

Assignment 1.0: Timing and Weight

Animate Three Movements using After Effects

Work with position, rotation and scaling keyframes. Pay attention to easing (use motion graph and Bezier temporal and spatial interpolation). Try to use as few keyframes as possible.

1. A Bouncing Rubber Ball;

The ball itself should be a circular shape layer with a solid fill and/or outline. Use only timing and “squash & stretch” to convey the physical quality of the ball. Communicate purely through movement. The circle must enter the frame from off-screen, as if it were thrown or dropped. The circle must hit an imaginary ground line (not drawn – only implied). How the circle reacts when it hits the invisible ground line will communicate the physical properties of the ball.

2. A Snowflake;

The snowflake will be represented by a star shape-layer. Think of air resistance, a force created when an object moves through air. Air resistance depends on size and speed of the object. Greater size or speed creates more resistance. Light objects initially fall with accelerating motion. Due to air resistance, the motion transitions to uniform motion after falling a certain distance.

3. Mystery Object;

Using a **simple shape to represent the object** create a physical movement based on something in the real world (popping piece of toast, jet plane, car hitting a brick wall, dripping water are examples). In class we will try and guess the object associated with this movement. Add a sound effect to reinforce your idea and timing. Remember, simple shape only, no representation!

Create all three animations in a single After Effects project. Each animation should be a separate composition within the project. Make sure to use HDTV 1080 24 and export as a Quicktime file with H264 compression. In addition, bring your AE file to class.

This assignment will be due at the start of Class Three: March 3rd.

TUTORIAL: After Effects Apprentice 14: Shape Layers on Lynda.com.
Part 1: Drawing Shapes 15:00

Experiment with drawing shapes in After Effects.