



Introduction to After Effects

app: Adobe After Effects 5.5
date: January 2005
by: Dave Schultze
at: PDave@schultzeworks.com

1 What Up

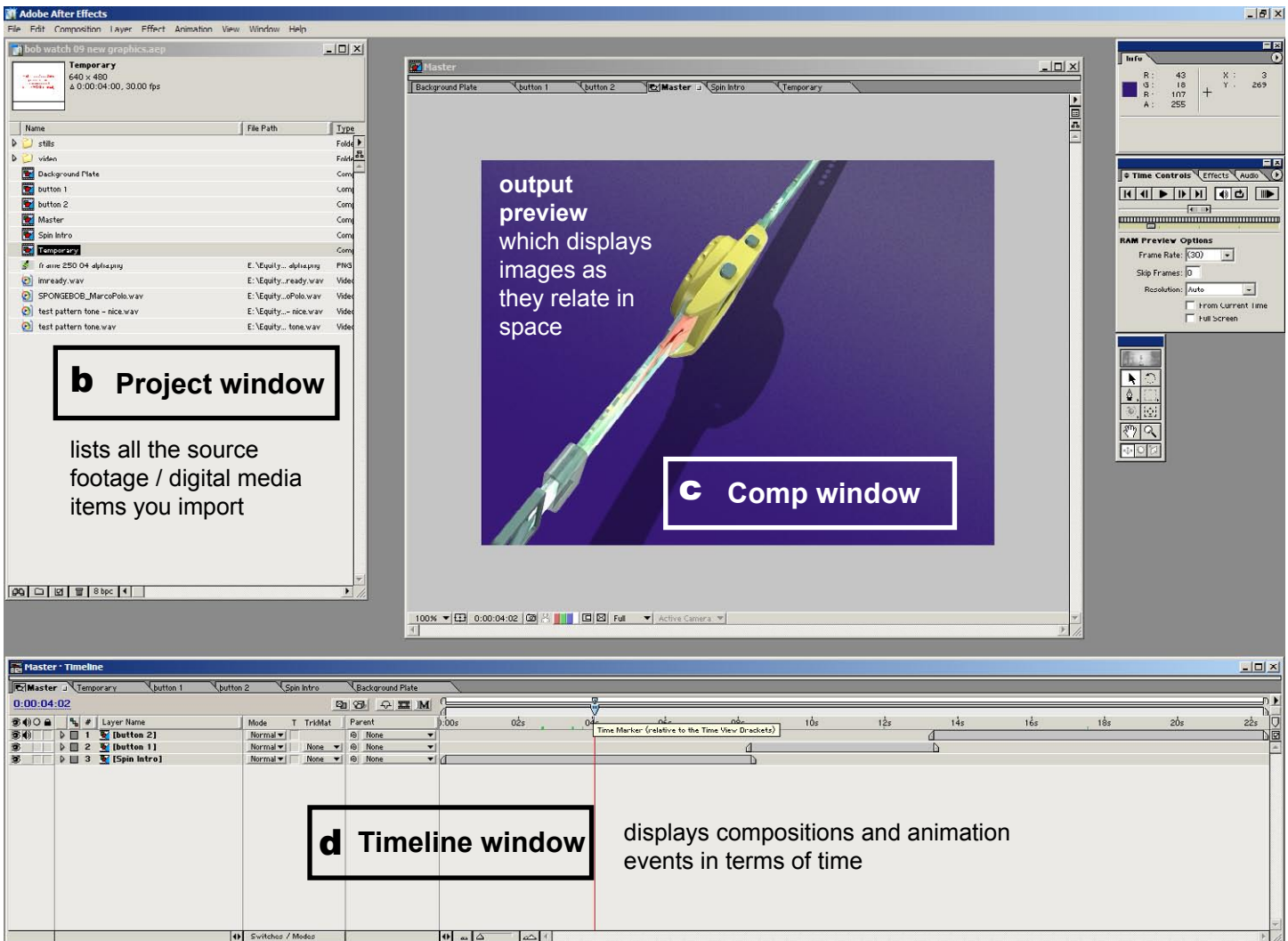
Adobe After Effects can best be explained as “**Photoshop over time.**” You can easily animate any number or type of digital media into a single master video clip. The types of media include computer generated (CG) animations, live action video (DV,) stills (JPG, TIF,) titles and text from Photoshop or Illustrator, sound effects and music (MP3 or WAV.) Pretty much anything!

Adobe After Effects allows you to position your digital media elements anywhere in time and each element is kept separate on its own layer. This type of time vs. layer editing is known as NLE, or Non-Linear Editing.

When used in the application of film titles, the program output is also referred to as “motion graphics.”

