

After Effects Basics

Learn what you can do in Adobe After Effects

After Effects Basics

While Premiere Pro is intended for cutting, arranging, and enhancing video footage, After Effects is for creating motion graphics and visual effects to add to your video.

1. Animate text and images
2. Steady shaky shots
3. Pull chroma keys
4. Animate 3D text
5. Motion tracking
6. And much more...

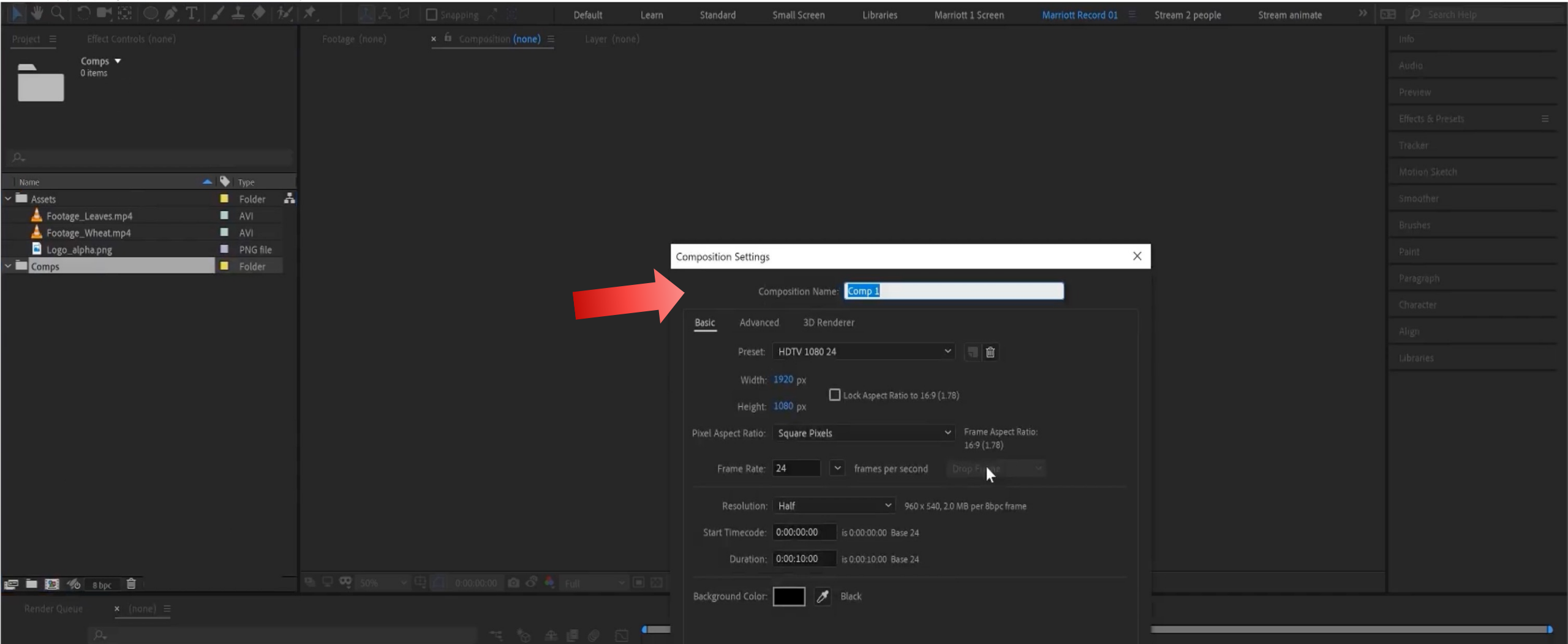
After Effects Basics

Topics

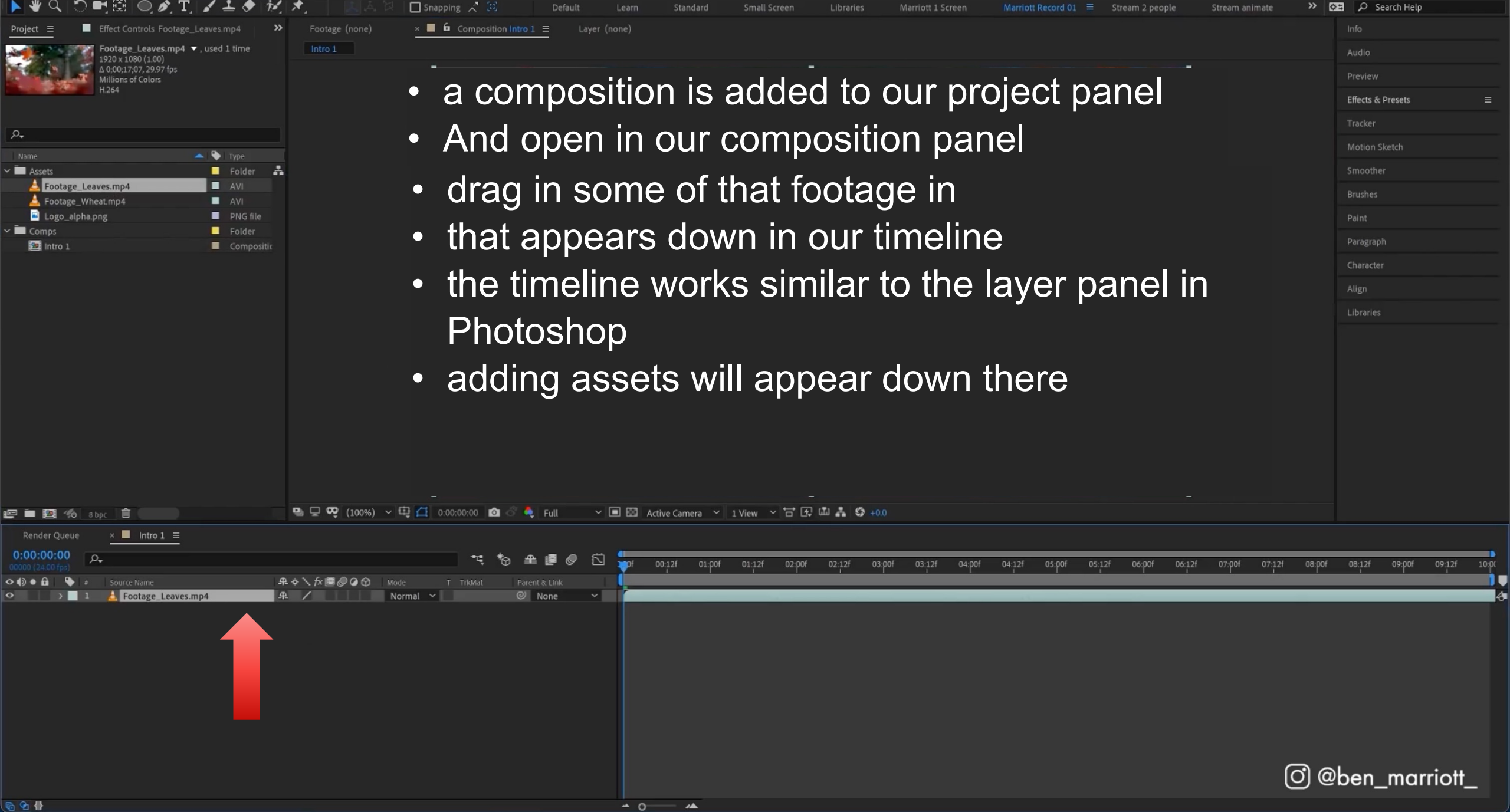
1. Importing footage to a new composition
2. Animating images and text
3. Adding effects to images and text
4. Reusing animations
5. Rendering animations

