



The Fountain Green Group

10416 22nd Side Road, Limehouse, Ontario, Canada L0P 1H0

Web: www.fountaingreen.com E-mail: fgg@fountaingreen.com

GTA: 905.873.7552

Toll Free: 877.873.7552

Fax: 905.877.3129

After Effects CS3 Animating Characters - 02NYL720 - lynda.com



Product Description

Time

After Effects VS3 Animating Characters

Approximately 4 Hours 15 Minutes

Filmmakers of all kinds are exploring new digital tools for creating animated content. After Effects CS3: Animating Characters follows the creation of a short animated film, from storyboard through final output, using After Effects CS3. **George Maestri** uses a one-minute Monster movie to showcase the new Puppet tool, along with many other techniques for animating characters in After Effects. He covers lip syncing, creating segmented characters with movable joints, and employing special effects. **George** demonstrates in detail how to create individual scenes and shots, and offers insight into how to pull the pieces together to form a cohesive production. Familiarity with After Effects is recommended.



lynda.com



George Maestri

Note: Exercise files accompany the course.

Table of Contents (1 DVD)

Released on: 6/18/2008

Introduction	2:26
1. Getting Started	24:25
2. Animating with Hierarchies	47:12
3. Animating a Run Using Nested Compositions	54:09
4. Animating Using the Puppet Tool	32:05
5. Animating Special Effects	47:30
6. Animating Lip Syncs	23:09
7. Putting It All Together	14:54
Conclusion	0:10

Introduction

Welcome 1:30

How to Use the Exercise Files 0:56

1. Getting Started

Project Overview 3:12

Original Storyboard 2:36

Organizing Production Directories 3:56

Using a Rough Soundtrack for Shot Timing 1:58

Creating a Leica Reel in Premiere Pro 7:17

Tracking Projects 3:01

Creating Art in Photoshop for After Effects 2:25

2. Animating with Hierarchies

Segmenting Photoshop Characters 7:54

Importing Photoshop fFiles into After Effects 3:55

Linking Character Parts 5:25

Animating Blinks Using Opacity 8:19

Animating the Arm 9:57

Animating the Needle and Thread and the Monster's Hand 11:42



The Fountain Green Group

10416 22nd Side Road, Limehouse, Ontario, Canada L0P 1H0

Web: www.fountaingreen.com E-mail: fgg@fountaingreen.com

GTA: 905.873.7552

Toll Free: 877.873.7552

Fax: 905.877.3129



After Effects CS3 Animating Characters - 02NYL720 - lynda.com

Product Description

Time

3. Animating a Run Using Nested Compositions

Introduction to Subcompositions	5:32
Setting Up Nested Compositions	4:29
Animating a Run Cycle Part # 1: Basic Leg Motion	8:45
Animating a Run Cycle Part # 2: Overlap and Follow-Through	5:04
Putting the Girl in His Arms	8:24
Animating a Screaming Girl Part # 1: The Arms	9:49
Animating a Screaming Girl Part # 2: The Head	12:06

4. Animating Using the Puppet Tool

The Basics of the Puppet Tool	5:37
Creating Bounce with the Puppet Tool	5:55
Dig Cycles Part # 1: Introduction	2:09
Dig Cycles Part # 2: Shovel	4:54
Dig Cycles Part # 3: Arms and Body	11:03
Dig Cycles Part # 4: Finalizing	2:27

5. Animating Special Effects

Creating a Monster Part # 1: Introduction	2:35
Creating a Monster Part # 2	10:42
Creating a Monster Part # 3	12:34
Creating a Monster Part # 4	4:39
Creating a Monster Part # 5: Finalizing	4:22
Creating Smoke and Bubble Cycle	7:34
Creating a Dry Brush Effect	5:06

6. Animating Lip Syncs

The Basics of Lip Syncing	3:08
Setting Up Mouths for Animation with Time Mapping	7:21
Animating the Lips	6:23
Animating the Head and Body	6:17

7. Putting It All Together

Rendering with After Effects	4:04
Editing with Premiere Pro	4:09
Final Output and Audio	6:41

Conclusion

Goodbye	0:10
---------	------