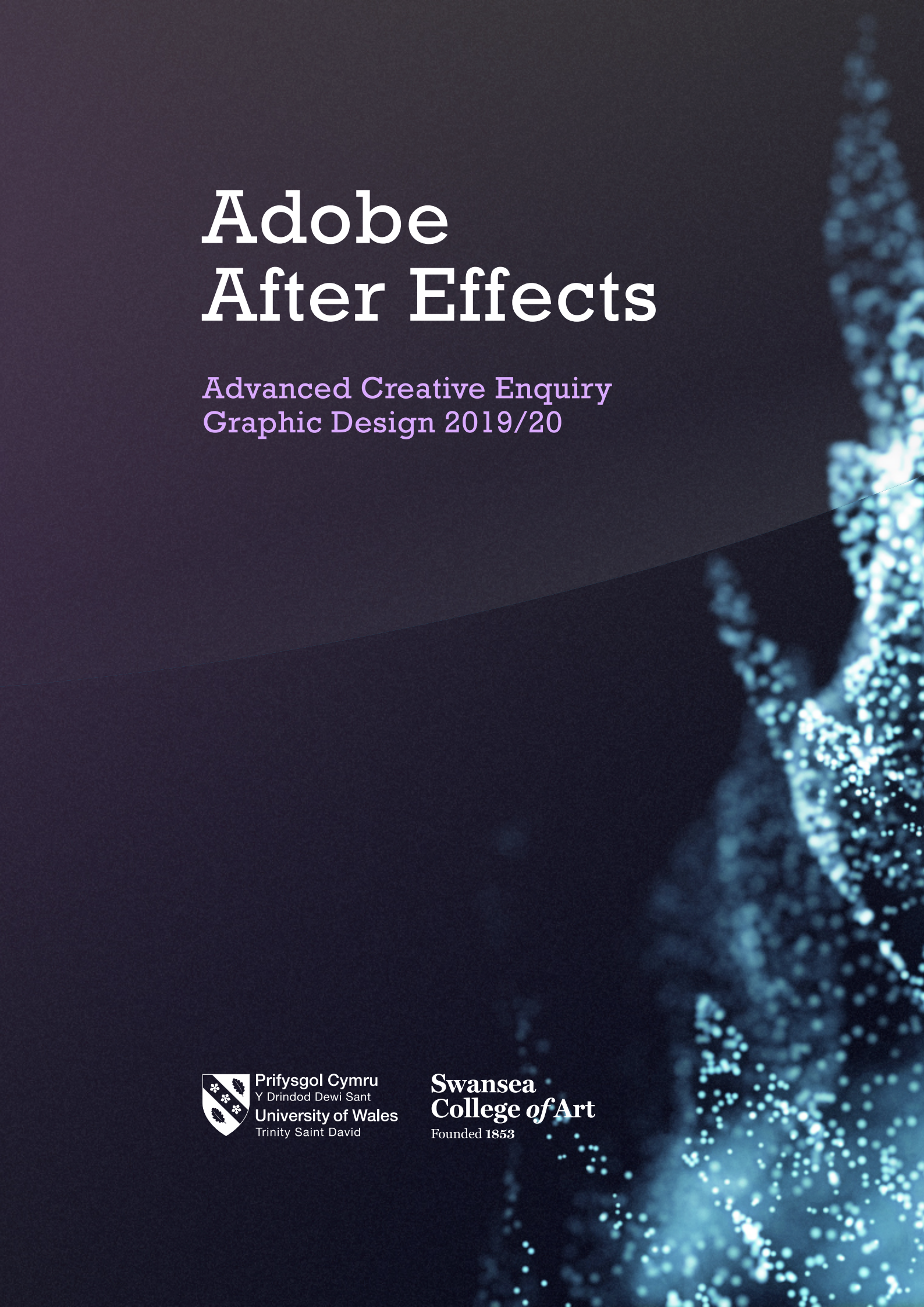
Adobe After Effects

Advanced Creative Enquiry
Graphic Design 2019/20



Prifysgol Cymru
Y Drindod Dewi Sant
University of Wales
Trinity Saint David

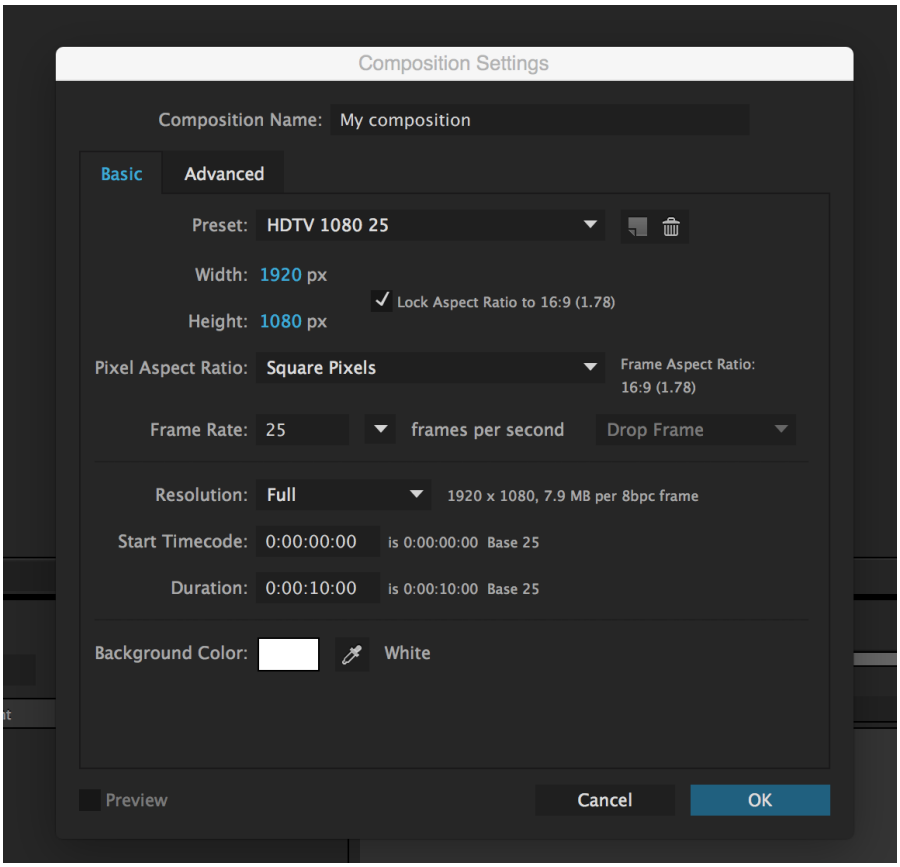
Swansea College *of* Art
Founded 1853

Setting up your document.

HDTV 1080 25 Preset

This sets your workspace up at 1080 pixels high by 1920 pixels wide, (standard high definition) and to be working at 25 frames per second, which is standard in the UK.

In this setup window you can also name your project, like in any other adobe package, set your background colour and the duration of your animation. You can extend this time later.