After Effects can be a really intimidating the first time

- on the left we've got our project panel
- we can drag and drop all of our assets
- keep this organized by using folders



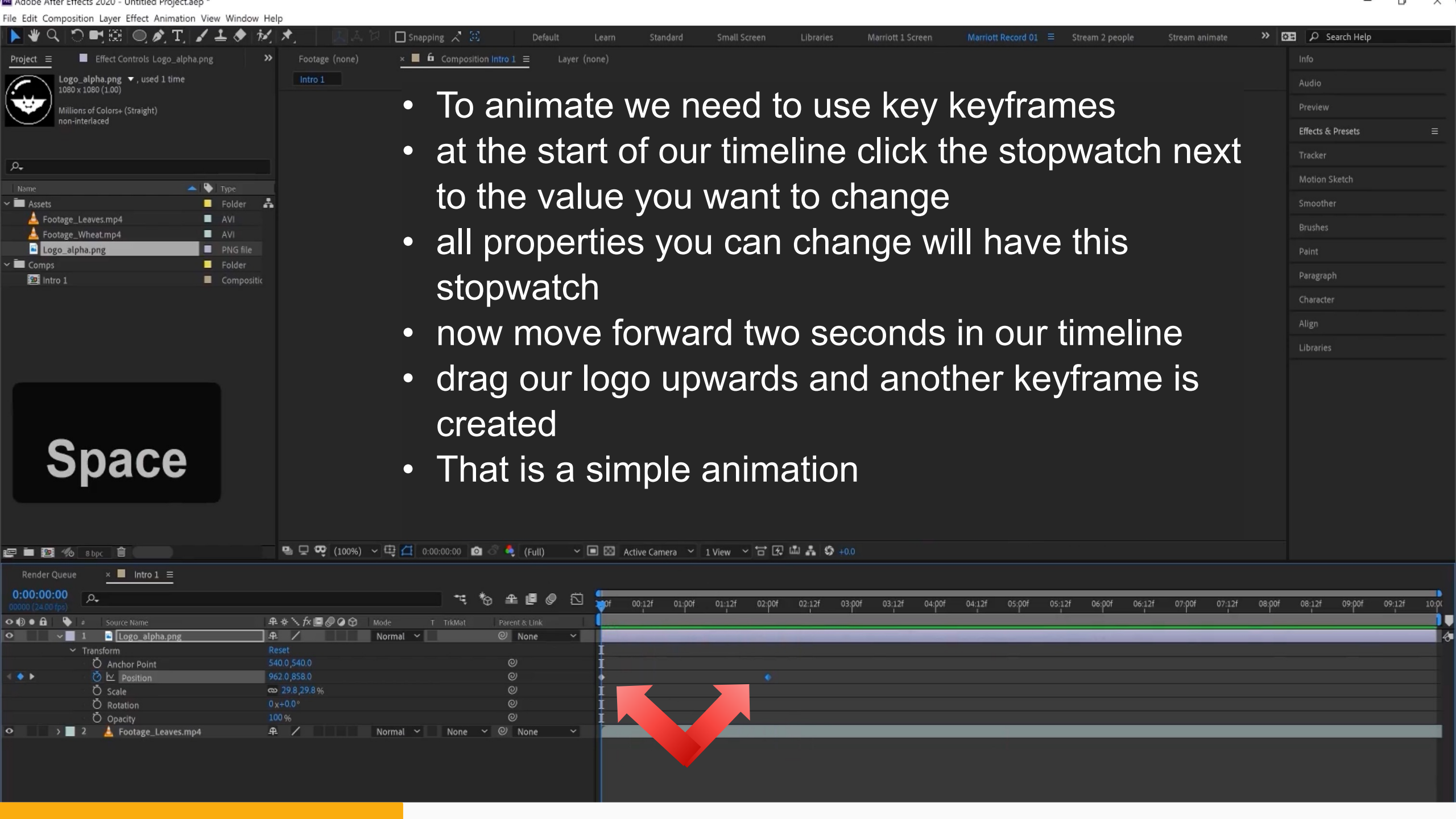
- create a new composition
- use these settings 1920 by 1080
- Give it a name (you can always change it later)



