

BASICS OF AFTER EFFECTS

Part I

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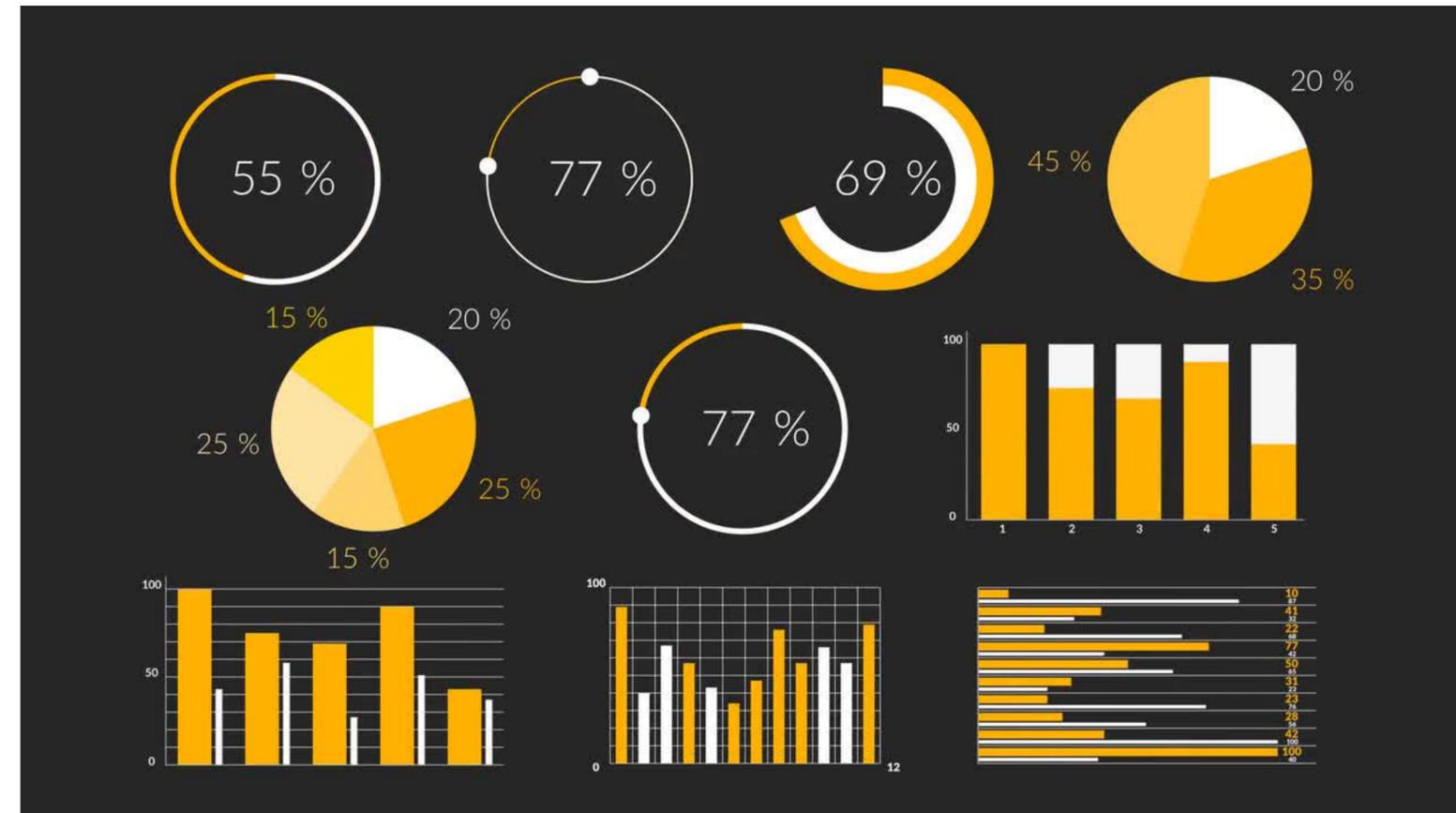


THE BASICS OF AFTER EFFECTS

What is Adobe After Effects?

Adobe After Effects is a digital visual effects, motion graphics, and compositing application developed by Adobe Systems and used in the post-production process of film making, video games and television production. Among other things, After Effects can be used for keying, tracking, compositing, and animation.

In an architectural context, these can be used for infographics, animated site maps and renders but the limits are endless



