

GET TO KNOW THE INTERFACE

- Open After Effects.
- Close the default popup window if it appears.
- Arrange your workspace by clicking on **Window > Workspace > Default**.
- After Effects is organized into panels, each of which has a specific role. In the **Default workspace**, you'll see three panels. On the left is Project pane. On the right is the **Composition frame**, and on the bottom is the **Timeline**. (diagram on next page)

IMPORT YOUR FOOTAGE AND IMAGES

- Click on **New Composition From Footage** in the composition panel.
- Find your footage on your drive.
- Double-click on the desired footage.
- The footage will appear in the **Project panel**.
- Double-click in the blank space in the Project panel to open the **import dialog** to import additional footage or images.

HOW TO RENDER PROJECT

- In the Project pane, highlight the composition you created. This isn't the same as the footage or images, and it's important to highlight it correctly, so you render the composition rather than the footage or image.
- Click on **Composition > Add to Render Queue**.
- Notice that the **Timeline panel** at the bottom of the screen becomes the **render queue**.
- Click on the word **Lossless**.
- In the **Output Module Settings** window, click **Format Options**.
- Click **Video**, select **Apple ProRes 422**, and click **OK**.
- Click **OK** again.
- In the **Render Queue**, under **Output To**, click on the words **Not yet specified**.
- In the dialog box, specify the name of the file you wish to create.
- Click **Save**.
- In the **Render Queue**, click the **Render** button.
- When rendering is complete, you can view the movie you just created!

BEGINNER

- [Basics 1](#)
- [Basics 2](#)
- [Better Animations](#)
- [Animate Backgrounds](#)
- [Understanding Layers](#)
- [Rendering Project](#)

INTERMEDIATE

- [Animate Brushstrokes](#)
- [Convert Ai to Ae](#)
- [Animate Text](#)
- [Transparent Backgrounds](#)
- [Animate Arrows](#)

ADVANCED

- [Transitions](#)
- [Animate Geometric Lines](#)



Schedule an appointment using the calendar on our website.