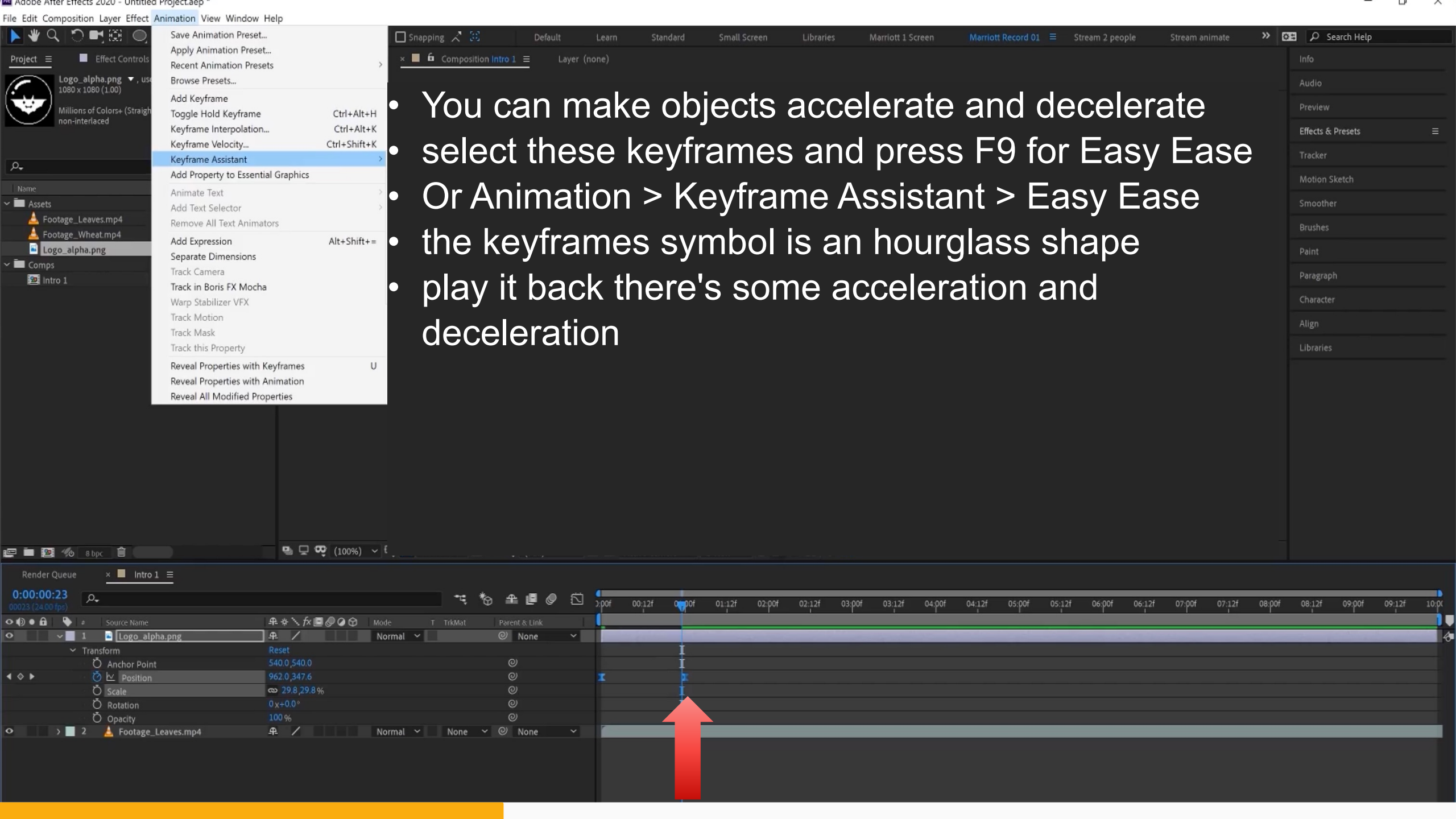
- a composition is added to our project panel
- And open in our composition panel
- drag in some of that footage in
- that appears down in our timeline
- the timeline works similar to the layer panel in Photoshop
- adding assets will appear down there

The screenshot shows the Adobe After Effects 2020 interface. The top menu bar includes File, Edit, Composition, Layer, Effect, Animation, View, Window, and Help. The main workspace is divided into several panels. On the left, the Project panel shows a list of assets: Logo_alpha.png (1080 x 1080 (1.00), Millions of Colors+ (Straight) non-interlaced), Footage_Leaves.mp4, Footage_Wheat.mp4, and Intro 1. The central Composition panel displays a timeline with a red arrow pointing to the playhead at 01:12f. The bottom panel shows the Render Queue with two items: Logo_alpha.png and Footage_Leaves.mp4. The right sidebar contains various panels like Info, Audio, Preview, Effects & Presets, Tracker, Motion Sketch, Smoother, Brushes, Paint, Paragraph, Character, Align, and Libraries.

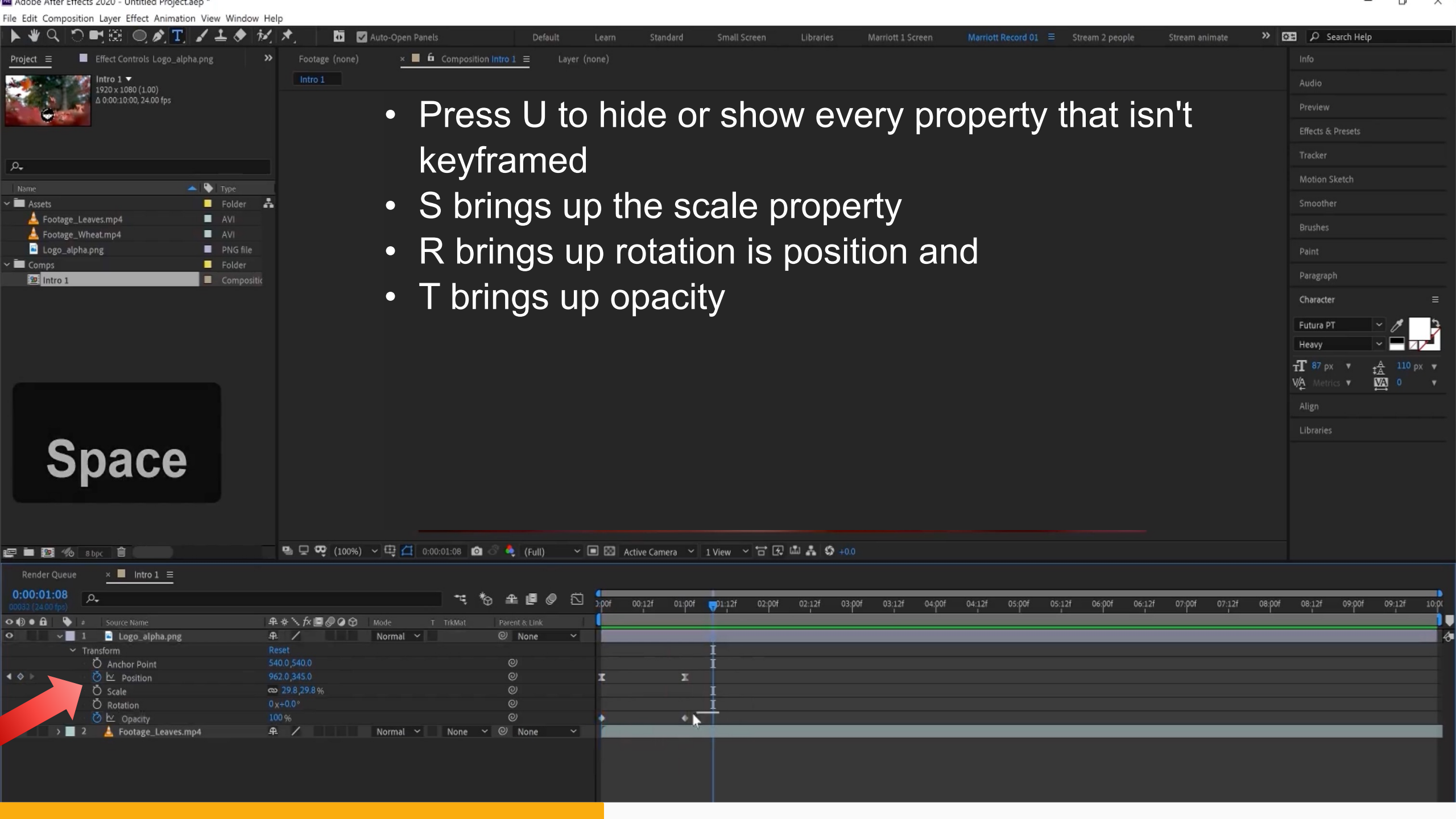
- if you've edited before you know a timeline
- press spacebar to play video
- you can drop the resolution smoother playback
- Or leave it at auto