THE AFTER EFFECTS INTERFACE

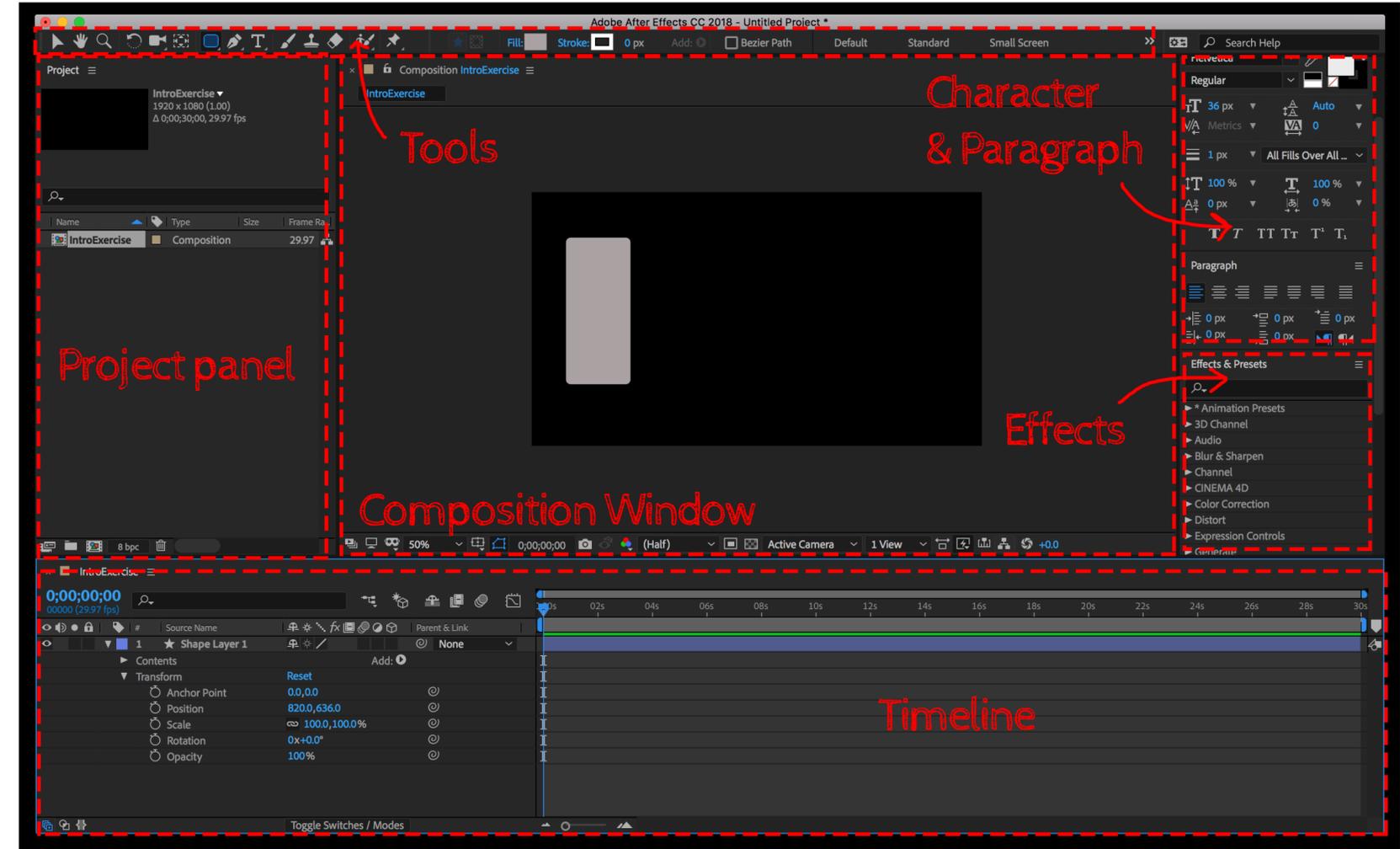
Understanding and working with the menus

After Effects has 9 menus on Windows and 10 on Mac OS:

This is located at the top of the application window that combine with various panels to form the interface of the program.

Some of the menu names may be familiar to you from other applications, while others may be new and unfamiliar.

You'll start with the File menu to open an existing After Effects project.



