

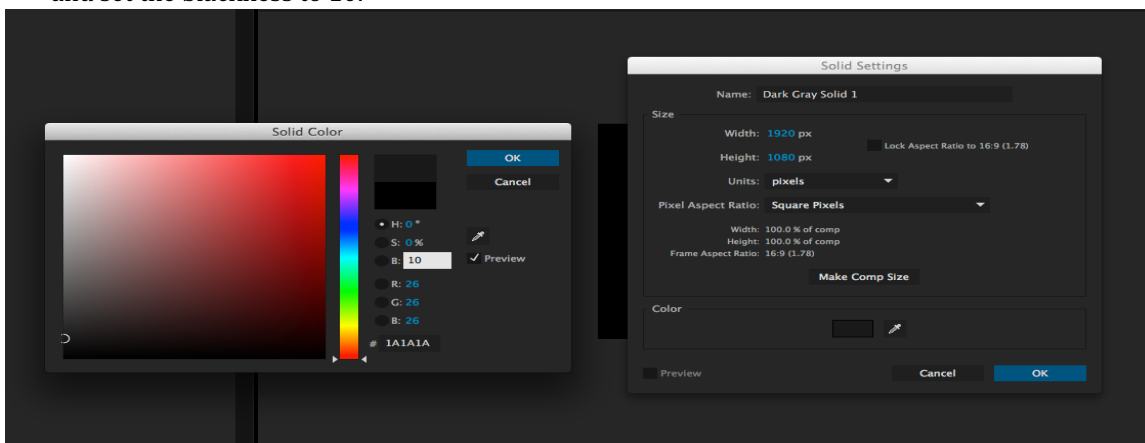
### Class Breakdown:

#### 1. Discussion: Text Effects in After Effects

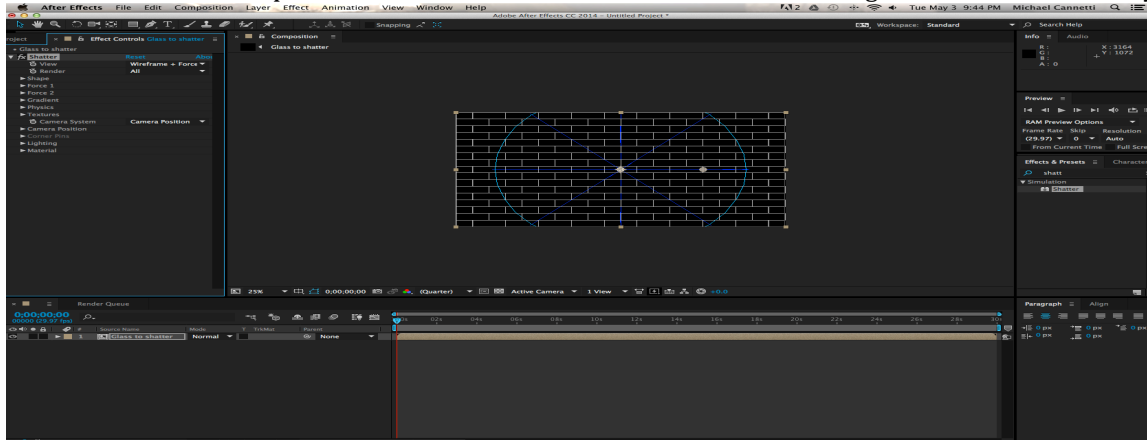
2. Rough Cut for Group Project is Due at the start of class: Teams will show the rough cut to the instructor for feedback and review in order to make the final changes and modifications. This will allow me to go around and see if there is anything needed for reshoots before the project is due.

#### 3. Shatter Glass in After Effects:

- 1) **New Composition:** Name it. We are going to use the HDTV 1080 29.97 preset. Under duration make the clip 1 minute long. Make sure the background color is set to black. Then click okay.
- 2) **Create a new solid:** Right click in the lower left window and select New Solid. It should say, 1920 width by 1080 height. You can leave the name if you want or rename it. You can use Black at the color or you can change the color to a dark grey and set the blackness to 10.



- 3) **Add text:** Right click in the lower left window and select New and then Text. Type in whatever you'd like to say. You can use your name, but limit it to one word. After Effect will automatically rename the text track with what you have typed.
- 4) **Pre-compose:** Highlight both tracks, Command A. Go up to Layer, then select Pre-Compose. Name this Pre-Comp (Glass to Shatter)
- 5) **Effects:** On the far right you will see Effects and Presets. Click that tab. In the search box type in Shatter. Drag the Shatter effect onto the Pre-Composed Glass to Shatter track. It will default to looking like bricks. That is okay.



- 6) **Change the shape:** Under the shatter effect on the far left you will see a pull down for Shape. Click the pull down and change the pattern to glass.
- 7) **Shattering:** We want to simulate the glass shattering first in large chunks and those larger chunks becoming smaller chunks. In order to do that we need to set the repetitions. We need to set keyframes in order to accomplish this task. Make sure to click the Stopwatch icon next to the Repetitions pull down.
- 8) **Keyframes:** Select the timeline so that it is highlighted and press U. This will pull up the keyframes. Use the two triangles on the timeline to zoom in on the frames. All of the action will occur within the first 5 frames. With Frame 1 we want the repetitions to be set at 10.00. At frame 2 we want the repetitions to be set to 25.00. At frame 3 we want the

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Week 10

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COMD2320

Introduction to Film and Video

Michael Cannetti

Class Notes

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repetitions to be set to 35.00. At frame 4 we want the repetitions to be set to 50.00. If the Repetitions doesn't appear as a track on the timeline, double click the word and it will appear. This applies to all other effects as well.