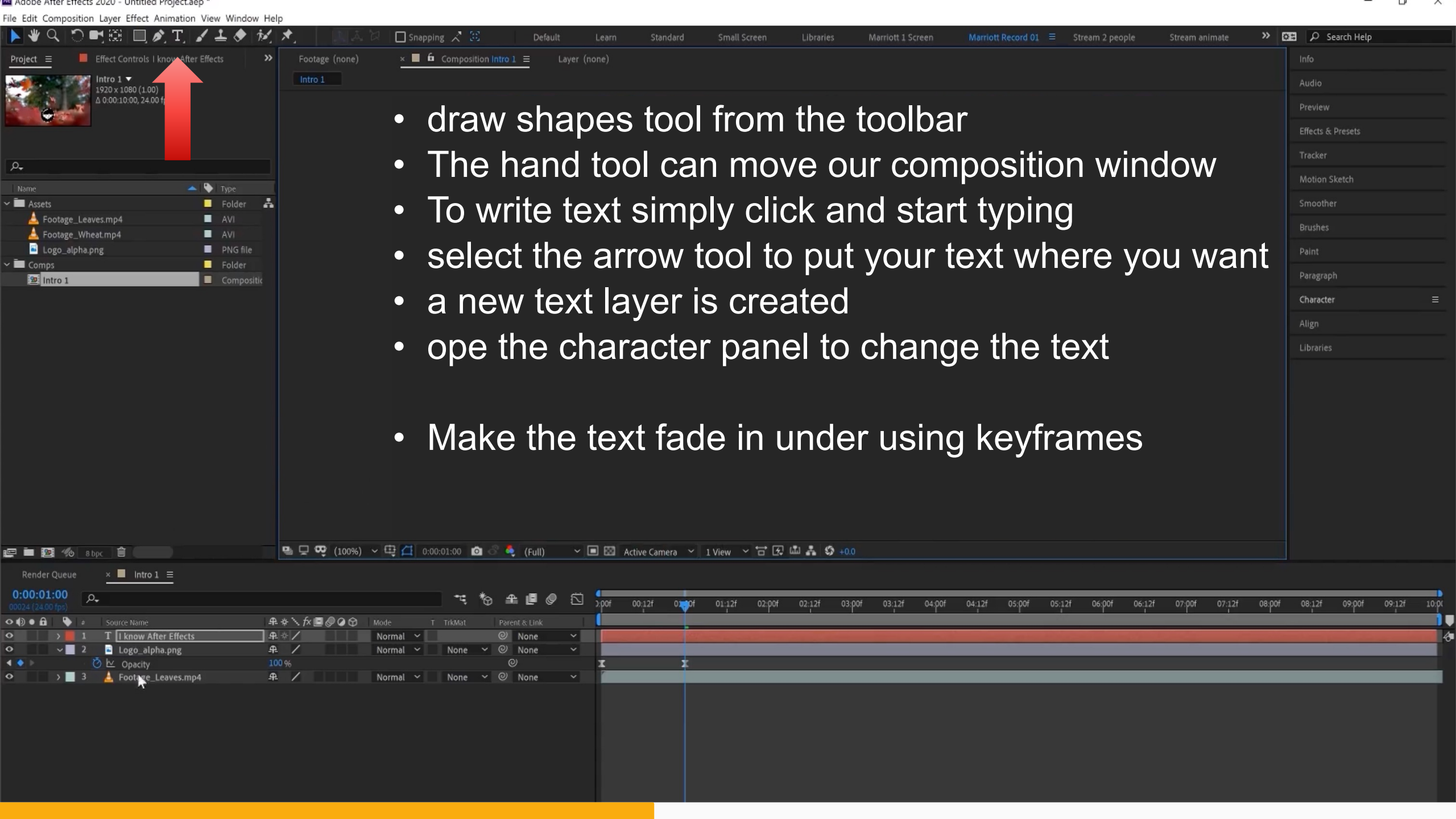
- To animate we need to use keyframes
- at the start of our timeline click the stopwatch next to the value you want to change
- all properties you can change will have this stopwatch
- now move forward two seconds in our timeline
- drag our logo upwards and another keyframe is created
- That is a simple animation