2 The Interface

has three primary windows

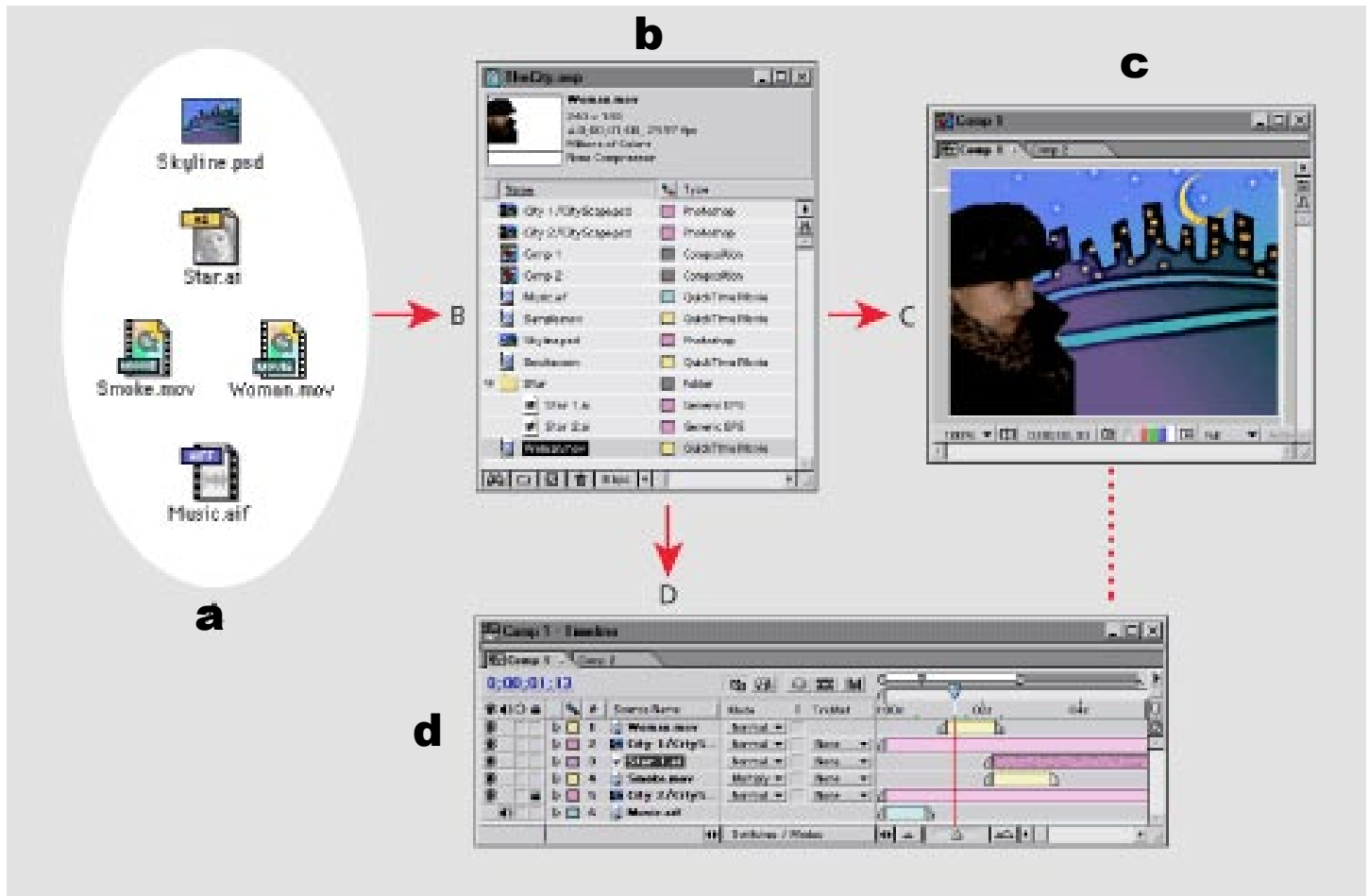




Introduction to After Effects

app: Adobe After Effects 5.5
date: January 2005
by: Dave Schultze
at: PDave@schultzeworks.com

3 The Workflow



a Source footage, or digital media such as computer generated (CG) animations, live action video (DV,) stills (JPG, TIF, etc,) titles and text from Photoshop or Illustrator, sound effects, and music (MP3 or WAV.)

Add footage items to a composition by dragging them from the Project window into either the Composition window or the Timeline window.

b Project Window, which lists all the source footage / digital media items you import

c Composition Window : which displays images as they relate in space

d Timeline Window : displays compositions and animation events in terms of time

4 Golden Tip to avoid guaranteed pain and wasted time.

Make a new folder for each After Effects project. In this folder will be your After Effects file and ALL of your digital media footage files. Keep **everything** together in this one folder to avoid problems when you work on different computers. See details next page.



Introduction to After Effects

5 File Structure

a PROJECT PRESENTATION FOLDER

Make a new presentation folder (and name it) on your computer in a logical, easy to remember place. In this folder, you should then place ALL content (and subfolders) being used in the presentation.

After Effects does not “import” your content, it merely references its location.

So, if you don’t keep EVERYTHING in one folder, you will not be able to work on your After Effects presentation on another computer.

b PROJECT FILE

In this folder you will save the After Effects Project, filetype = .AEP

i.e. “Dave Final Project.aep”

Anytime you start a new presentation, you make a new project with a new .AEP file

c COMPOSITIONS or “comps”

In After Effects, your project will have at least one -- or more -- comps

(The current comp is viewed in the comp window. A comp is ALWAYS inside of the Project, or .AEP file)

These can be thought of as chapters or scenes and make long presentations much easier to work on.

i.e. “Intro titles” comp or “360 spin” comp

They are always inside your project, or AEP file.

6 Shortcuts

CTRL-I	import files
spacebar	play
PAGE UP	go to next frame
PAGE DOWN	go to previous frame