

Assignment 2.0: A Loop Animation with Multiple Instances

Working with a single shape layer, create a 5 second looping composition based on multiple instances of that single shape. Create two additional compositions following the same guidelines. All three compositions should loop smoothly.

Guidelines

- Create a basic shape layer in a composition with duration under 5 seconds. Transform properties of your shape over time so the composition loops. In order to create a loop, make sure transformations match at start and end. An easy way to do this is to duplicate keyframes at the start and end for any property you'd like to vary.
- Experiment with transforming scale, rotation, anchor point, stroke width, stroke and fill color, opacity, dashes and position. Be aware that if your shape moves out of the bounds of your composition it may cause problems. You can fix this by increasing the composition size.
- Simple transformations can work wonders. Start with one or two transformations and see what you come up with.
- Create a new composition composed of multiples of your instance. Experiment with time shifting instances and varying properties for each instance over time. Pay attention to timing, pattern and rhythm in the piece. Consider how you can place instances in time to create a smooth 5 second loop.
- If you'd like to give it a go, create a **Duplicate** of your instance. Open up the transform properties for this second instance and make some changes. Create multiples of this second instance and add to your composition. In addition you can precomp layers and create multiples.
- Follow the above guidelines for your second and third compositions.

Make sure to export each composition 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 Four: March 10th.