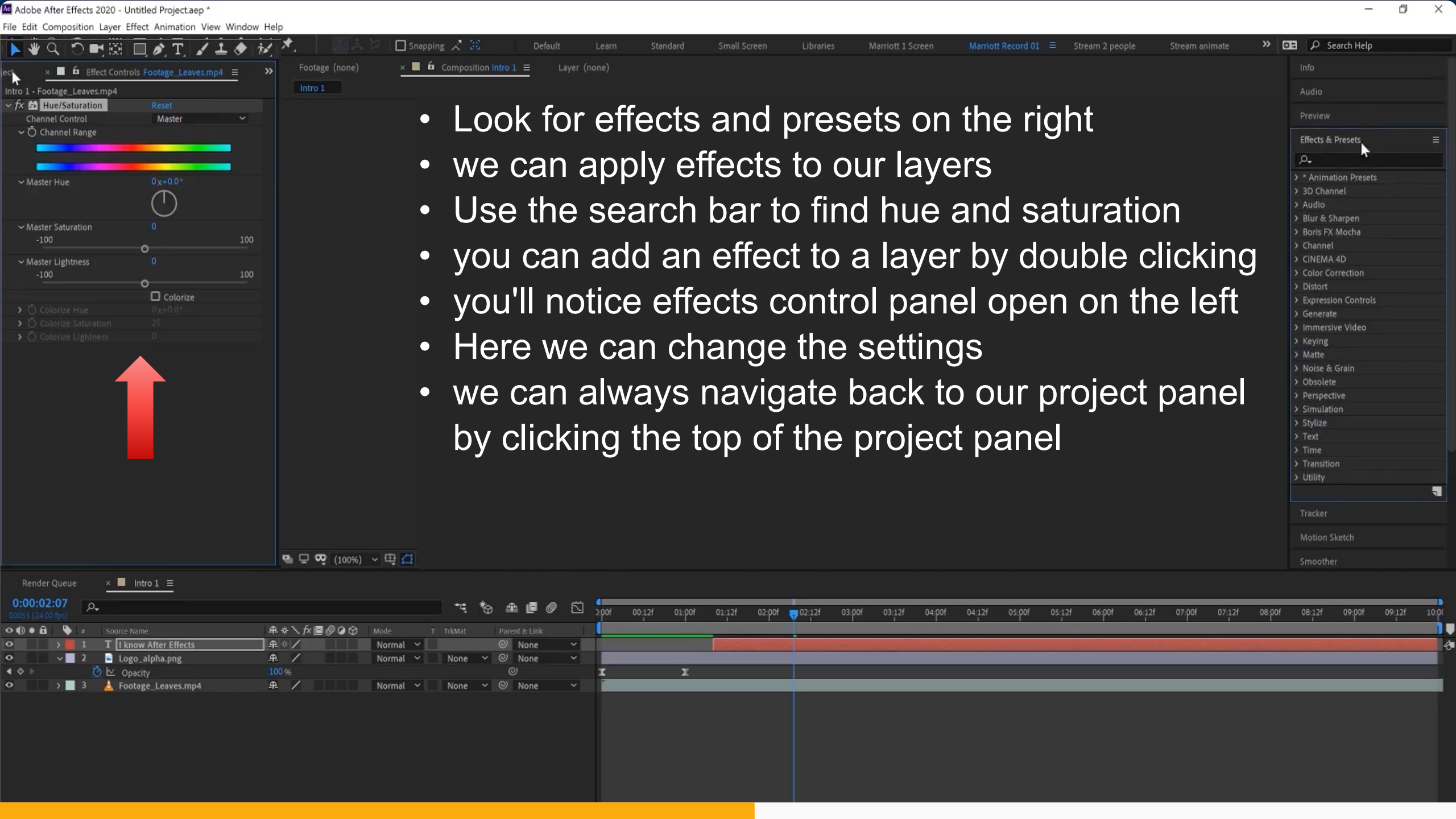
- You can make objects accelerate and decelerate
- select these keyframes and press F9 for Easy Ease
- Or Animation > Keyframe Assistant > Easy Ease
- the keyframes symbol is an hourglass shape
- play it back there's some acceleration and deceleration



