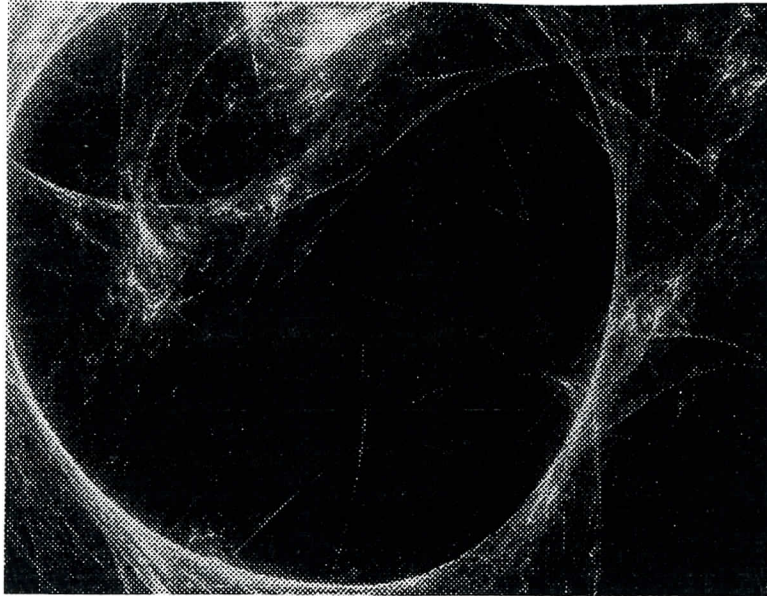


Adobe After Effects Handout 1

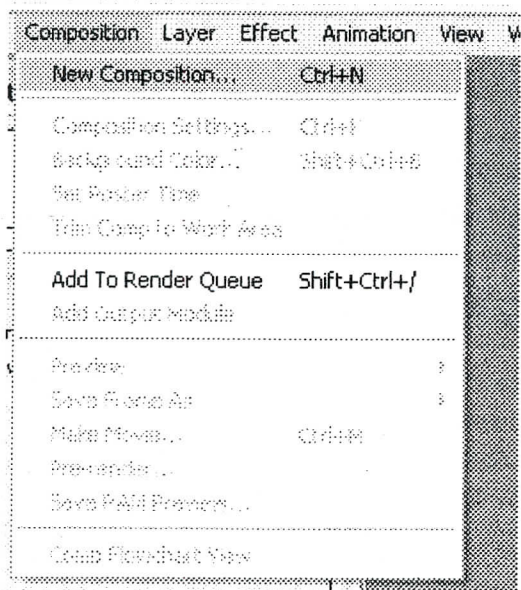


What it is: Adobe After Effects is a powerful tool used by the film industry, composers, and graphics specialists to make very effective transitions, fractal effects, rendered images, and stunning visual effects. It is one of the easiest programs to use for a potential video and tape piece.

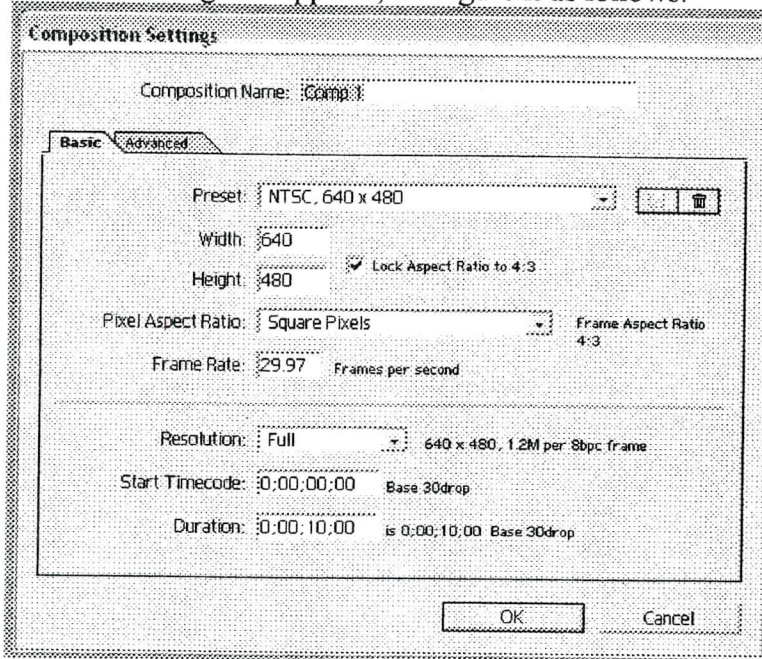
Step 1- Since we typically have a lot of students in art or film classes taking this course, we'll start with the basics: manipulating an image in real time.

First: Open After Effects and select File-New-New Project.