THE AFTER EFFECTS INTERFACE

Opening an existing After Effects project

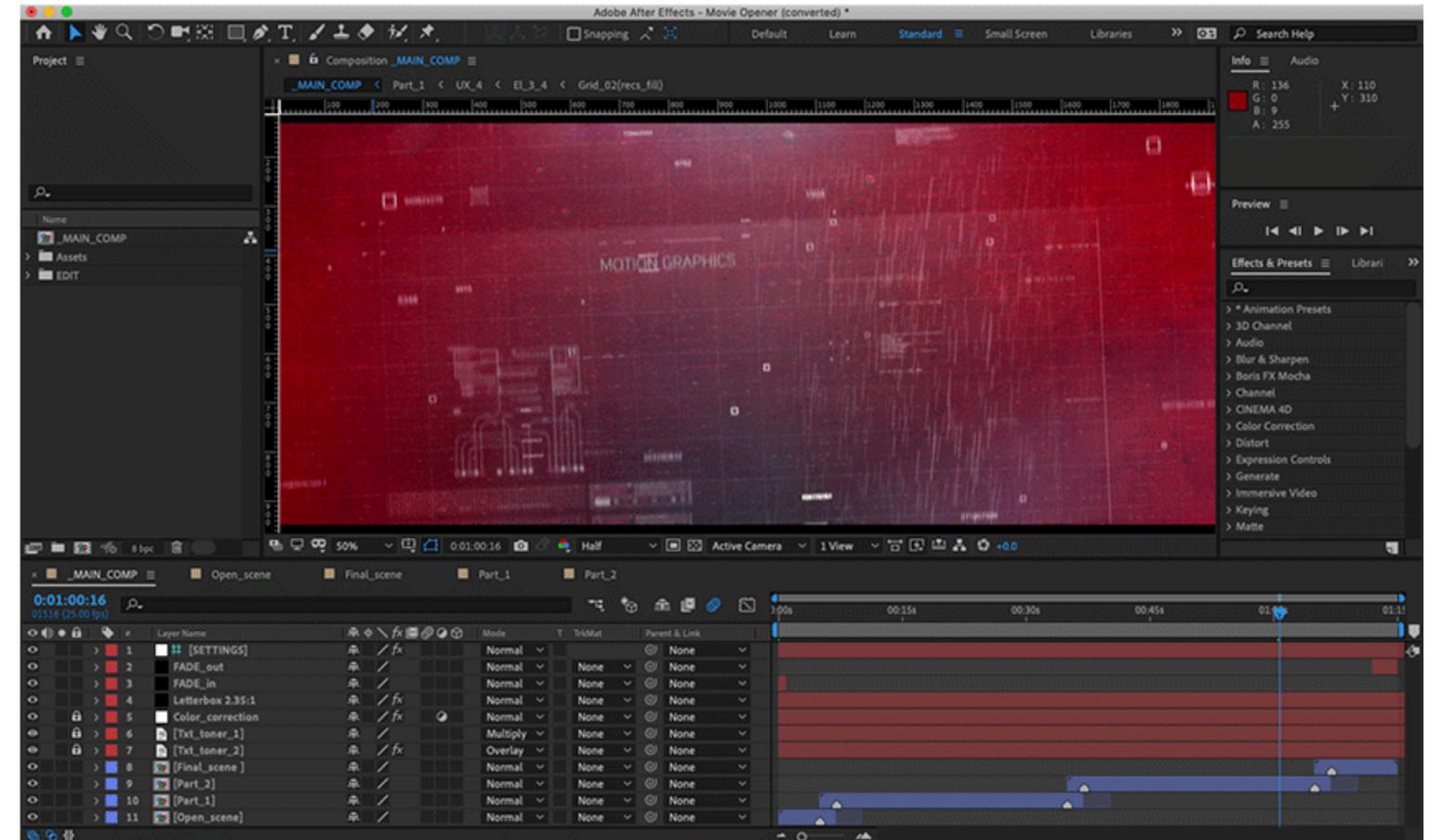
Opening a project in After Effects is much like opening a file in any other software program. In this exercise, you will work with an existing After Effects project to help you understand the organization and structure of the interface, and you will soon create your own projects.

1 Choose File > Open Project.

When a project is opened, the application remembers the arrangement of the interface from the last time it was used and saved.

2 Choose File > Save A/Save

3 From there, you can change the resolution of what you want to produce



THE AFTER EFFECTS MENU

File

As in most other applications, you use the File menu for accessing key features of the program that deal mostly with creating new files, opening existing files, and importing or exporting files. In addition to these common commands, you will also find features for browsing files in Bridge, creating incremental saves and collecting files for output.

Edit

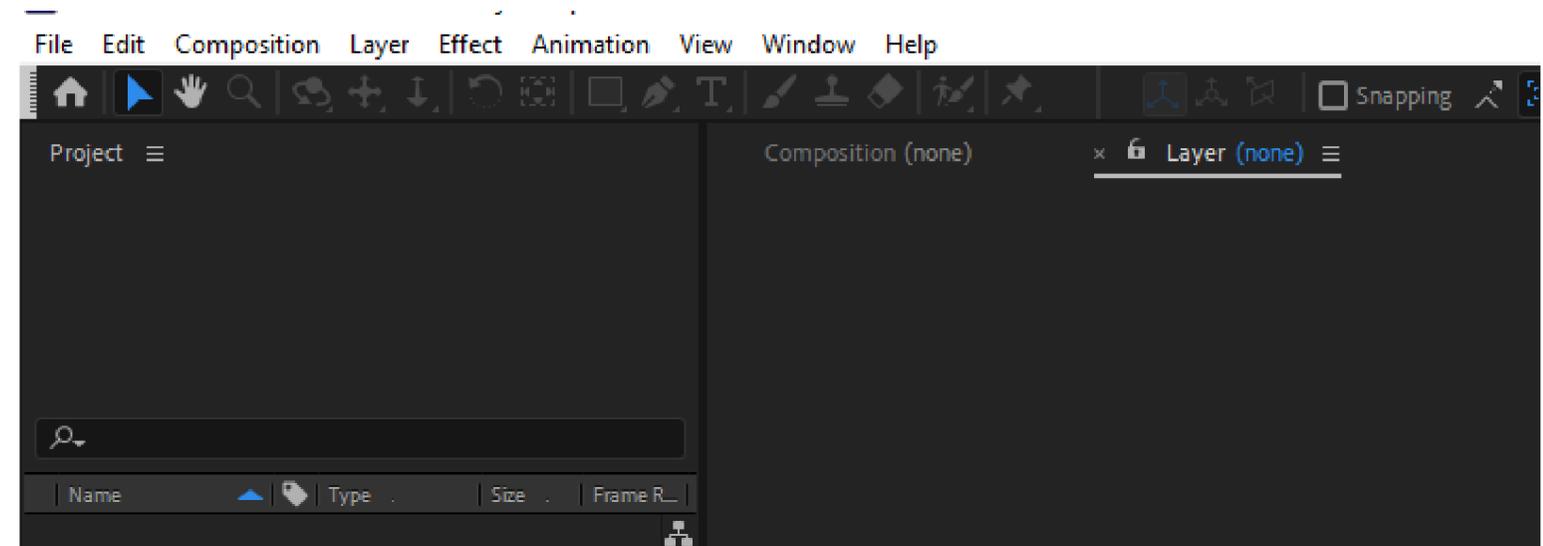
As in other programs, use the Edit menu to Copy, Cut, Paste, Delete, and perform other editing tasks with the content of your compositions. When working in Windows, this is where you can find the Preferences dialog box.