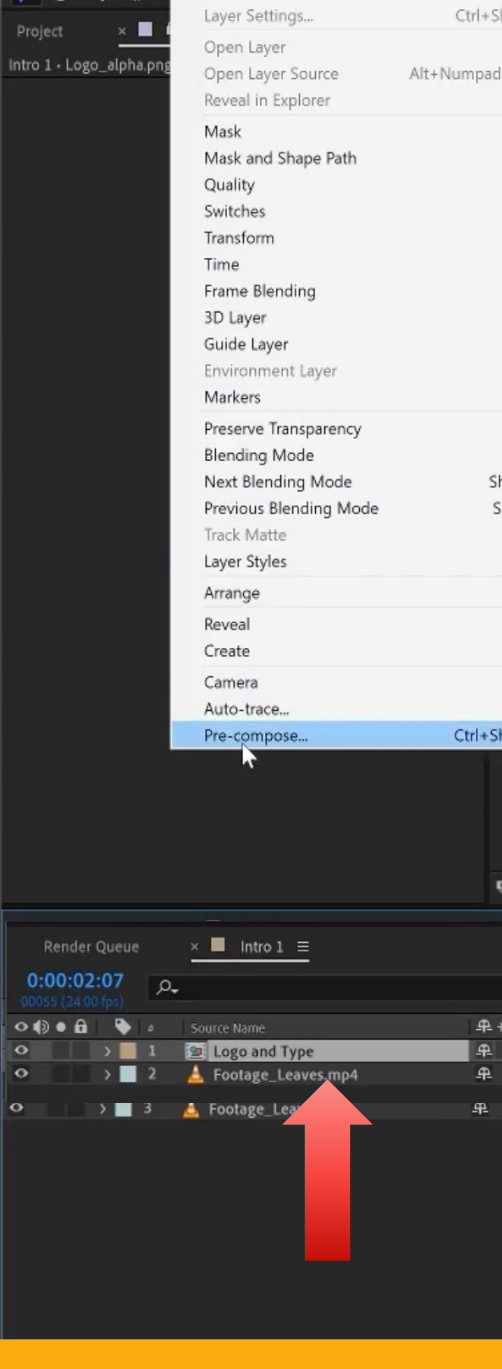
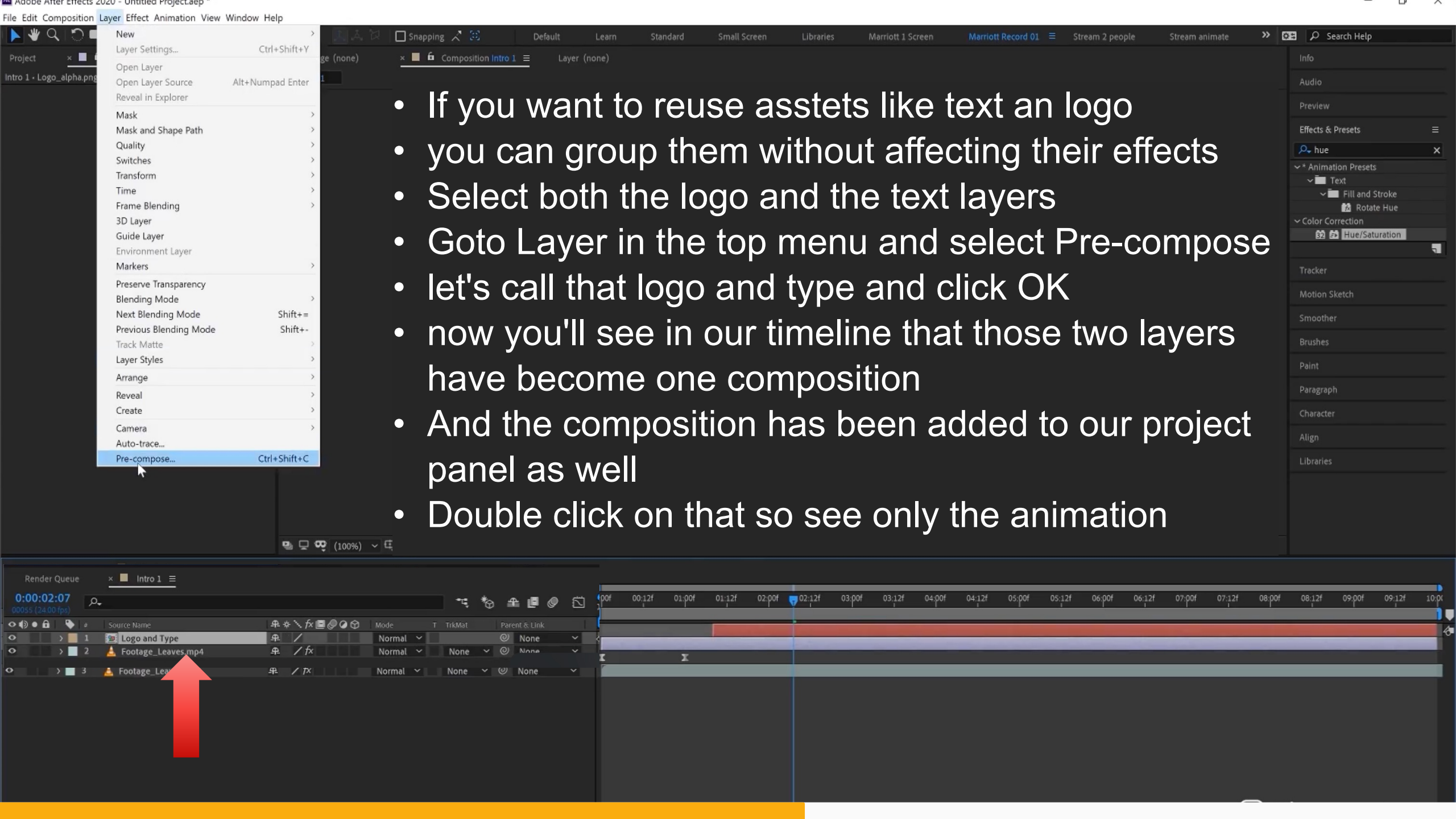
- Press U to hide or show every property that isn't keyframed
- S brings up the scale property
- R brings up rotation is position and
- T brings up opacity



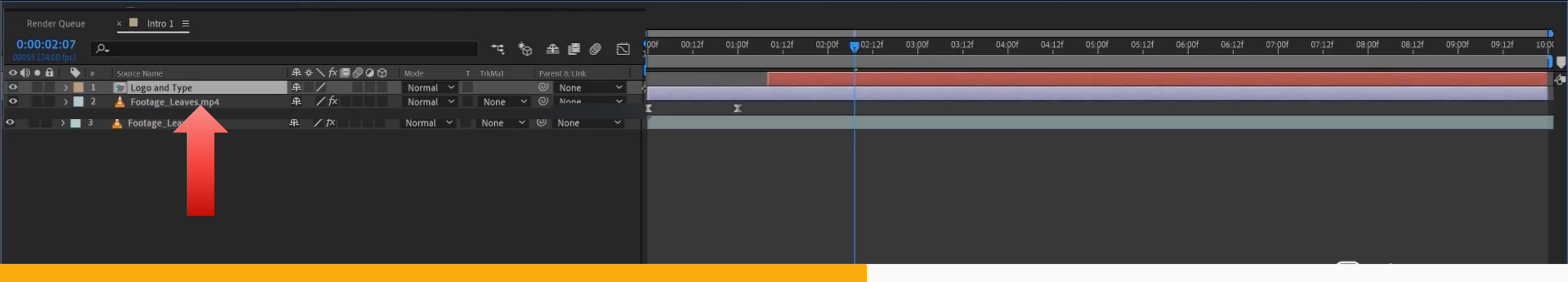
- draw shapes tool from the toolbar
- The hand tool can move our composition window
- To write text simply click and start typing
- select the arrow tool to put your text where you want
- a new text layer is created
- ope the character panel to change the text
- Make the text fade in under using keyframes