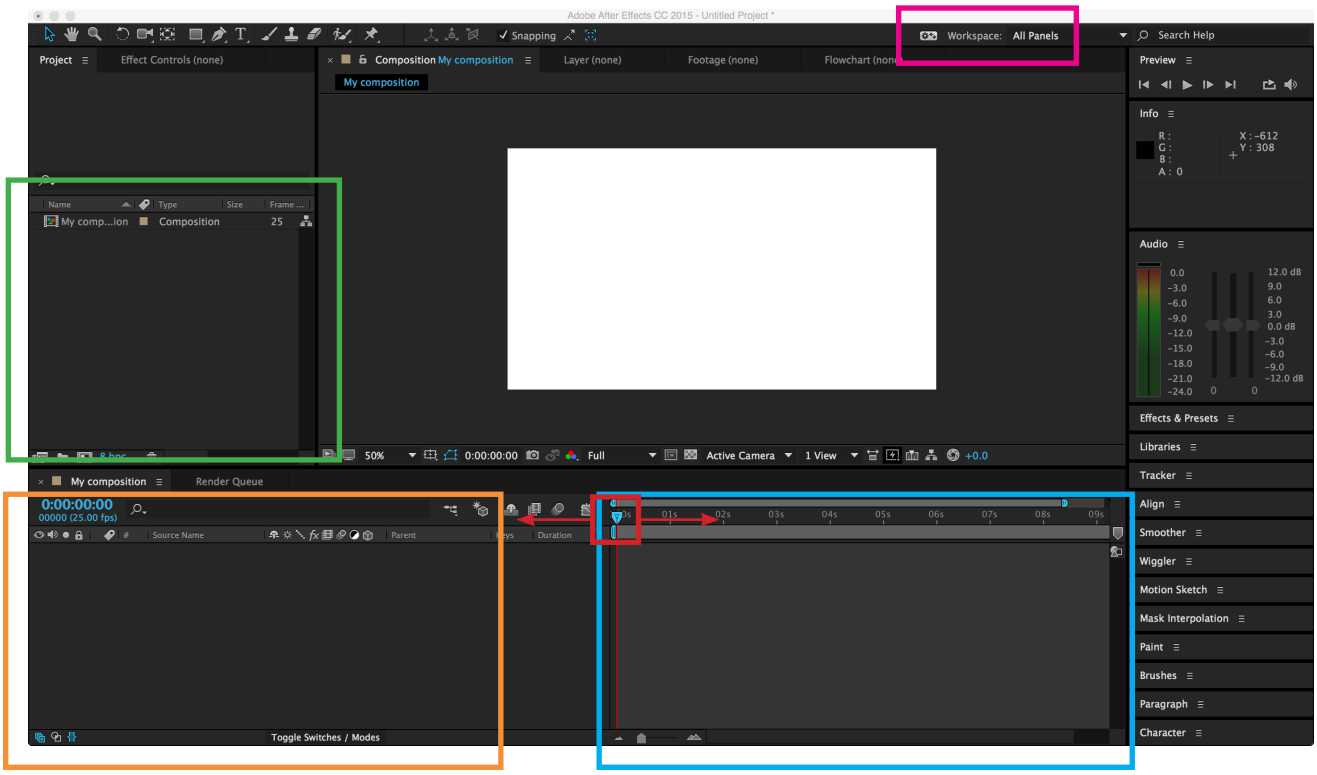


The resolution dropdown indicates the resolution of your workspace only, not the resolution of your overall animation. Imagine it to be like in indesign, working in High Quality or Fast Display. The more complicated your animation gets, the harder the program is working to play it back.

Keep it to full resolution for now, but if after effects starts to slow down during playback, turning it down will help.

A brief introduction to your Workspace

Your workspace should now look like this. If there are differences in what you're seeing, **reset your workspace to view 'All Panels'** in the top right hand corner.



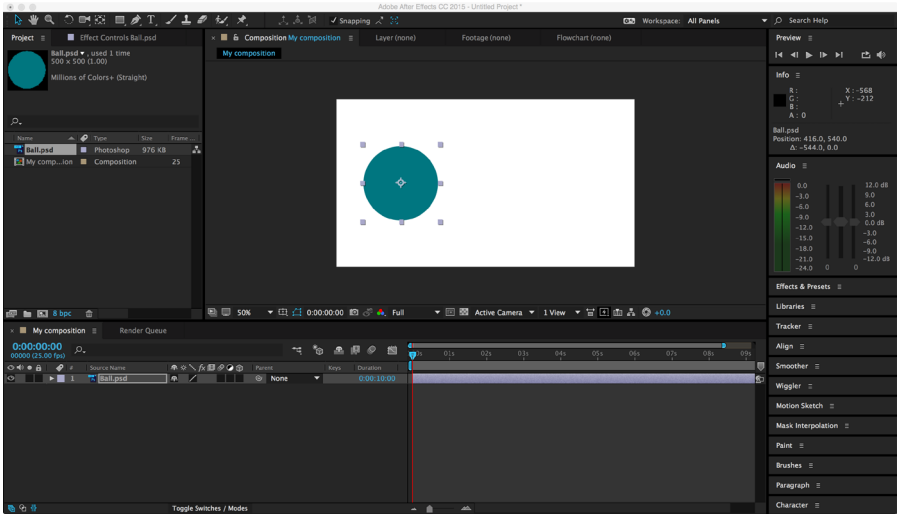
This is the timeline for your project. Your position on this is indicated by the red line. **To scroll through, click and drag** the blue cap at the top of the red line.