Composition

The Composition menu holds most of the commands you need to create, edit, and manipulate compositions. Each composition has its own independent timeline and is the space where all animation occurs. From this menu, you can create new compositions, adjust or preview comp settings.

Layer

After Effects places each separate media element on its own track, which is called a layer. You use the Layer menu to create new layers and edit the properties of existing layers.



THE AFTER EFFECTS MENU

Effect

After Effects is basically a motion graphics and compositing program. You use the Effect menu to apply layer effects in the application. These effects can be anything from simple color corrections and drop shadows to more advanced operations, such as chroma keying, particle generation, or explosive simulations.

Animation

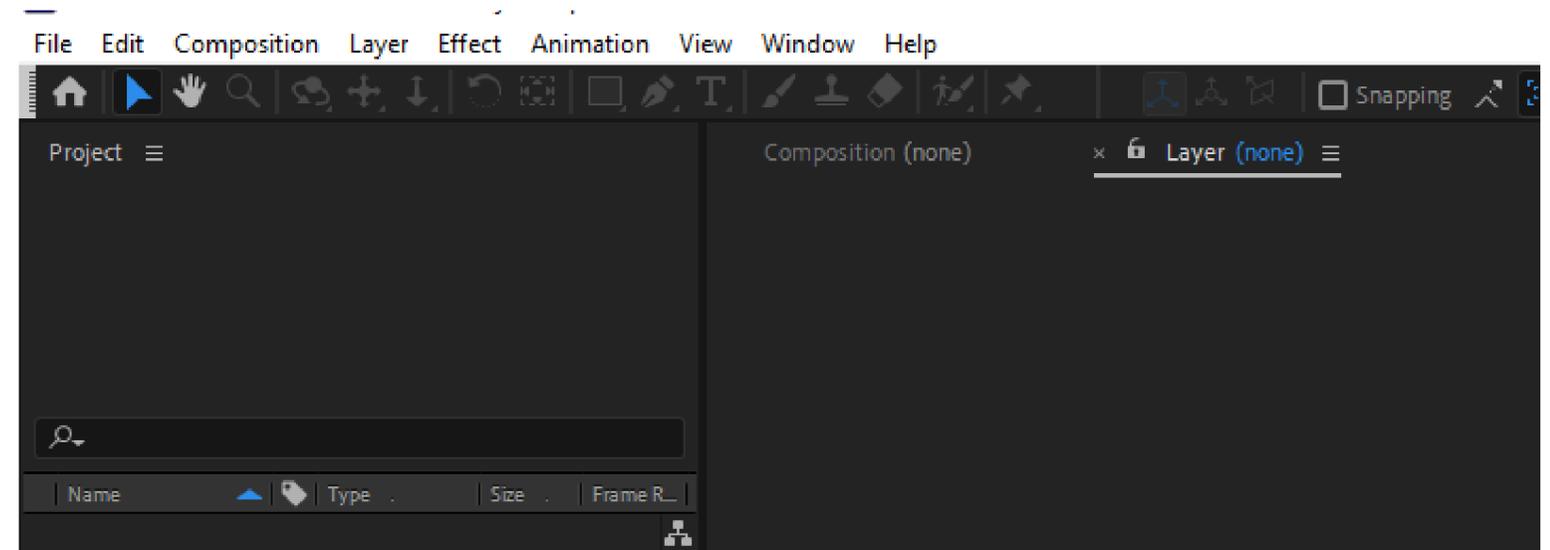
The Animation menu contains commands to accomplish both common animation tasks, such as adding property keyframes to create animation, and advanced tasks such as adding Easing to keyframes or Expressions to properties to automate animation tasks.

View

You use the View menu to control the Composition panel. From the View menu, you can zoom in and out, open new preview windows, and set the display properties for your composition.

Window

You use the Window menu to access the commands that control the After Effects interface. From this menu, you can choose your workspace and open or close the various panels found in the application interface.