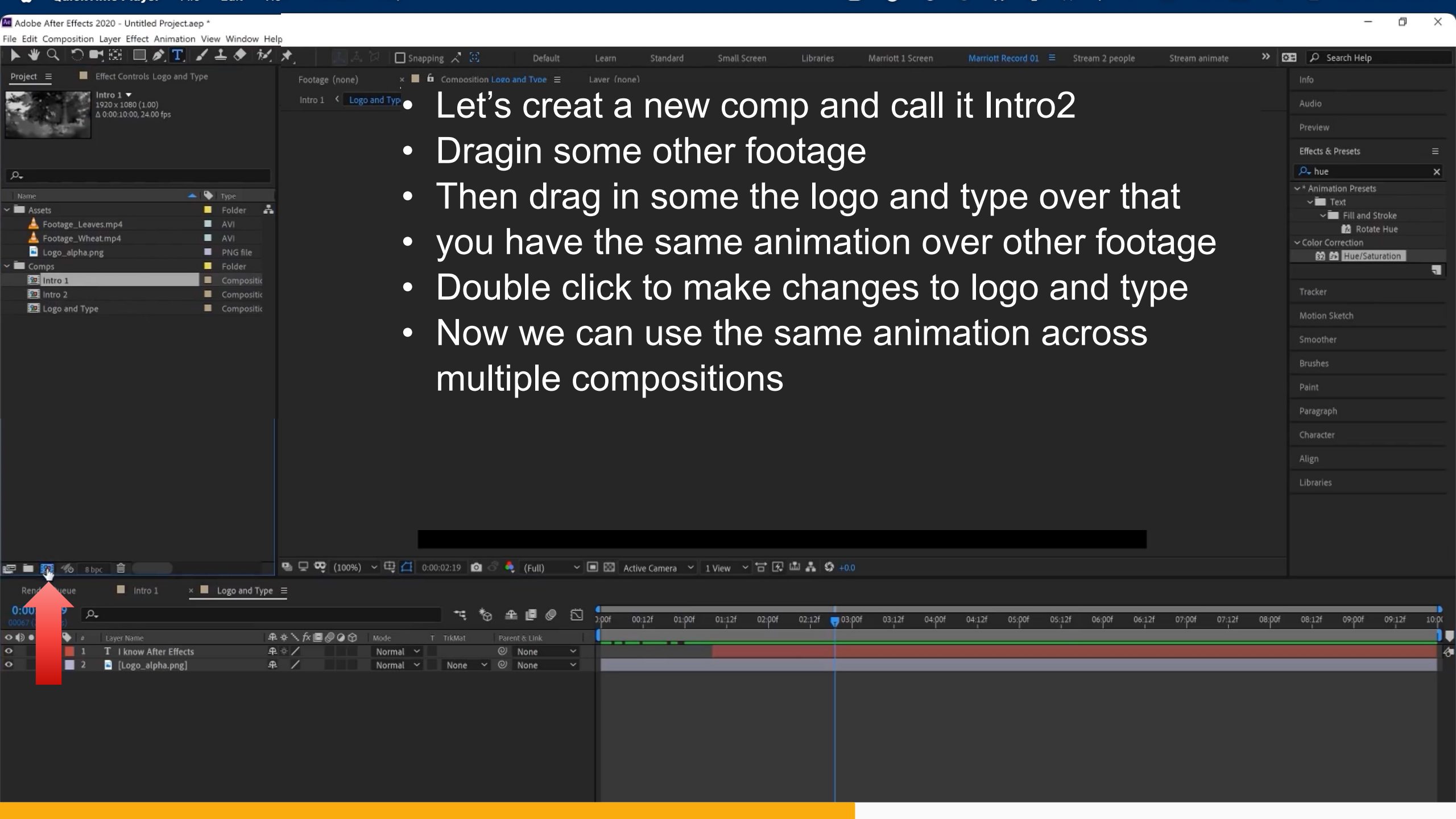


- Look for effects and presets on the right
- we can apply effects to our layers
- Use the search bar to find hue and saturation
- you can add an effect to a layer by double clicking
- you'll notice effects control panel open on the left
- Here we can change the settings
- we can always navigate back to our project panel by clicking the top of the project panel

