

# Table of Contents

<b>Preface</b>	<b>vii</b>
<b>Section 1: Text, Layers, Characters, Animation</b>	
<b>Chapter 1: Getting Started with After Effects</b>	<b>3</b>
<b>Technical requirements</b>	<b>4</b>
Computer requirements	4
<b>Exploring the interface</b>	<b>4</b>
Resetting the layout	5
Saving your project	5
The project panel	6
Importing images	7
Preferences – Autosave	9
Creating compositions	11
The timelines and the toolbar	13
Bringing layers into your composition	14
Tool panel	15
Preview panel	19
Composition window	20
Effects panel	21
<b>Introducing layer properties</b>	<b>23</b>
Layer panel	25
The footage panel	27
The timeline panel	28
The timeline lifespan	28
Zooming into the timeline	29
Navigating in the timeline	29
Current time indicator	30
The workspace area	31
Trimming layers	31

Creating composition markers on your timeline	32
Animating a property	34
Animating scale	34
<b>Solid layers and masking</b>	<b>35</b>
Duplicating layers	37
Identifying and turning off your layers	38
Solo layers	39
Tagging your layers	40
Looking at transform properties	40
Rulers and guides	41
<b>Editing masks</b>	<b>43</b>
Editing your mask shape	44
Editing masks	45
Using the subtract-masking feature	46
<b>Creating an animated slideshow</b>	<b>47</b>
<b>Summary</b>	<b>52</b>
<b>Questions</b>	<b>52</b>
<b>Further reading</b>	<b>53</b>
<b>Chapter 2: Creating a Lower Third for a Television Show</b>	<b>55</b>
<b>Technical requirements</b>	<b>56</b>
<b>Animating a television lower third with precomps and null objects</b>	<b>56</b>
Designing with storyboards	56
Editing masks and using precomps	57
Nesting precomps and using the pen tool	60
<b>Animations, nulls, text, and rendering</b>	<b>64</b>
Parenting and Null object animations	64
Parenting null animations	66
Parenting	68
<b>Color correction and adjusting masks</b>	<b>72</b>
Adjusting colors	73
Adjusting masks	75
<b>Creating text, easy easing key frames, and rendering</b>	<b>76</b>
The type tool	77
The type fill	78
Adjusting the text	78
Rendering options	80
<b>Summary</b>	<b>81</b>
<b>Questions</b>	<b>81</b>

<b>Chapter 3: Using Shape Layers to Create an Animated Lyric Video</b>	<b>83</b>
<b>Using shape layers to create transitions and background graphics</b>	<b>84</b>
Creating shape 1	84
Creating a new polystar shape layer	89
Creating a transition shape	92
<b>Importing audio, text animation presets, and background graphics</b>	<b>97</b>
Importing audio and creating composition markers	97
Text animators	100
Editing your text preset key frames	102
Creating an animated background shape	104
<b>Summary</b>	<b>105</b>
<b>Questions</b>	<b>106</b>
<b>Further reading</b>	<b>106</b>
<b>Chapter 4: Creating an Infographic with Character Animator</b>	<b>107</b>
<b>Technical requirements</b>	<b>107</b>
<b>Infographics</b>	<b>108</b>
Text	108
Creating text on a path	113
Animated text	114
Editing and importing Illustrator files	115
Creating a new layer in Illustrator	116
The Eyedropper tool	117
Animation principles	124
Animating a monitor	125
<b>Character animation types</b>	<b>132</b>
Puppet Warp animation	132
Jointed animation	134
Adobe Character Animator	136
Altering Illustrator files	137
Character Animator interface	141
Animation timeline	146
Recording your performance	147
Adjusting character properties	148
Blending takes	152
Starting recording	152
Project settings	155
Exporting your animation	155
Importing PNG sequences	156

Adding the character to an infographic project	158
Completing your infographic	160
<b>Summary</b>	<b>161</b>
<b>Questions</b>	<b>161</b>
<b>Further reading</b>	<b>161</b>
<b>Chapter 5: Producing a Film Title Project Using Text Animator</b>	<b>163</b>
<b>Creating a film title</b>	<b>163</b>
Setting up your project	164
Creating 3D-looking text with bevel emboss	168
Light animation	177
Using track mattes	178
Lens flares	184
<b>Summary</b>	<b>188</b>
<b>Questions</b>	<b>189</b>
<b>Further reading</b>	<b>189</b>
<b>Section 2: Video, Visual Effects, Compositing</b>	
<b>Chapter 6: Animating Sports Graphics with Compositing Effects</b>	<b>193</b>
<b>Creating sports motion graphics</b>	<b>194</b>
Setting up your project	194
Creating an environment	194
Using custom light effects	195
Animating flashing lights	196
Animating your sports logo	198
Adding a reflection	200
Creating camera movement	201
Creating another light shape	202
Animating the light glint	203
Add a vignette to the comp	204
Camera tracking a video	205
Compositing a logo in tracked footage	208
Bringing it all together	208
<b>Summary</b>	<b>211</b>
<b>Questions</b>	<b>211</b>
<b>Chapter 7: Developing a VFX Project Using the 3D Camera Tracker</b>	<b>213</b>
<b>Creating a VFX shot</b>	<b>213</b>
Analyze footage	214
How to use the 3D camera tracker	215

Quick Selection tool	220
Compositing our scene in After Effects	223
<b>Summary</b>	<b>226</b>
<b>Questions</b>	<b>227</b>
<b>Section 3: Working with 2.5D, 3D</b>	
<b>Chapter 8: Creating a 2.5D Environment Camera Fly-Through</b>	<b>231</b>
<b>2.5D camera fly-through</b>	<b>232</b>
3D layers	232
3D camera	235
Lights	244
Creating 3D environments	245
Animating the camera	248
Using the graph editor	249
<b>Summary</b>	<b>251</b>
<b>Questions</b>	<b>252</b>
<b>Chapter 9: Building a 3D C4D Lite Logo Project</b>	<b>253</b>
<b>C4D Lite 3D logo project</b>	<b>253</b>
Creating a C4D layer in After Effects	254
C4D interface	255
Modeling a ribbon with sweep nurbs	264
Importing Illustrator files into C4D	269
Creating text in C4D	274
Creating an eye with sweep nurbs	276
Modeling a logo star	278
C4D materials	279
C4D lighting	283
Creating a camera in C4D	284
Rendering a C4D project from After Effects	287
<b>Summary</b>	<b>290</b>
<b>Questions</b>	<b>290</b>
<b>Appendix: Assessment</b>	<b>291</b>
<b>Other Book You May Enjoy</b>	<b>295</b>
Leave a review - let other readers know what you think	296
<b>Index</b>	<b>297</b>