STEP 01

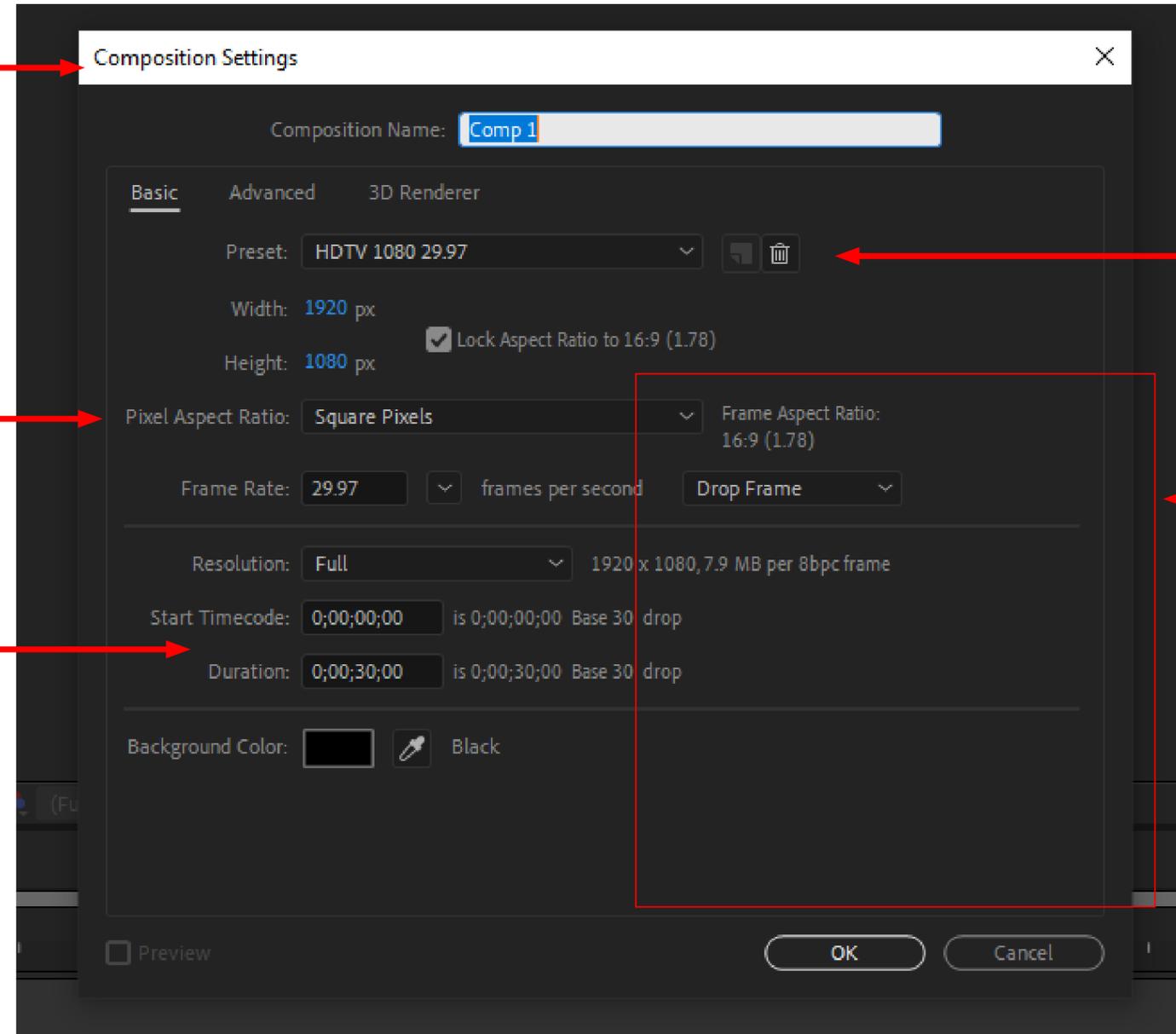
These are the composition settings

STEP 02

Change the base resolution depending on the quality of animation you want to produce

STEP 03

Change the timecode and duration, these can also be changed later



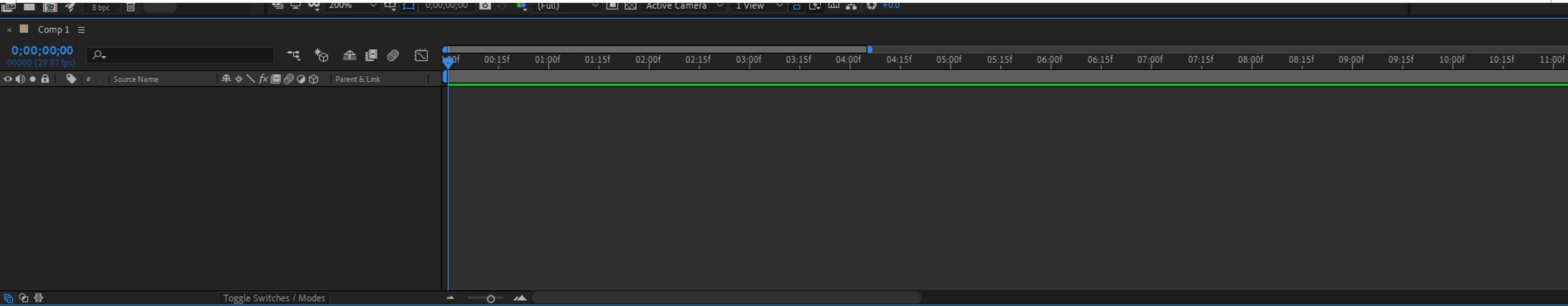
STEP 04

Changing these presets is important depending on the screen size you want to show your content on, there are a lot of presets available and if you can't find the resolution you want, you can add a custom one

