­­The **text** for the poster animation should be animated to **ensure** that the reader is viewing the information in a hierarchy that you feel works. Additionally, not just the objects should be animated (so add effects to make everything do or look a certain way (not just objects)

View Screen Video on CyberDuck

For poster (change font for cost of admission to be different than the dates

And change the Best Show In The States to be different from Enter At your Own risk (perhaps keep color and change font to match Dates, and then change Cost of Admisson to another text?

Enable rasterization (little star)

Make a copy of the layer (then mask, using a shape tool such as rectangle which will isolate that object)

Then add an anchor point that will allow the object to be moved without letting it move freely.

Then create keyframes with the stopwatch on rotation, or position etc.

Right click the keyframe on the timeline then add ease in or ease out so it goes fast or slow.

Masks can have add or subtract added which will allow the mask to fade something in or out.

Feather in or out will make things appear or disappear

Shapelayers are created when you haven’t selected a layer and use a shape tool.

Shapelayers can have animations added

You can create outlines of text via right click create, shapes from layers

Trim paths allows things to appear in a timeframe (megans flames appear)

In order to allow effects to be added, you have to select a drop down then you can add an

effect.

**Premiumbeat.com (for music & sound effects, and stockvideo)**

**Adding atmospheric fog is a good idea, they are royalty free.**

**Look into cinematic effects**

**Perhaps Music**

Keying will remove a certain color, use linear color key or Keylight to remove backgrounds.

Blending modes(Screen) to remove some of the fog effect from the page. Try not to scale it too much.

Right click columns, Stretch will allow you to slow or speed up the fog.(Lower % is faster)

Try linear color key and drag it onto the layer, then apply the eyedropper to the color you want removed (ex the black of the fog).

Mask (new mask) and increase the mask feather will soften the effects

File (dependencies, Collect Files) will create a folder with all my assets from my AE file.

Anchor point (X,Y value) if you make it a 3D layer you get a Z value as well. This also will slow production (don’t do 3D unless you have to).

Orientation allows you to change the x,y, and z as well.

There are Motion, Radial, and other Blurs available within AfterEffects in the After Effects section.

Masks,

Mask1,

Mask Path- Could copy both the keyframes and animations from 1 layer to another (For Shawn’s project)

Pre-Composing (nesting 1 composition within another to limit the effects of a mask or animation to prevent it from affecting others

Reveal composition in project will find the composition for you and highlight it so you can edit it. In his case Dreger duplicated it.

If you delete already done keyframes it can delete content, but you can always add more.

Adjustment layer, set the setting to subtract and it will black out the section you don’t want to see

Right click columns, enabled Modes to see other options such as

TrackMat is used to show something through the Alpha section above it(like a window)

IDEA (Add a doorknob): Slashing sound,

Light shines through the slit of the door.

followed by sploshing sound

and a scream.

Then the screen is covered in blood, oozing perhaps.

And then the font appears dramatically.

Perhaps fog rolls in

Perhaps the ghosts

Balloons,

And Tombstone? Come through the shapes.

REMEMBER: Save and Increment within AfterEffects every half-hour (and back it up in multiple mediums).

Right click, create shape layer from vector. Then **add** animations.

How to make something glow, shine, twinkle

Go to **generate**

CC Light Rays and add it to the layer (it has radius and warp softness

Some effects need a layer (Solid) to be applied

Ex: Beam

Then choose and color for the solid layer as it will disappear

Change starting thickness to be smaller #,

And Ending thickness to be larger # to make it look 3D

Time Adjustments

Command, Shift D will divide the layer into two (on the timeline)

Stretch (changing it to a lower % will speed it up) but can also make it really chunky/choppy since you’re deleting a bunch of frames

Right-Click, Time(Time-Reverse Layer) will rewind the action

Time Remapping allows you to set both keyframes and frame #’s to specify at what frame you want it to go to, and or add a keyframe.

Right Click Keyframe Assistant (Ease In, Ease Out)

Select Keyframes and click the graph editor will show us the values(edit speed graph) will allow us to drag up to increase the speed or down to decrease the speed of the effect.

Twixxter ($600) program that redraws and create frames where they didn’t exist (3rd Party Plug-In)

Click the (frame blending) little icon next to fx and to the left of the three circle (click 1 and you get frame interpelation, click again and it will do another one) for slowing or speeding things up

Lower Resolution will speed things up, but decrease pixel quality (i.e. the speed of how fast something moves)

The reason there is a second set of these icons next to the direct outline is because they can be disabled to increase speed)

For bats(separate layers into body and 2 wings) then have the wings rotate to create a flapping

Make sure to parent layers(the squiggly line) this ensures they are still connected

Layer🡪 Precomp and create a separate animation segment (ex: bat)

Put a mask directly onto the text itself, or put it directly on the layer itself.

🡪Make the mask subtractive instead of addative in ordered to allow the animation over it (in this case the bat) will reveal the text.

The white circle is a solo view of the timeline section

Hold Shift while dragging something to snap to layers within the timeline.

Particle section, change from line to textured (this is an image texture, which is similar to a 3D style) and then specify that the texture is our individual layer.

Birth rate determines how many of the said thing will spawn

Death rate is when they disappear, then you can increase the size to be **bigger than the birth rate** which would allow you to make it seem like they are getting closer.

Select texture layer as the **source for the particle effect** to allow your created layer to become the particle.

Styling Text:

Composition Settings, last option 3D renderer, don’t use Ray Trace (it is depreciating) Command K is a shortcut.

Layer🡪 New Light, under light settings enable (Cast Shadows)

Geometry Options 🡪 Bevel style will allow for it to look thick and change the finish  
Material options 🡪 Accept Shadows, Accept Lights, Appears in Reflections will allow it to cast shadows within the text.

Extrusion Depth 🡪

Youtube.com/watch?v=yiGYOqiy8rY (The Illusion of Life|Principle of Animation|

Pen Tool (Knock it out with Rotoscoping) this will surround and isolate something else, in this case we are removing the background of a Snake image.

**Hold option or Alt** and it will only affect one of the associated handles.

The Pen tool is crucial for Compositing.

Puppet Pin Tool (You place a pin where you want to control movement (To make stiffer areas between the other pins you use the puppet starch tool)

🡪The puppet starch pins will keep that area stiff (this is great for human bodies or realisticity in order to make things look like they aren’t breaking).

🡪Try to get a top down image of the thing in order to prevent it from looking broken within the puppet stylized animation.

Page Turns (allow you to make things look like they are turning

Wavewarp (add it onto a separate layer than the puppet tool) but can create more complex animations

1. Lighting style for words that makes it seem as if they are flickering
   1. Additionally add audio if I can find it to make it seem authentic
2. Door shakes perhaps?
   1. Add chainsaw or Laughing sound to make words appear
3. Finish using subtractive masking layer to make the title appear one letter at a time, perhaps add a hue
4. Use some sort of Haunted House style audio?