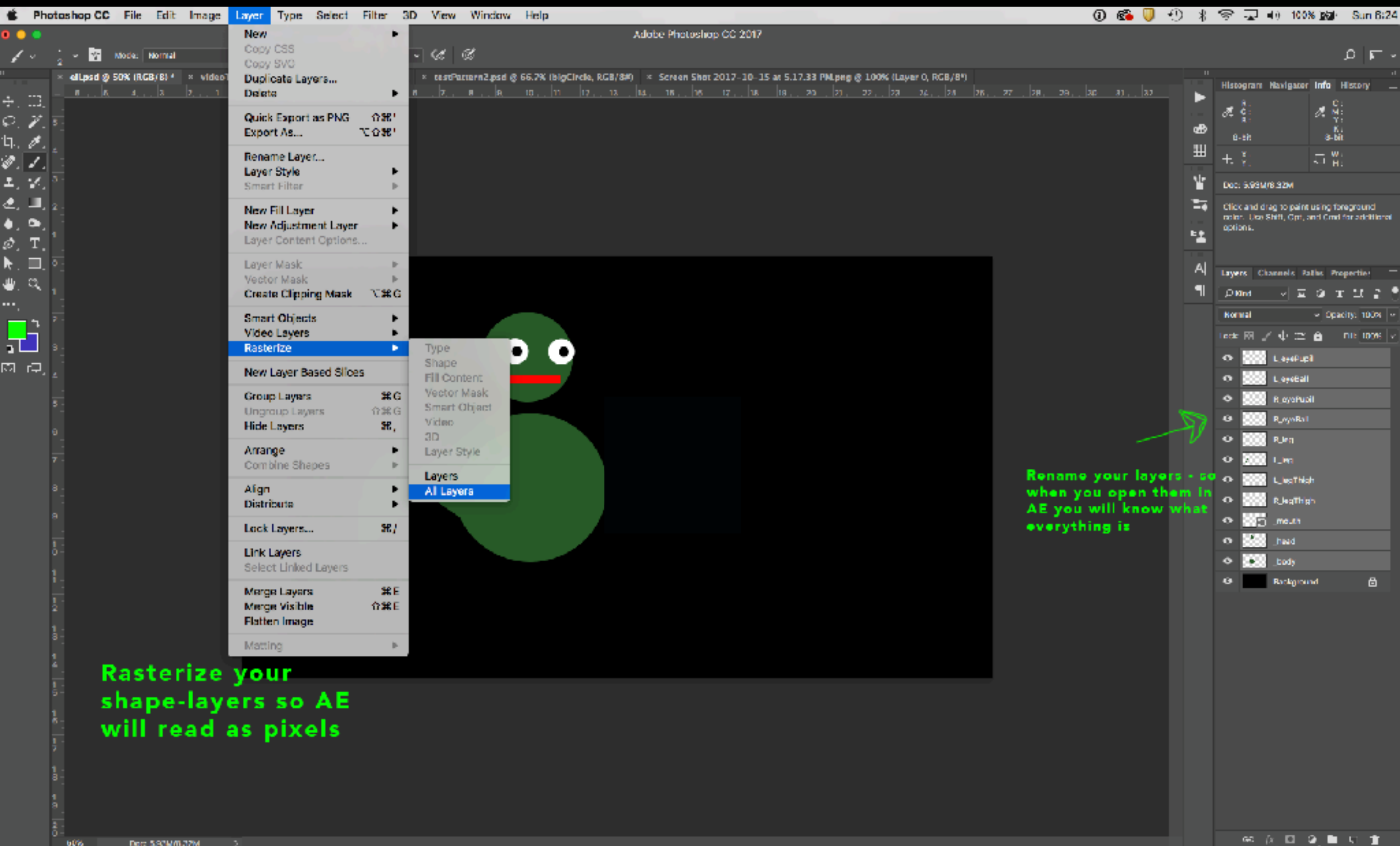
Cancel

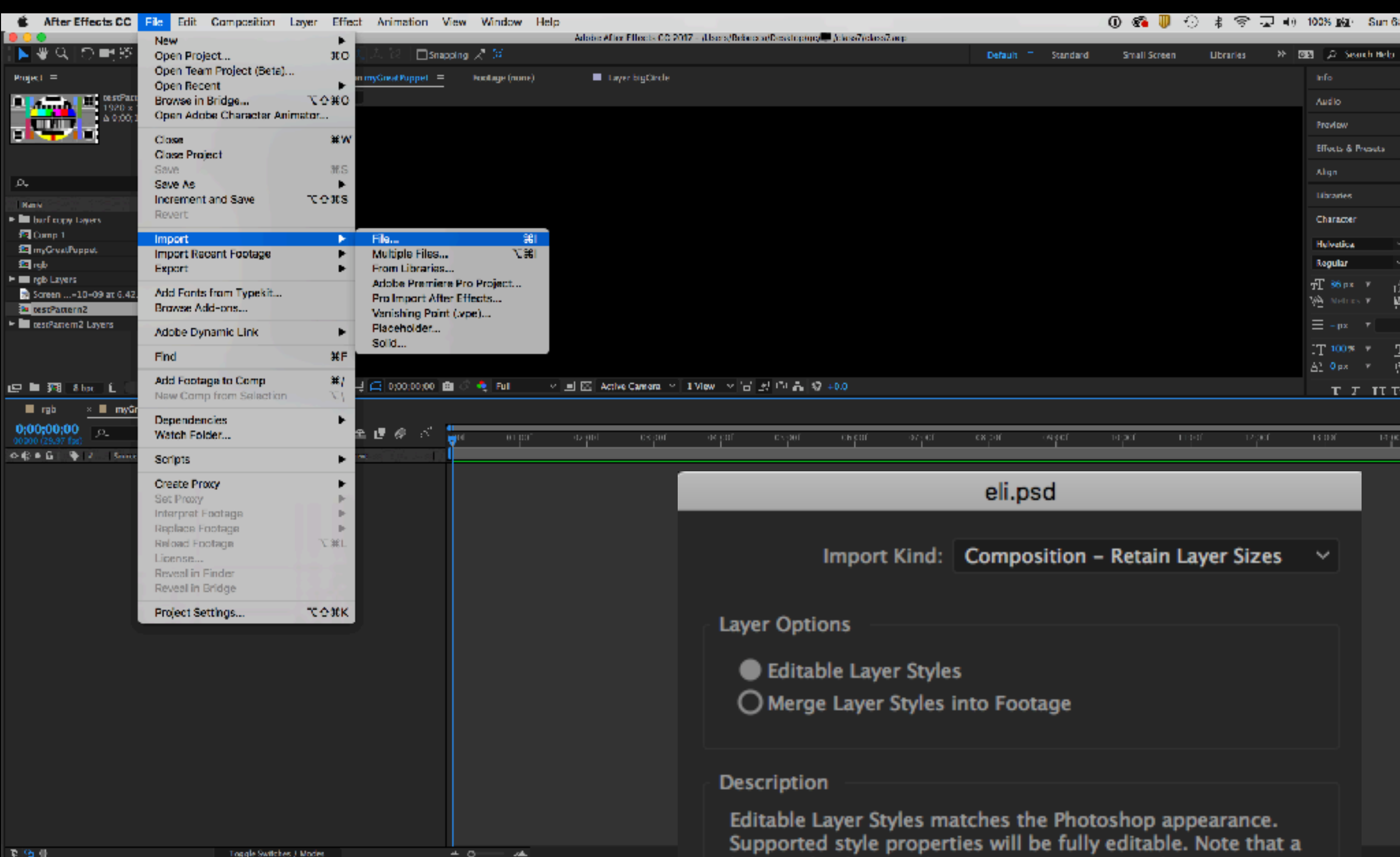
OK

or  
24fps

! length in  
sec.







Import as Composition - Retain Layer Sizes