STEP 05

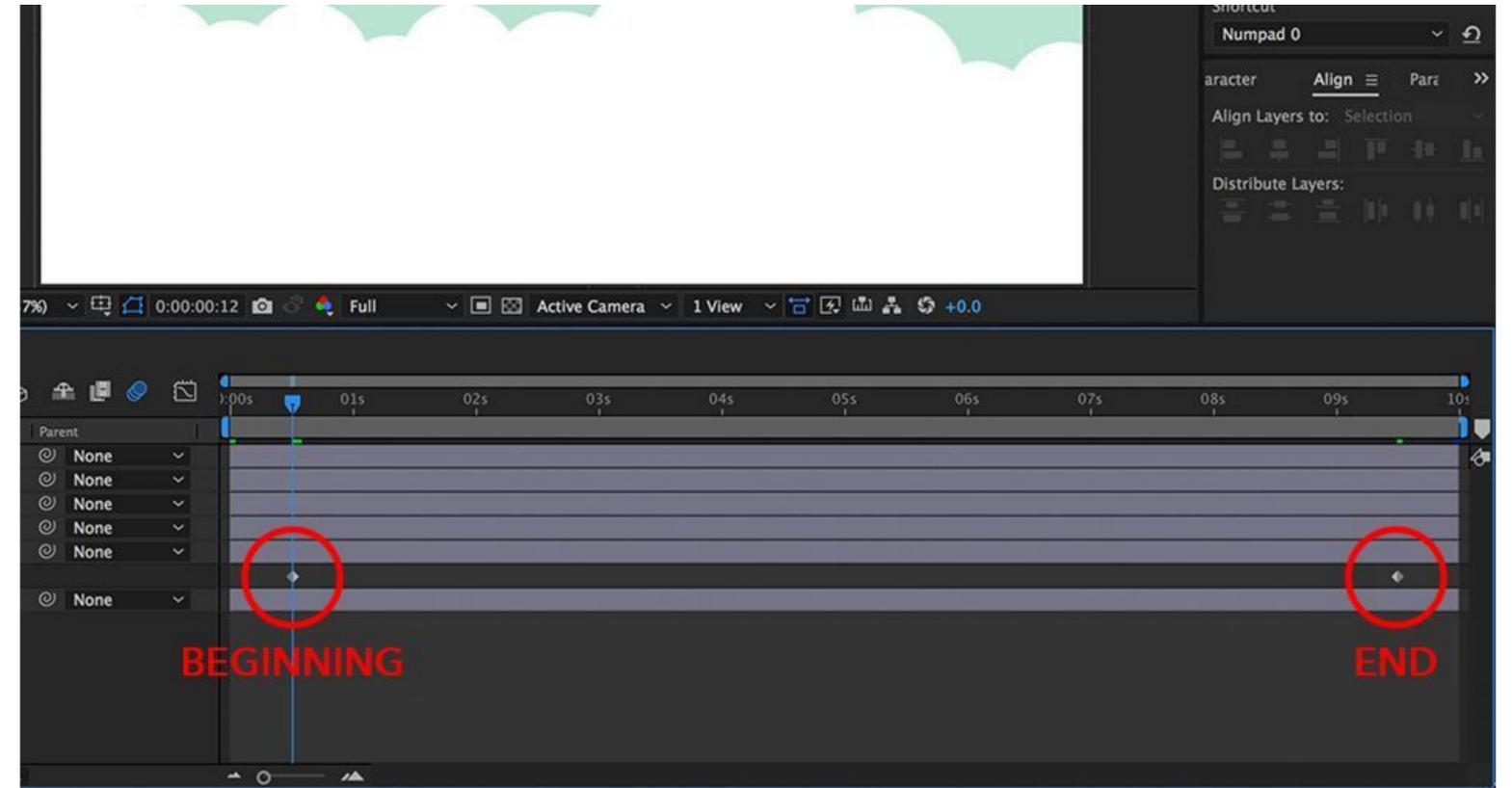
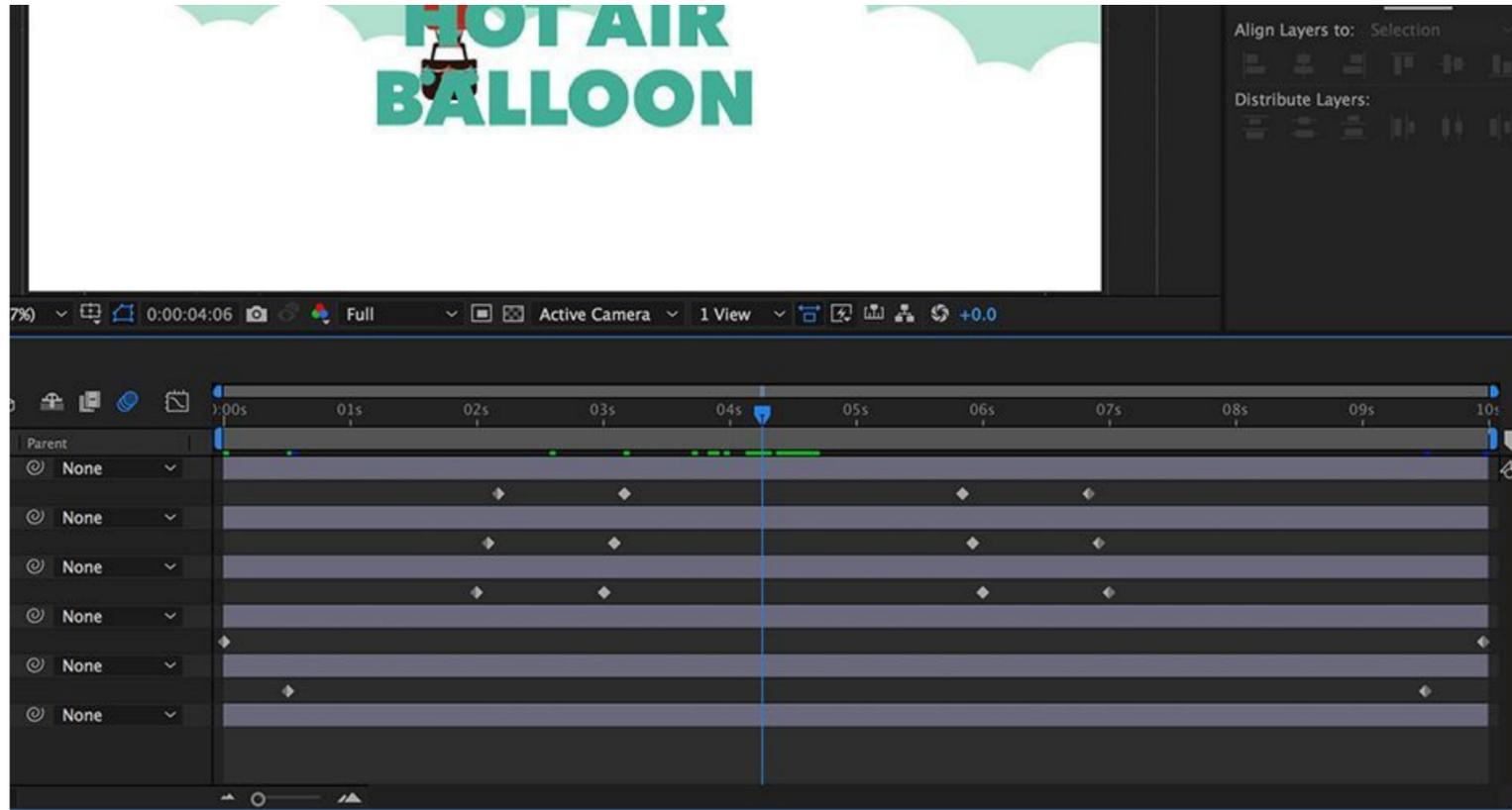
Changing the drop frames of your new composition is important as it affects how many frames your final output will have as well as how smooth it is.