- 9) **Extrusion Depth:** In top left, under Effect Controls you'll see Extrusion Depth. It should be defaulted at .20, we want to change that to .05. This will make the glass a lot thinner. If you want thicker glass you can leave it at .2.
- 10) **The Force:** Under Force 1 we want to change the strength to 4.
- 11) **The Radius:** We are going to keyframe the Radius. Make sure to select the Stopwatch icon. Bring the playhead in the timeline to frame 1 and set the radius to .11. On frame 2 set the radius to .12. Now go to frame 4 and set the radius to .17.
- 12) **Textures:** In the Effect Controls go to Textures and click the pull down. Change the Opacity to .75.
- 13) **The View:** Under Effect Controls go to View and change the View from Wireframe and Force to Rendered by clicking the pull down arrow. Now we can finally see what it is we are making.
- 14) **More Textures:** Under Textures go to Side Mode and change that to Color + Opacity. Now go to the Back Mode and set that to Color.
- 15) **Lighting:** Now we need to change some of the Lighting settings. Under the Effect Controls you will towards the bottom of the window, Lighting. Click the pull down. Change the light intensity to 5. Under Light Depth move the slider all the way to left to -5. Now change the Ambient Light to .5. You can now also change the light color. I am going to make mine a light blue color, but you can make yours whatever you'd like. Set the Saturation (S) to 15% and the Brightness (B) to 100%.
- 16) **Shatter:** That should suffice for the Shatter aspect of the effect.
- 17) **Camera:** Now we want to create a new track for a camera. In the window on the lower left right click and select New the Camera.
- 18) **Camera System:** Go back to the Glass To Shatter effect and you'll see Camera System. You want to select Comp Camera. This way as we move the camera around in the scene it will change the perspective in which we view the shattering of the glass on a 3 dimensional plain.
- 19) **Null Object:** In order to control the camera better we want to create a Null Object and parent that to the Camera. To parent an object to another object you'll see a squiggly line next to Camera 1. Click and Drag that to the Null Object.
- 20) **Null Object Rotation:** Using the now parented Null Object to adjust the cameras rotation. Using the 3D Square you can adjust the null objects rotation.
- 21) **Background color:** Create a new Solid by right clicking in the lower left and select New, Solid. Set the color to whatever you'd like. Make sure to move it to the bottom so that it is behind the glass.
- 22) **Pre-Compose all these elements:** Go to Layer, Pre-Compose. Name this Glass Animation.
- 23) **Time Remapping:** In order to make this feel a little more dramatic you want to adjust the time. Go to Layer, Time, Enable Time Remapping. Move the playhead to either 10 frames, 12 frames, or 14 frames and click the Diamond (Keyframe icon) and set a keyframe. Go ahead another 5 frames and add another keyframe. Then go to the point where all of the glass pieces have fallen and set another keyframe.
- 24) **Adjusting Keyframes:** Now you can grab the last 2 keyframes by clicking the mouse and dragging over both to highlight them. Move them to the 2.00 second mark. You must click the left keyframe in order to drag both. This will create sort of a glass floating effect. You can move the keyframes to adjust the speed and duration of the falling glass. Change the middle to keyframes to circles by holding the Command Key and clicking each of them. This will illustrate the start and end of the slow down.
- 25) **Force Motion Blur:** Go to your Effects and Presets window and in the search type in Force. Drag that effect onto the Glass Animation Track.
- 26) **New Adjustment Layer:** In the lower left window right click and select New, Adjustment Layer. On that adjustment layer you want to go to the Effects and Presets window and search for Curves. With curves the Grey line will adjust the brightness. The Blue line will adjust the blues. The Green line will adjust the greens, and the Red line will adjust the reds. For my project I am making it a bit brighter, more blue, and less red.
- 27) **New Solid:** In the lower left right click and select New, Solid, keep this one black and move it to the bottom again.
- 28) **Ramp:** On this new solid we are going to add the Ramp Effect. Under the Effects and Presets window search for Ramp and then drag that onto the new black solid. (It may be listed as a Gradient Ramp.) In the Effect Controls window select the Start color to be on the brighter side of grey. Make the Brightness (B) at 20%. For the End Color make that fully dark. Make the Start of the Ramp to be in the center. Click the Cross Hairs and select the mid point of the video. Make the End of the Ramp out of Frame.
- 29) **Glass Animation:** In the lower left window on the timeline select the Glass Animation and click the pull down for Normal and change that to Add.
- 30) **Black Solid Layer:** Click the Black Solid Layer and then go to Effect Controls and under Ramp Shape change that to Radial Ramp. This will create a nice Gradient look.
- 31) **Adjusting layers:** You can always go back to Pre-Composed layers by clicking on the Project Tab on the Top Left and selecting the Glass to Shatter Layer. You can change the text and font, etc.