Second: Select Composition-New Composition



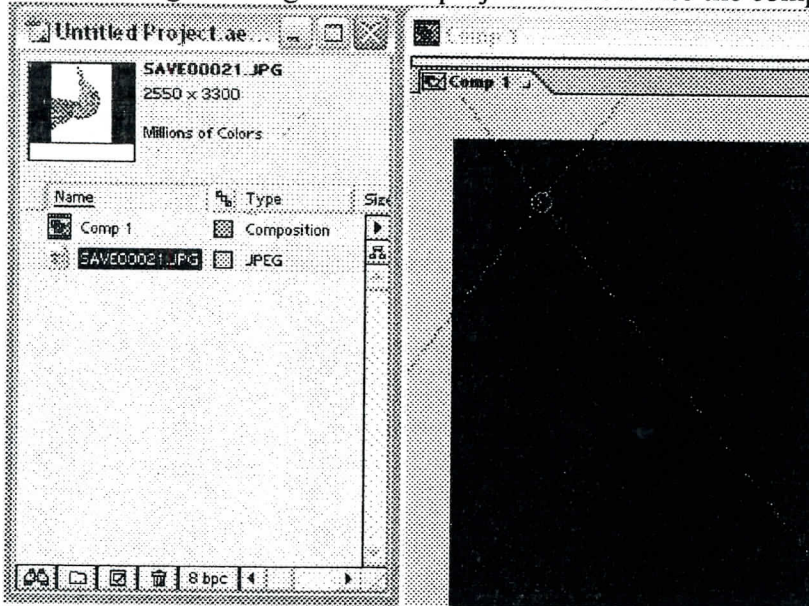
Third: A dialog box appears, configure it as follows:



Step 2- Importing the image.

First: Select File-Import-File, and find the image you want to manipulate.

Second: Drag the image from the project window into the composition(Comp 1) window.

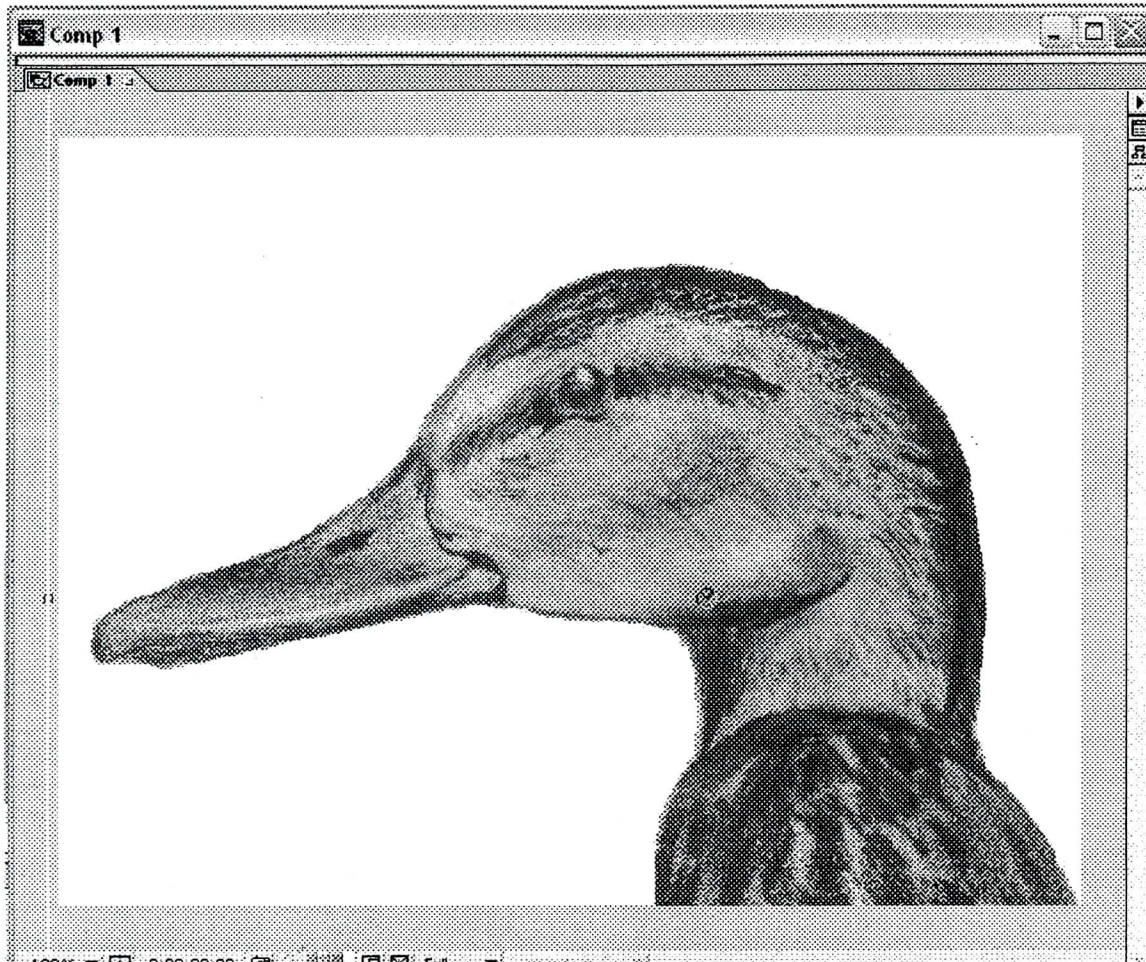


Step 3- Scaling the image (rotating if need be).

