Libby Bass - 2016/2017

Animating a ball bouncing down the stairs in After Effects

Tips: Always make a PROJECT FOLDER to work from and keep ALL you assets for a project in the same project folder (be it photoshop files, sound, video etc). AFX works like an envelope that contains assets - it LINKS to the footage it doesn't copy it - so if you move your footage it will lose the connection.

After Effects is a part of a pipeline - ie - Photoshop to AFX to Premiere. Make sure you test your pipeline at the start of your project. Just take a few frames through your whole pipeline to check setting and compatibility.

Use Pre-Comps! For example - if working on a short film make each shot a separate pre-comp, don't do all your shots in 1 composition.

Rest your workspace = Window - Workspace - Animation - Reset Animation

File - New Project

Right Click in Project window - Import Multiple Files - Import Wall, Ball01, Ball01\_embeded and Ball01\_alpha (Choose Straight - Unmatted for alpha).

Composition - New Composition

Comp name = Ball\_Stairs\_(your name)

Width = 1920 Height = 1080 Pixel aspect ratio = Square Pixels Frame rate = 25

 Duration = 250 (to change settings of a composition = Composition - Composition Settings)

Ball Exercise

1. Drag the video onto the left side of Timeline - Scale up to fit in the composition window.

2. Add a Solid Layer above the video and make it a bright colour = Layer - New - Solid

3. Expand or Contract the Transfer Modes Panel (bottom left of timeline) = adjust the Mode eg. difference/subtract/screen.

4. Drag the Wall.jpg down to the left side of Timeline - Scale

5. With the Pen tool - hold SHIFT and click to create a staircase shape - close the shape - this will create a MASK.

6. Drag the Ball01\_embeded\_Alpha onto the timeline. Scale to sit on the top of the wall.

7. Create a key on the Position of the ball by clicking the Stopwatch.

8. Create keys in the main positions for the ball to move down the stairs.

9. Try adjusting the Keyframe Interpolation (select keys and right click) to create better timing and weight for your animation.