

Table of Contents

| | |
|---|------|
| Foreword: Harry Marks | viii |
| The father of modern broadcast motion graphics reflects on how much easier life is today. | |
| Introduction | xii |
| After Effects has given us a career exploring our creativity – we hope it does for you too. | |
| How to Use This Book | xii |
| How this book is organized, what the icons means, and a note for instructors. | |
| DVD Roadmap | 1 |
| The enclosed DVD is an essential companion in getting the most out of this book, including projects for each of the chapters, and numerous free plug-ins. | |



PART 1 Getting Started & Animation

| | |
|--|----|
| 1 After Effects 101 | 2 |
| An introductory tutorial project for those new to After Effects. Shows you how to use the major features of the program, while building a main title to a mythical detective show called <i>Dark Motives</i> . | |
| 2 Creating a Composition | 30 |
| Creating a new composition; a tour of the Comp and Timeline windows | 30 |
| Adding layers; the Layer window | 34 |
| Managing multiple comps; navigating in space | 35 |
| Resolution and Quality | 38 |
| Navigating and zooming in time; the work area | 40 |
| Safe areas, rulers, grids, and guides; displaying time | 42 |
| Channel switches, color picker, background color, solids, appearance | 46 |
| <i>Preview Possibilities</i> (Interactive and RAM previews; OpenGL) | 50 |
| 3 A Matter of Time and Space | 58 |
| Position, including spatial keyframes and paths; keyframe types | 59 |
| Keyframe navigation; scrubbing values | 64 |
| Keyframes in time, including value and velocity graphs | 66 |
| Temporal keyframe types; editing velocity values | 69 |



| | |
|---|------------|
| Roving keyframes, Hold keyframes | 74 |
| Manipulating and nudging keyframes; resampling, sub-pixel positioning | 78 |
| Keyframe assistants: Easy Ease, Motion Sketch, The Smoother | 79 |
| 4 A Trio of Transformations | 88 |
| Scale values and keyframing, value and velocity graphs; overshooting | 88 |
| Rotation values and keyframing, value and velocity graphs | 94 |
| 3D rotation, Orientation versus Rotation | 97 |
| Auto-orient rotation in 2D | 99 |
| Opacity values and keyframing; overlapping transparency | 100 |
| Keyboard shortcuts for transformations | 102 |
| 5 The Anchor Point | 104 |
| Moving the anchor point | 104 |
| Arcs, orbits, and transitions | 106 |
| Motion control moves | 108 |

PART**Layers – The Next Level**

| | |
|--|------------|
| 6 The Layer Essentials | 110 |
| Selecting and moving layers | 110 |
| Duplicating, soloing, renaming, and replacing layers | 112 |
| Comp and layer markers | 114 |
| Taking snapshots; align & distribute; edit original; color-coding layers | 116 |
| Layer switches | 120 |
| 7 Trimming the Fat | 122 |
| Trimming in and out points | 122 |
| Slip editing; Sequence Layers keyframe assistant | 126 |
| Splitting layers | 130 |
| Overlay and ripple insert editing | 132 |
| 8 Stretch, Reverse, & Blend | 134 |
| Time Stretching | 134 |
| Reversing layers | 136 |
| Frame Blending | 138 |
| 9 Motion Blur | 140 |
| Applying motion blur | 141 |
| Shutter Angle and Phase; render settings | 142 |

PART**Modes, Masks, and Mattes**

| | |
|---|------------|
| 10 Blending Modes | 144 |
| Blending modes explained; applying blending modes | 144 |
| Overview and example of each mode | 148 |

| | | |
|-----------|---|------------|
| 11 | All About Masking | 160 |
| | Masking basics; creating simple masks | 160 |
| | Transforming and selecting masks | 163 |
| | Mask feathering, expansion, and opacity; inverting a mask | 165 |
| | Creating and editing Bezier and RotoBezier masks | 168 |
| | Animating masks; mask tips and gotchas | 171 |
| | Managing multiple masks | 176 |
| | Auto-trace | 180 |
| | Importing masks from Illustrator and Photoshop; masks from text | 181 |
| | Smart Mask Interpolation keyframe assistant | 183 |
| | Copying masks to Position; rotoscoping advice; panning inside masks | 184 |
| 12 | All About Track Mattes | 188 |
| | Mattes explained; luma versus alpha mattes; inverting mattes | 188 |
| | Enhancing mattes; choosing a matte channel; Set Matte effect | 195 |
| | Animated mattes; using parenting and null objects | 199 |
| | Building a track matte hierarchy by nesting and precomposing | 202 |
| | Unmultiplying mattes and other tips; custom transition mattes | 208 |
| 13 | Stencils and the “T” | 212 |
| | Stencils explained; luma versus alpha stencils; silhouettes | 212 |
| | Preserve Transparency | 215 |
| | Glints and other effects; Alpha Add mode | 216 |