I will also affect how long it takes to export.



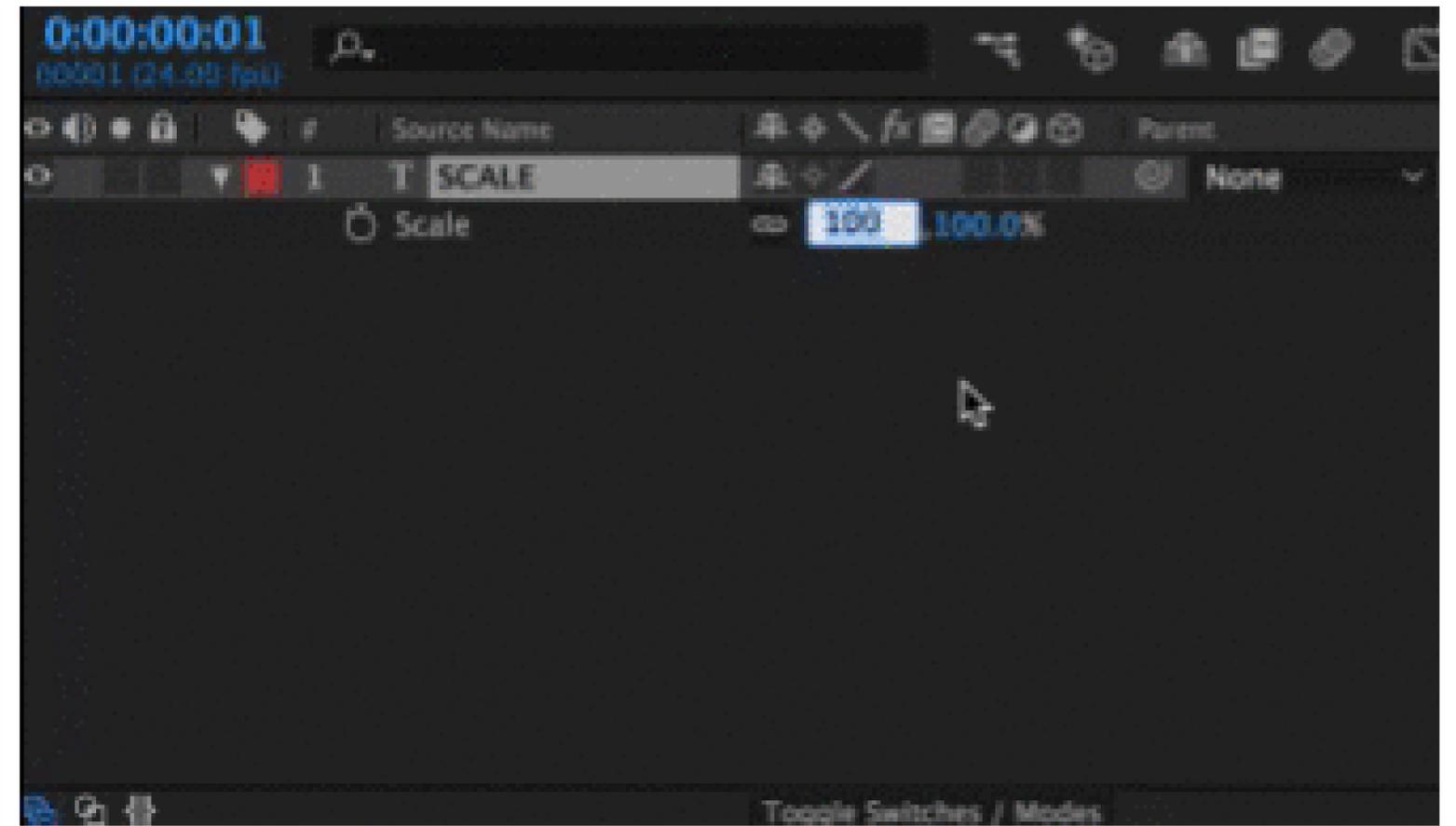
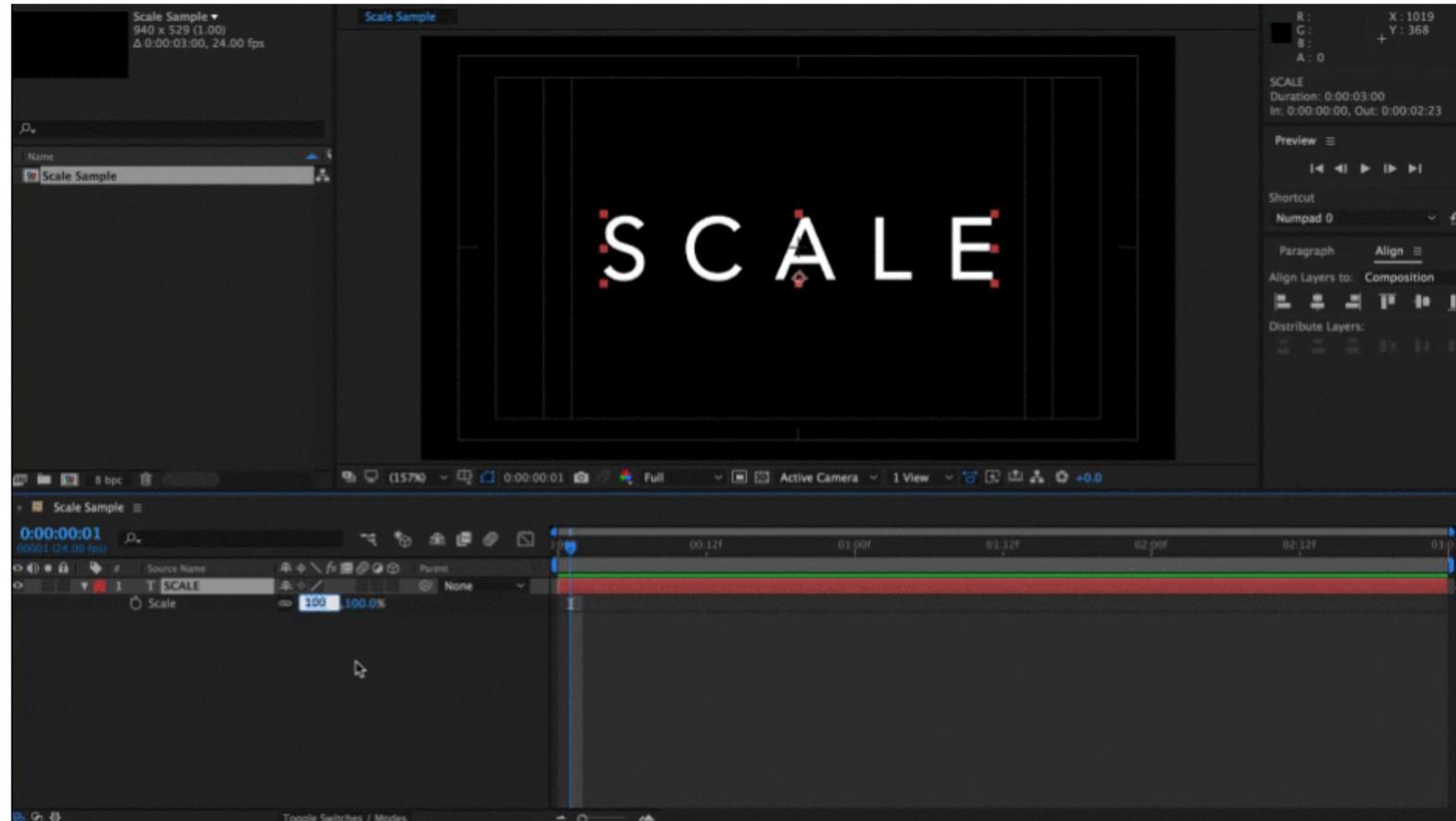
Keyframes are markers in time that allow you to tell After Effects where you want to change the value for a layer or effect property such as position, opacity, scale, rotation, amount, particle count, color, etc. By setting these 'markers' and changing the values you create animation.

KEYFRAMING



Every MoGraph (Motion Graphic) application has a timeline, and it's inside this timeline that you add keyframes to create movement. For After Effects, keyframes are set in the Timeline Panel. When we set these keyframes in the timeline we are telling After Effects where we want our animation to begin and where we want it to end.

Keyframes are the most crucial component for animation, and because of this they are used on all sorts of properties and effects



Now that we know the basics of what keyframes are, and why they are important, let's walk through how to set keyframes in After Effects. This short and basic exercise will break things down in their simplest form, with the hope that you gain a firm foundation on how keyframes work and how you should utilize them on your future projects. Here's a quick outline on how to set a keyframe in After Effects:

Step 1: Set a starting value & select the stopwatch icon next to the property.

Step 2: Move your playhead to a new spot in the timeline.

Step 3: Adjust the second value.

תורת המשפט