

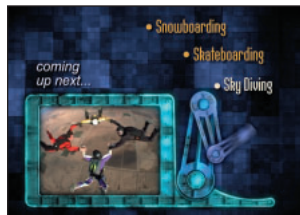
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How to Use This Book	vii
How the tutorials are structured, typographic conventions, icons, version compatibility and hardware suggestions, and what you need to install.	
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Where things are saved on the DVD, including free plug-ins, footage, and other goodies.	
After Effects Overview	2
We round up the main After Effects windows and explain how to use Animation Presets.	

PART 1 // TUTORIALS

1 Atomic Cafe **6**

This extensive but easy-to-follow tutorial builds a high-energy opening title combining Illustrator files and movies, and uses Sequence Layers, time remapping, blending modes, and the Radio Waves effect.

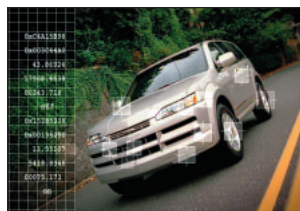


2 RoboTV **44**

How to employ Parenting to animate a multisegment robot arm. Includes importing a project as a composition, the Slip Edit tool, and motion blur.

3 Hot but Cool **72**

A trio of text tricks: using Paint to write on a word over time, keyframing a slamdown animation, and elementary 3D.



4 Auto Tracker **84**

An exercise in employing the Motion Tracker to attach sensor icons to live footage. Includes working with D1 footage, 3:2 pulldown, and 16–235 luminance ranges. **(Pro)**

5 3D Mechanic **108**

A guest tutorial designed by Alex Lindsay demonstrates combining multipass renders from a 3D program to create more realistic surfaces and composites.

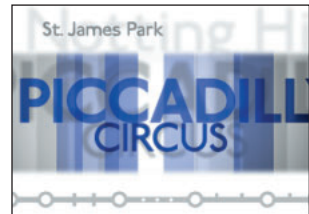


6 Piccadilly Circus **126**

Creatively employ 3D layers, lights, shadows, expressions, and blending modes to create a graphical look out of simple shapes.

7 Underground Movement **154**

This opening title uses the *Piccadilly Circus* render as a comp proxy. Includes looping Illustrator sequences and the Offset effect.

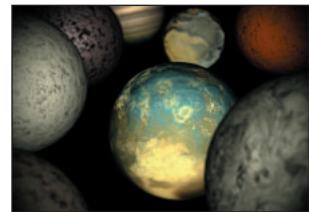


8 Postcards in Space **170**

Learn how to manage 3D space and cameras, multiple comp views, and precomposed 3D layers. Continues on the DVD with a complex project using multiple cameras and expressions.

9 The Planets **198**

Introduces the camera's auto-orientation and depth-of-field features, as well as making the layers auto-orient toward the camera.



10 Cosmopolis **216**

A fun effects workout using the effects Gradient Wipe, Displacement Map, Block Dissolve, and Knoll Light Factory LE. Includes applying Animation Presets.

11 Just an Expression **244**

An introduction to the powerful Expressions language. Continues on the DVD with a guided tour of a more complex project.



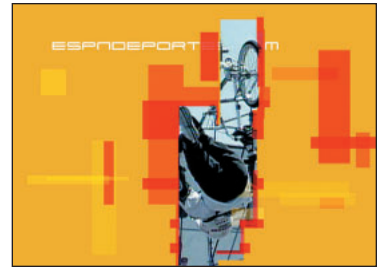
12 Flamingo 4 **264**

Guest artist Kristin Harris designed this children's animation with an eye toward exploiting the SWF file output features. Also covers Parenting, and text on a curve using the new Type tool.

PART 2 // CASE STUDIES

1 The Diecks Group : ESPNDeportes.com 286

Swarming boxes, created by using a combination of masks and stencils, chase and frame video clips plus web pages in this high-energy spot.

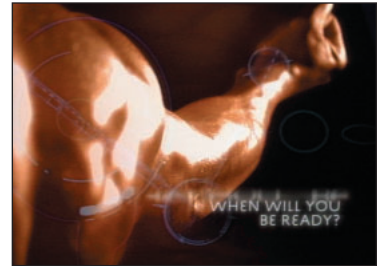


2 Belief : Alive 296

Custom footage of water elements plus silhouettes of live action provide sensuous, flexible imagery for this international travel network.

3 ATTIK : Adidas Performance 308

This dense collage of graphical layers and treated live-action footage wound its way among three different compositing systems.

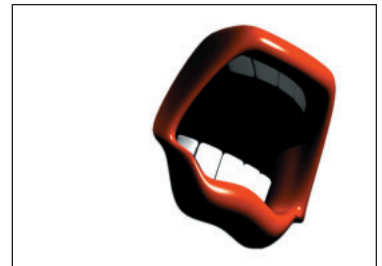


4 Curious Pictures : Sol 316

Wooden puppets are hand-animated and recomposited inside After Effects to create a series of twisted little fairytales about beer.

5 Fido : Boxman 326

Softimage and After Effects are combined to create a hybrid cel animation look for a series of miniature music videos.



6 CyberMotion : PAX TV Promo 336

We collaborated with The LePrevost Corporation and Manna-Design to create a luminescent primetime promo package, blending multiple layers of 3D renders, precomps, and animated mattes.