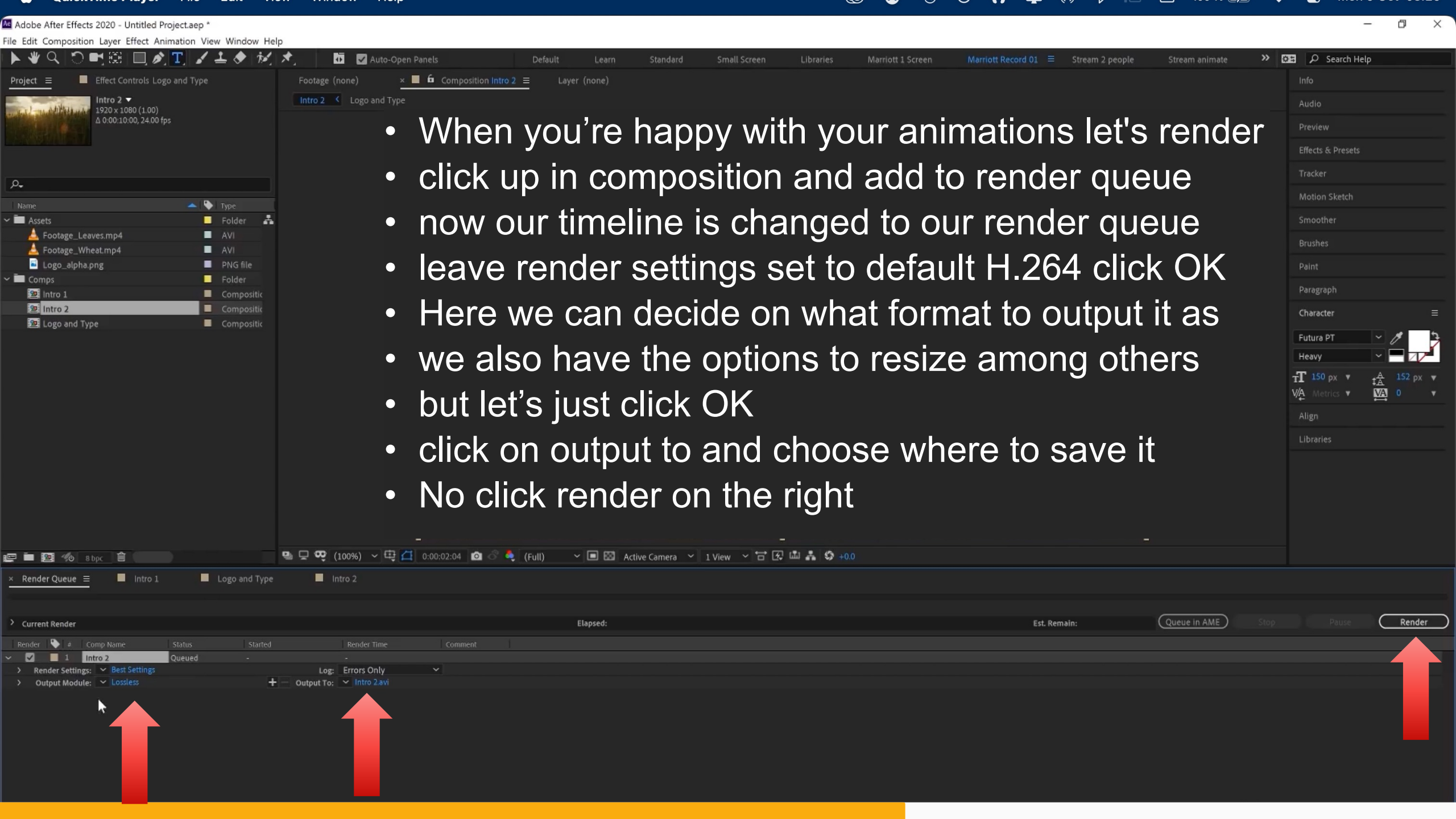


- If you want to reuse assets like text and logo
- you can group them without affecting their effects
- Select both the logo and the text layers
- Goto Layer in the top menu and select Pre-compose
- let's call that logo and type and click OK
- now you'll see in our timeline that those two layers have become one composition
- And the composition has been added to our project panel as well
- Double click on that so see only the animation

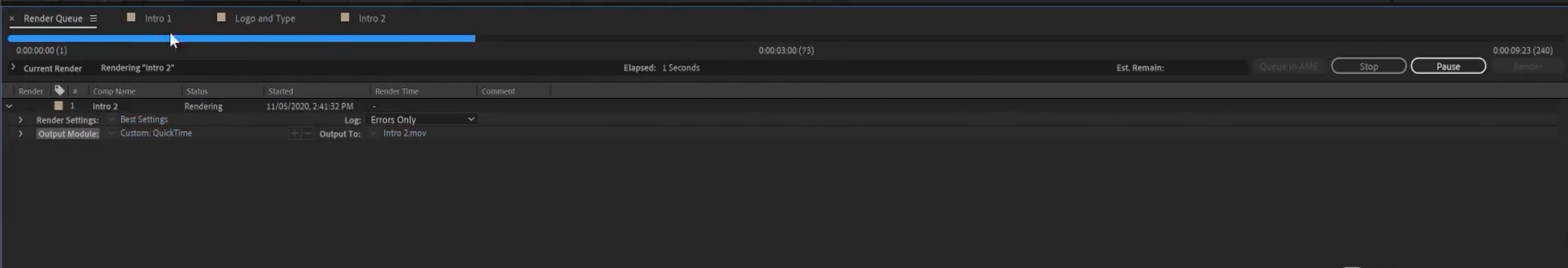
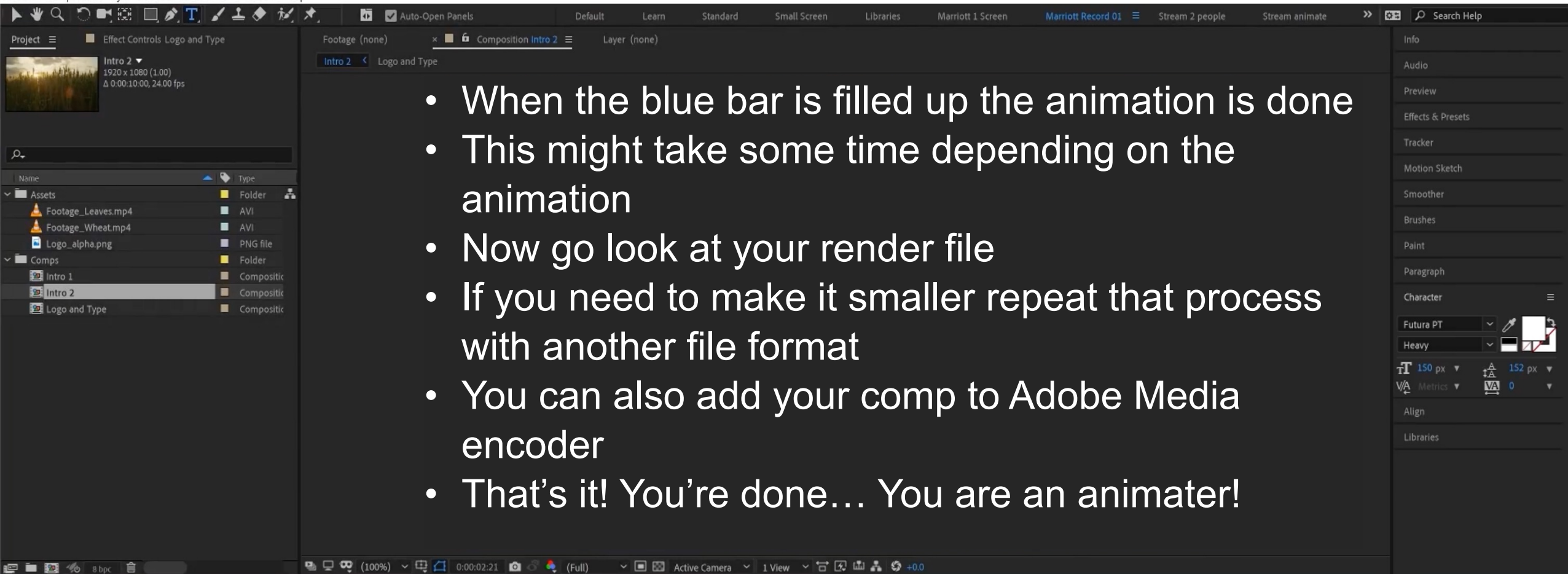




- Let's create a new comp and call it Intro2
- Drag in some other footage
- Then drag in some the logo and type over that
- you have the same animation over other footage
- Double click to make changes to logo and type
- Now we can use the same animation across multiple compositions



- When you're happy with your animations let's render
- click up in composition and add to render queue
- now our timeline is changed to our render queue
- leave render settings set to default H.264 click OK
- Here we can decide on what format to output it as
- we also have the options to resize among others
- but let's just click OK
- click on output to and choose where to save it
- No click render on the right



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Summary

1. Importing footage to a new composition
2. Animating images and text
3. Adding effects to images and text
4. Reusing animations
5. Rendering animations

Reflection

Use 5 - 10 minutes to review the **Subject** of today's lecture:

List the **Topics**:

- Which **Topic** was the most interesting to you and why?
- How can you begin using this new knowledge?
- After gaining this new knowledge, what new questions have arisen?