First: Right click on image in Composition window.

Second: Select Transform- Scale (or Transform-Rotate).

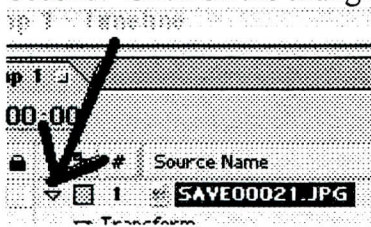
Third: Change settings to desired scale and position in their respective consoles.



Step 4- Manipulating the Image in real time.

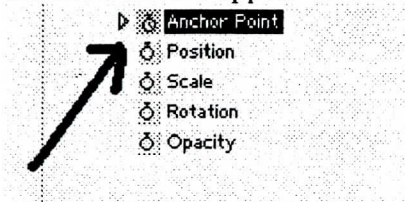
First: Select the timeline window.

Second: Click on the triangle beside the name of the image and make it point downward.

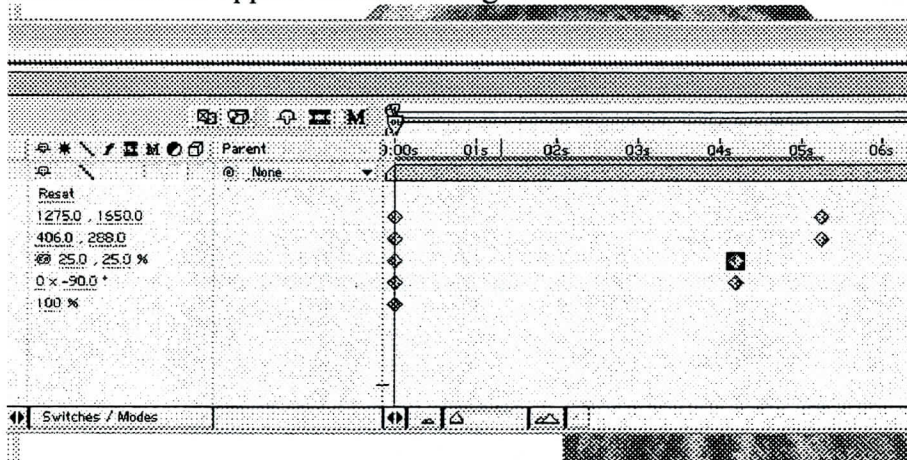


Third: Do the same to the triangle beside Transform.

Fourth: See to it that all of the variables (or only the variables you want to control) below it are enabled to have key frames by clicking on the empty watch beside them. A diamond should appear on the timeline for each one.



Fifth: Leave the initial key frame diamonds in place at the beginning. Change the properties of the image at specific times by clicking on the time and changing the variables in the timeline window (make sure you are in the timeline window). A diamond should appear for each change made.



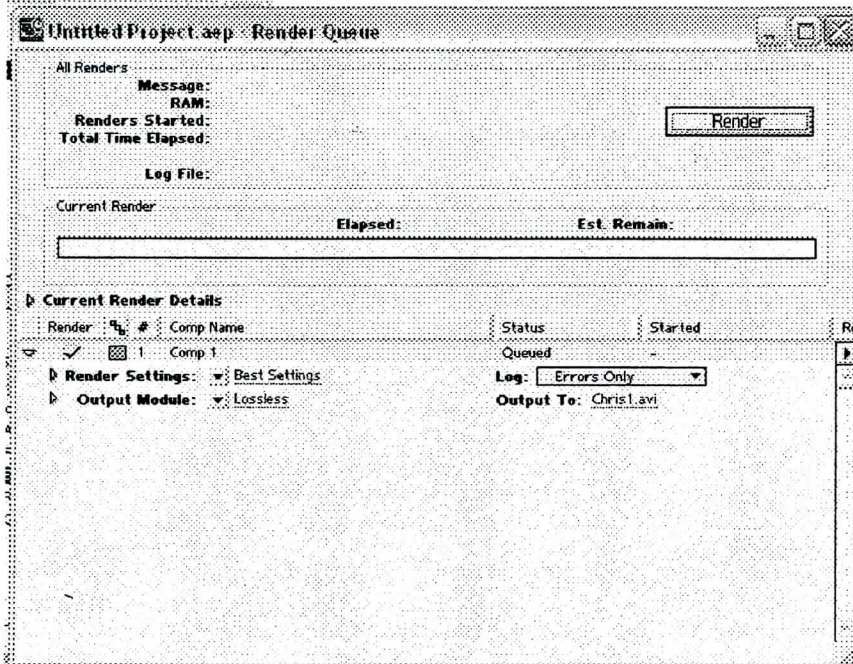
Sixth: Have fun with it and see what you can do.

Step 5: Viewing the sequence and saving it.

First: To view what you have made, click at the beginning and press the spacebar. \

Second: To save/render it, select Composition-Add to Render Queue.

Third: See to it that the render settings are as follows:



Fourth: Click render and view final product in saved destination (controlled by clicking on the name beside the Output to: configuration).