

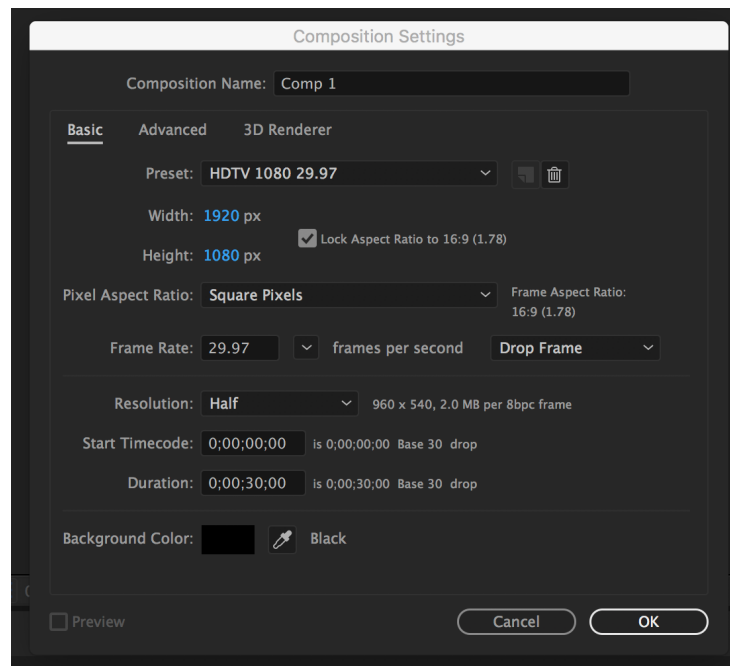
After Effects: Introduction

Interface Overview

- **Project Panel:** Used to import and organize assets in your project.
- **Composition Panel:** The primary space to preview your entire or portions of your motion design. Groups of layers.
- **Timeline:** Shows layers that make up your composition. Includes time graph.
- **Workspaces**

New Projects + Compositions

- **Composition > New Composition**
- **Composition Name:** name your composition
- **Preset:** HDTV 1080 – 29.97
- **Width:** 1920px
- **Height:** 1080px
- **Start Timecode:** This is the start time for your video. Keep at zero.
- **Duration:** Estimate how long your video will be. For longer videos, it can be helpful to start with smaller amounts and then add to the duration as you go to expedite renderings. This can be changed at any time through composition settings (cmd k).



Tools Panel

- **Selection Tool:** The primary tool you will use to move objects around the screen.
- **Hand Tool:** Moves the composition around in the composition panel (spacebar). Useful when you start using cameras.
- **Zoom:** Or use (cmd +) to zoom in; (cmd -) to zoom out
- **Rotate:** Rotates elements in your composition.
- **Camera Tools:** Use mostly to create 3D movement. Includes Unified Camera Tool, Orbit Camera Tool, Track XY Camera Tool, and Track Z Camera Tool

- **Shape Tools:** Used to create shapes. Use left and right arrow keys to expand/contract form. Use up and down arrow keys to add/subtract sides.
- **Pen Tool:** Used to make objects, as well as for masking.
- **Text:** Add text to your composition. Use the character panel to change text/color. Use the selection tool to move the text.
- **Brush Tool**
- **Clone Stamp Tool**
- **Eraser**
- **Roto Brush Tool:** Used to isolate a character/object out of the background of a scene.
- **Puppet Pin Tool:** Used to do basic animation on a character or person. When you pin to the puppet, the tool automatically creates key frames for you (click u to see all key frames).

After you create a pin, AE will “triangulate” the object and turn it into a triangulated mesh. When you animate with this function, it will bend along the triangles. For a cleaner movement, you can increase the triangle count.



Importing

- **File > Import > File... > Open**
- File will appear in the project panel.
- Drag file into the layers side of the Timeline Panel.
- If you import the wrong file, click on the file and select the tiny trash can icon at the bottom right of the project panel.
- **Folder Management:** All files used in your motion design need to be kept in the same folder as your AE file.
- **Layer Naming:** Name your layers to keep organization throughout your composition. Right click on the layer you would like to rename.

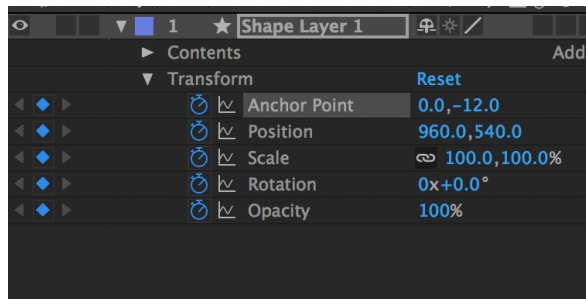
Illustrator Files

- Create Illustrator Files that are the same size as your AE composition.
- Use named layers for each portion of your illustration you want to control.
- Import the .ai file to your composition.
- There are two ways to import your files: footage or composition.
- **Import Kind: Composition:** Allows you to animate each separate layer. Shift+click to select all layers in your project panel > (cmd c) to copy > go to composition > (cmd v) to paste
- **Import Kind: Footage:** Use when you don't plan on animating each separate layer. Less recommended.
- When you edit your .ai file and resave it, your footage or composition file in your video will change to the new edited version.

The Timeline Panel

- Use this panel to animate layer properties and set In and Out points for a layer (where a layer begins and ends).
- **Contents:** You can change your color and stroke in here, along with other functions.
- **Transform:** Drag the values to the left or right to apply transformations.
 - Anchor point (A)
 - Position (P)

- Scale (S)
- Rotation (P)
- Opacity (T)
- **Creating a Keyframe:** Click on the stopwatch or change a parameter. Note: If you deactivate the stopwatch, all keyframes for that layer property are deleted, and the constant value for the property becomes the value at the current time.
- **Additional Keyframes:** Drag the time slider and change a value by moving the time slider and manually clicking the diamond shape.
- **Selecting a Keyframe:** Click on the keyframe to move and adjust parameters. Shift+click or draw a marquee around keyframes to select multiple keyframes.
- **Deleting a Keyframe:** Select and press the delete key. To delete all keyframes for a layer, click on the stopwatch.
- Press the spacebar to play your motion design in the composition panel.



AE Workflow

1. Importing and organizing footage
2. Creating compositions and arranging layers
3. Adding effects
4. Animating elements
5. Previewing your work
6. Rendering and outputting the final composition to share with others