CROSSFADE ANIMATION with AFTEREFFECTS – QUICK GUIDE

CREATE the PICTURES
> shoot series of 5 to 16 pictures
>> where some things are stationary,
>> and some thing(s) are just barely moving
>
> save-for-web in Photoshop
> resize the SHORT side to 384 pixels

OPEN AfterEffects

CREATE a NEW PROJECT & COMPOSITION
> create a new project with FILE> NEW> NEW PROJECT [CMD] [OPT] N
> create a new composition with COMPOSITION> NEW COMPOSITION [CMD] N
>> set the height and width
>> set the duration to 5 seconds

IMPORT the PICTURE FILES
> with FILE> IMPORT FILE
> shift-click to select all pictures files in the sequence

SET the STAGE
> drag each pictures into the TIMELINE window, under SOURCE NAME
> drag the first picture again to the bottom

RESET the COMPOSITION DURATION
> with COMPOSITION> COMPOSITION SETTINGS [CMD] K
> set it to the number of frames * the duration of each frame.

SETUP the ANIMATION
> select all layers with EDIT> SELECT ALL [CMD] A
> set up the sequence with ANIMATION> KEYFRAME ASSISTANT> SEQUENCE LAYERS
>> click on overlap
>> set the duration to half the frame length, e.g. 2:15

PREVIEW the ANIMATION
The Animation will now work, but it will not loop properly.
> hit the play button in the control palette
> turn on looping

TRIM the LOOP
> cut the top layer in half,
>> leave the fade out at the top of the stack
>
> cut the bottom layer in half,
>> leave the fade in at the bottom of the stack
>
> move all layers back to time 0
>> select all [CMD] A and then drag

EXPORT the ANIMATION
This is the file that you will show at the Critique. It is small, about 800K or less.
> with **FILE**> **EXPORT**> **MACROMEDIA FLASH** (**SWF**)
> name the file "your_nameC2W.swf"
>> set quality to **JPEG** medium / 5
>> ignore unsupported features
>> leave audio off
>> set options to loop continuously, prevent import

TURN IN the POW's
We will select which Anim will be the POW.

CREATE a THUMBNAIL
> save-for-web the first picture of your animation
>> resize to 96 pixels on the SHORT side
>> name the file "your_nameC2T.jpg"

> place these files in the Art Folder under BERKwork/hybrid/crit2