This is the project panel. When you import files such as images from photoshop, they will appear here. You can import these by going to File > Import > File. They will be held here as a library, but not yet appear in your animation.

To insert these files onto your artboard, you will need to drag them into the **Composition window** in the bottom left of the screen. Anything that appears here, is physically inserted into your animation.

Moving an object from ‘A’ to ‘B’

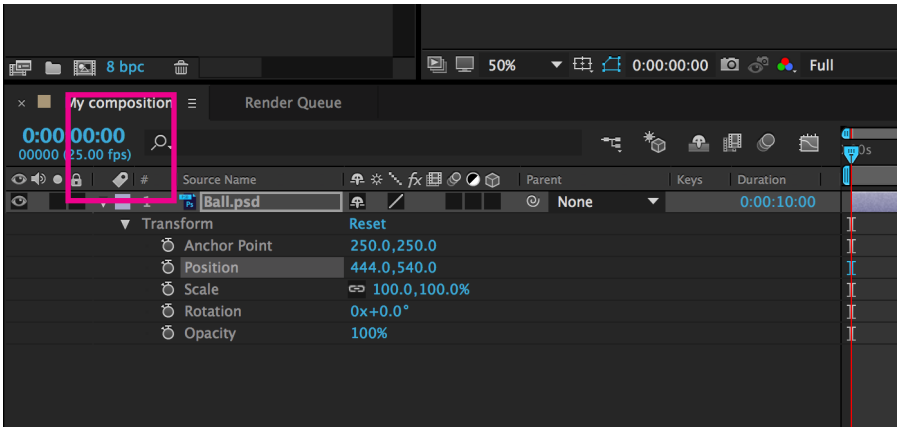
If you think of after effects as ‘photoshop with a timeline’ its easy to start moving elements around using simple animations. Start by inserting an object into your composition with your timeline indicator at 0 seconds.



Once the object has appeared on your composition, you can freely move it to position with a simple click an drag. This will be where your object will appear when your animation starts.

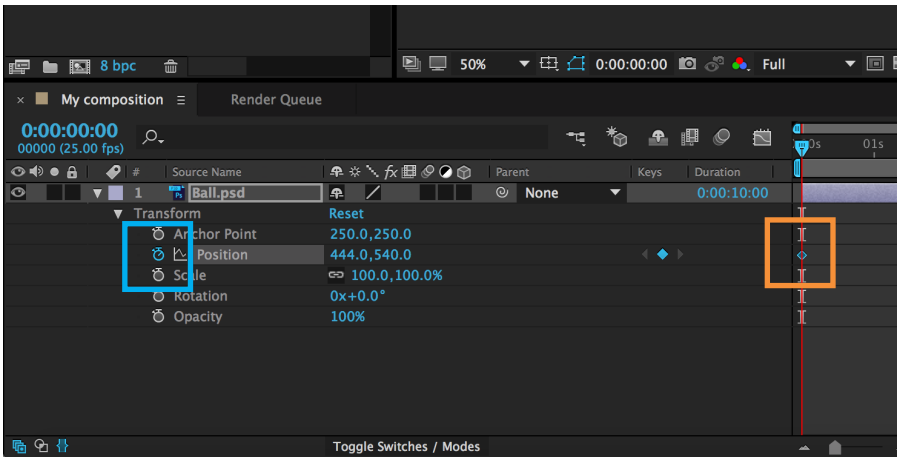
You mark this by setting a Keyframe. This is like a bookmark, marking an objects position at a point along your timeline. You set this keyframe by opening up your transform options as seen below. **These open out like layers in photoshop by clicking the little arrows beside the filename.**

Before animating, it’s always a good idea to move the ‘anchor point’ to the point you wish your object to rotate around. For example, the anchor point of a wheel would be the center.



