

Assignment 3.0

Working with shapes in a parenting hierarchy, design a digital puppet. Animate the puppet walking and interacting with an object or additional character. The finished piece can be any length and should include titles and sound.

Guidelines

Start by creating elements in Photoshop or Illustrator. Make sure each element is on its own layer. Import into After Effects as a Composition and retain layer sizes. Make sure to set anchor points BEFORE parenting. If unsure how to go about this, re-watch the Lynda.com tutorial *After Effects Apprentice 07*, chapters 1 and 2.

Don't forget easing, in addition, experiment with precomping layers and building varying complexity by duplicating precomped layers.

After you've mastered basic parenting using non-distorting layers, you have the option of working with the Puppet Pin Tool in After Effects. Before attempting this please review *After Effects Apprentice 13*, chapter 7: The Puppet Tools.

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 Seven: April 7th. Come to class next week with your Photoshop elements set up in After Effects and ready to animate.