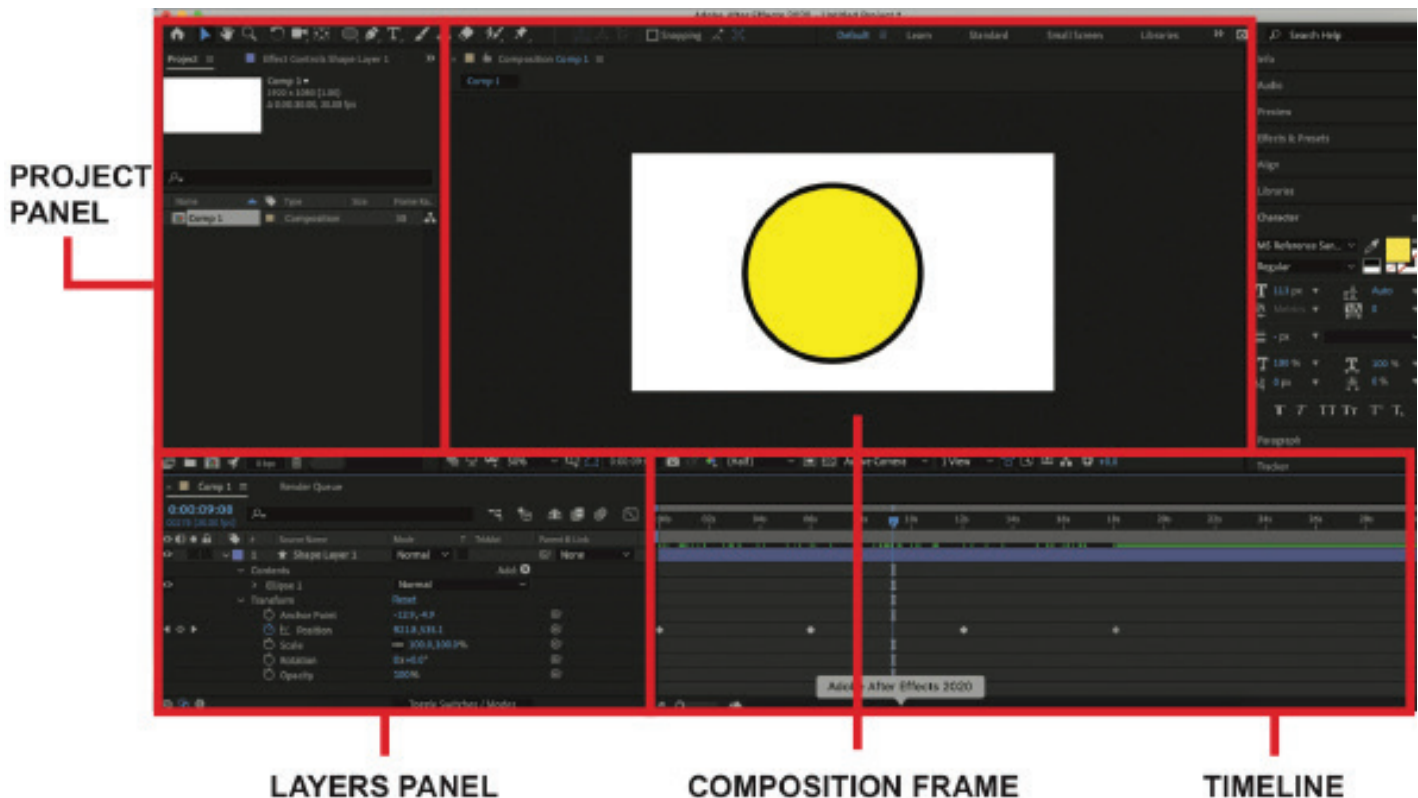
Contact Us

405.744.6017 | osuartvrc@okstate.edu
<https://art.okstate.edu/facilities-resources/visual-resource-center>

TERMINOLOGY:

- **Project Panel** – this is where all the imported media lands. These elements will all bundle inside your saved file. Try to keep this panel organized with folders.
- **Composition Frame** – This is a real time preview of everything you are animating.
- **Layers Panel** – this is where all the layers that are being used are listed.
- **Layers** – Layers are stacked in the timeline & layers panel. Attach properties to them that can be keyframed.
- **Property** – value that can be adjusted or keyframed.
- **Timeline** – shows the range of time available and where keyframes are.
- **Scrubber** – is a vertical line on the timeline that shows what point in time your composition frame is displaying, and what time code you are editing.
- **Time Code** – a specific point in time.
- **Keyframes** – are the starting and ending points in time for effects.
- **Render** – is the process of creating a video file that can be played.
- **Alpha Channel** – is the transparent part of an image.

SCREENSHOTS OF THE DEFAULT WORKSPACE:



Schedule appointments using the calendar on our website.

The hours vary between 8a-8p depending on staff availability.

Contact Us:

405.744.6017 | osuartvrc@okstate.edu
<https://art.okstate.edu/facilities-resources/visual-resource-center>

Shortcuts:

KEYFRAMES:

- Select on desired layer, then:
 - T = Opacity
 - P = Position
 - S = Scale
 - R = Rotation
 - L = Audio levels
 - LL = show audio waveform
 - A = Anchor Point
- Option + any of the above letters = places a keyframe on the timeline
- U = shows properties with keyframes
- U U = opens all parts of the layer
- U U U = closes everything