Moving an object from ‘A’ to ‘B’

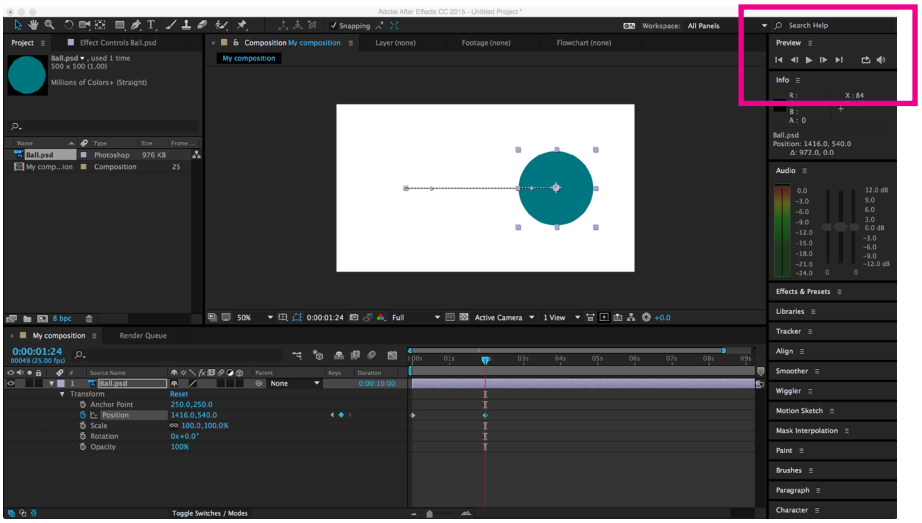
You can set your first keyframe by clicking the little stopwatch icon beside the ‘position’ dropdown.



A keyframe is indicated by a diamond shape on your timeline. You have now set your first position.

To move your object...

- Scroll along your timeline using the blue indicator to set how long you want your object to take to get from ‘a’ to ‘b’.
- Reposition your object to where you want it to move, and a second keyframe will be automatically added.

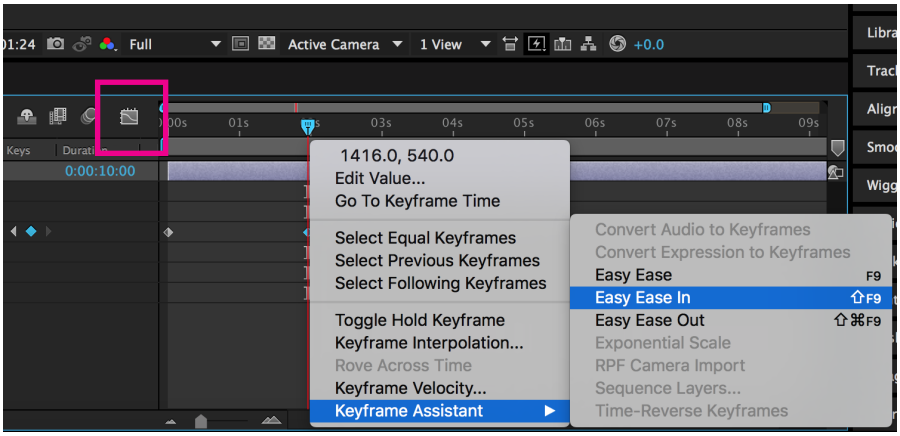


The path your object moves along is indicated by a dotted line, which can be manipulated as you would a line in adobe illustrator. You can now scroll back to 0 seconds on your timeline and hit the play button in the playback panel.

‘Easing’ objects

At the moment, your objects are moving between various positions in a robotic way, with no fluidity or realistic motion.

You can make these movements more interesting by setting the movement to ‘Ease’. There are three main options available.



If you Ctrl-Click your keyframe, you can open the panel of options.

Ease in means the object will slow down to reach the second keyframe.

Ease out means the object will gain speed to reach the second keyframe.

Easy Ease means it will gain speed and then slow back down in one movement.

Once you’ve set a keyframe to ease, the diamond will change to an arrow. To remove an ease setting you can CMD-Click the keyframe and it will change back to a diamond.

You can control the velocity by opening the graph tab, where you can edit the line of speed between the two keyframes.

Alternatively, you can right click on your frame and select ‘Keyframe Velocity’. In here you’ll be able to dial in the % of your eases. By default it is set to 33.3333%.