PART

Cameras! Lights! Action!



| | | |
|-----------|--|------------|
| 14 | 3D Space | 218 |
| | The Z dimension | 218 |
| | Rotation and Orientation in 3D; Z scale; anchor point offset | 221 |
| | Camera and orthogonal views; multiple comp views; axes handles and modes | 224 |
| | 3D motion paths; auto-orient in 3D | 230 |
| | Render order issues; intersections; mixing 2D and 3D layers | 234 |
| 15 | Cameras | 240 |
| | Camera basics; multiple cameras | 240 |
| | Camera settings; angle of view; depth of field | 244 |
| | Aiming the camera | 249 |
| | Animating cameras; auto-orientation; one-point versus two-point cameras | 252 |
| 16 | Lighting in 3D | 258 |
| | Light basics; rotating lights | 258 |
| | Light parameters and types of lights | 264 |
| | Layer material options | 269 |
| | Managing shadows | 272 |
| | Light transmission; gels and gobos; adjustment lights | 276 |

PART **Building Hierarchies**

| | |
|--|------------|
| 17 Parenting Skills | 284 |
| Parenting basics | 284 |
| Parenting exercises | 286 |
| <i>Under the Hood</i> (the math behind parenting) | 288 |
| Null objects | 291 |
| Coordinates; 3D issues; jump parenting | 293 |
| 18 Nesting Compositions | 296 |
| Nesting basics | 296 |
| Effects; video edits | 298 |
| Using over-sized comps (motion control technique) | 300 |
| Nesting options; nesting tips; flowchart view | 301 |
| Render order issues; Transform effect | 304 |
| 19 Precomposing | 308 |
| Precomposing to group layers | 308 |
| Leaves All Attributes versus Move All Attributes | 310 |
| Render order issues | 312 |
| Clipped layers; trimming “empty calories” | 314 |
| 20 Collapsing Transformations | 316 |
| Maintaining resolution | 316 |
| How collapsing changes the render order | 318 |
| Special cases including 3D issues | 320 |
| Continuous rasterization of vector artwork, text, and solids | 326 |

PART **Effects Essentials**

| | |
|--|------------|
| 21 Applying Effects 101 | 328 |
| Applying effects; the Effects & Presets palette | 328 |
| Common effect controls | 331 |
| Animating effects; effect point paths; rendering | 335 |
| Pixel aspect ratio issues with effects | 338 |
| 22 Adjustment Layers | 342 |
| Creating adjustment layers | 342 |
| The selection region; blending modes; 3D render issue | 343 |
| 23 That Ol' Black Solid | 346 |
| Why to apply effects to solids; dropping out the black | 346 |
| Tracing effects on duplicated layers | 348 |
| 24 Standard Effects Roundup | 350 |
| Tips on over 100 effects including Cycore Effects and those free on your DVD, broken down by category. Look in the Index under Effects to quickly locate specific effects. | |

PART Text & Presets



| | |
|---|------------|
| 25 Textacy | 386 |
| Creating, editing, and formatting text using the Type tool | 386 |
| Cycling text | 389 |
| Composing for paragraphs | 390 |
| Text along a path | 391 |
| Text Animators; Range Selector; randomize order | 392 |
| Animator shapes; ease high and low | 395 |
| More details on Advanced section | 397 |
| Text properties | 398 |
| More Options section | 399 |
| Wiggly Selector; selector modes | 400 |
| Managing multiple selectors and animators | 402 |
| Expression Selector | 405 |
| Type rules; create outlines; text in 3D | 406 |
| Integration with Photoshop text; export text as SWF | 407 |
| 26 Plugging in Type | 408 |
| An overview of type plug-ins from third parties and standalone applications, including sources for type and type editing applications | 408 |
| Zaxwerks 3D Invigorator | 416 |
| 27 Animation Presets | 420 |
| Applying, saving, and modifying presets | 420 |
| Text presets | 424 |
| Effect favorites | 426 |

PART Importing & Rendering



| | |
|---|------------|
| 28 Import and Interpret | 428 |
| Tips on importing different media types; missing codec | 428 |
| Importing projects | 439 |
| Interpret footage settings; interpretation rules | 440 |
| 29 Join the Queue | 444 |
| Rendering overview, including movies, stills and RAM Previews | 444 |
| Render Settings | 448 |
| Output Modules | 454 |
| Render Queue window | 460 |
| Creating and editing templates | 462 |



Bonus DVD Tutorials Overview

A number of tutorial projects are also included on this book's DVD. See summary on page **464**.