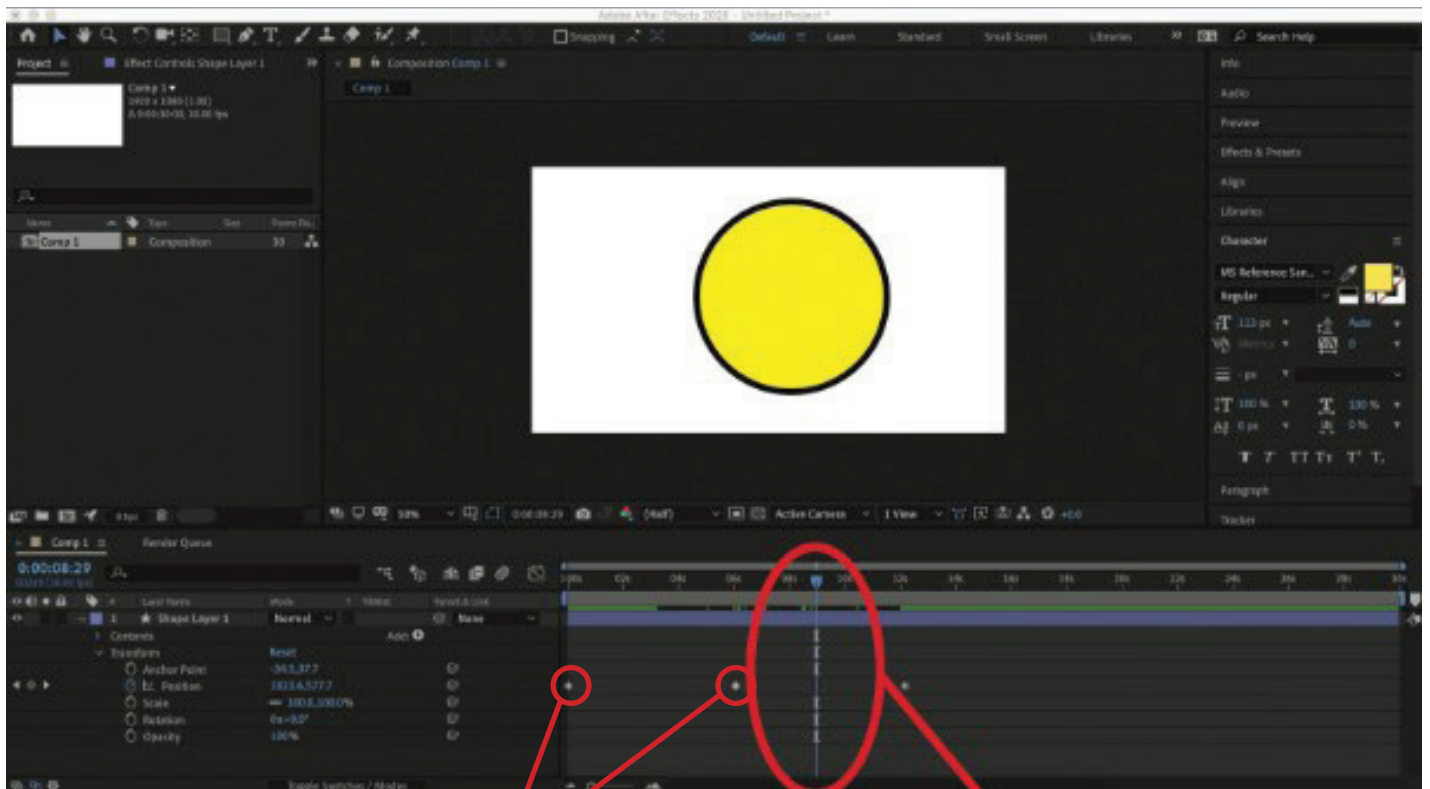
*Everything can be keyframed. Enjoy!

COMPOSITION:

- Select on desired layer, then:
 - Shift + / = Fits composition to screen
 - Shift + F3 = Graph editor
 - Option + < or > keys = kerning type

TIMELINE:

- [or] = sets start or end point for layer
- option + moving keyframes = stretch keyframes but keeps proportion of keyframe distance.
- Comm + Right/Left Arrow = move 1 frame
- Comm + Shift + Arrow Keys = move 10 frames
- I = jumps to in point of layer
- O = jumps to out point of layer



Key Frame

Scrubber



Schedule appointments using the calendar on our website.

The hours vary between 8a-8p depending on staff availability.

Contact Us:

405.744.6017 | osuartvrc@okstate.edu
<https://art.okstate.edu/facilities-resources/visual-resource-center>