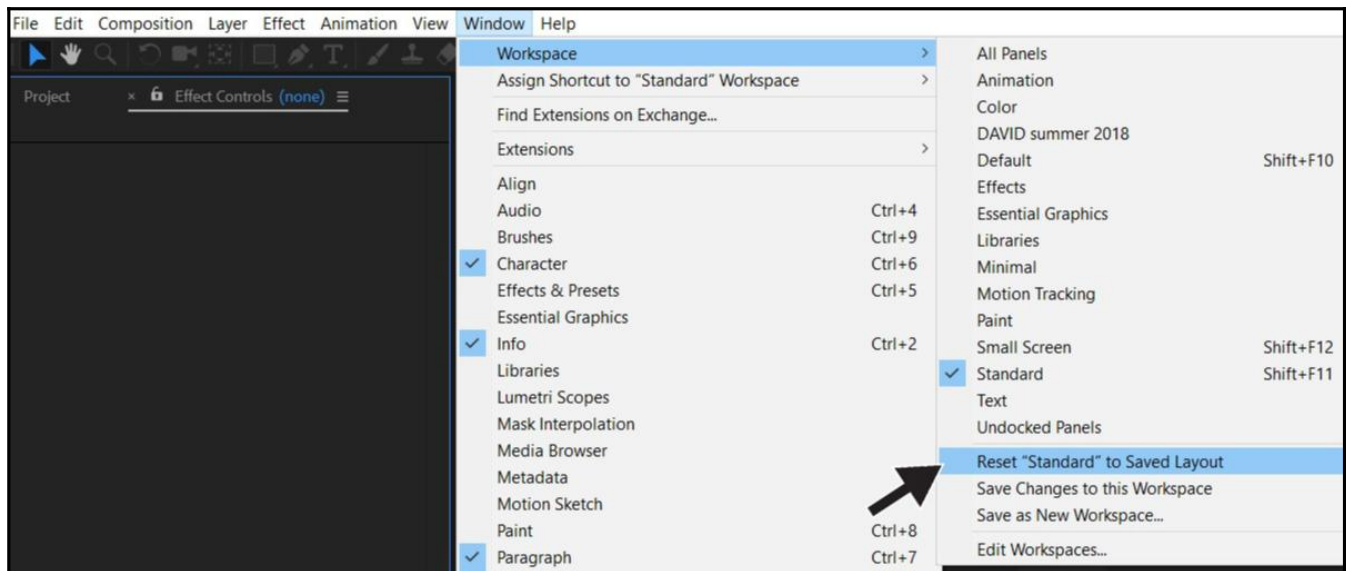
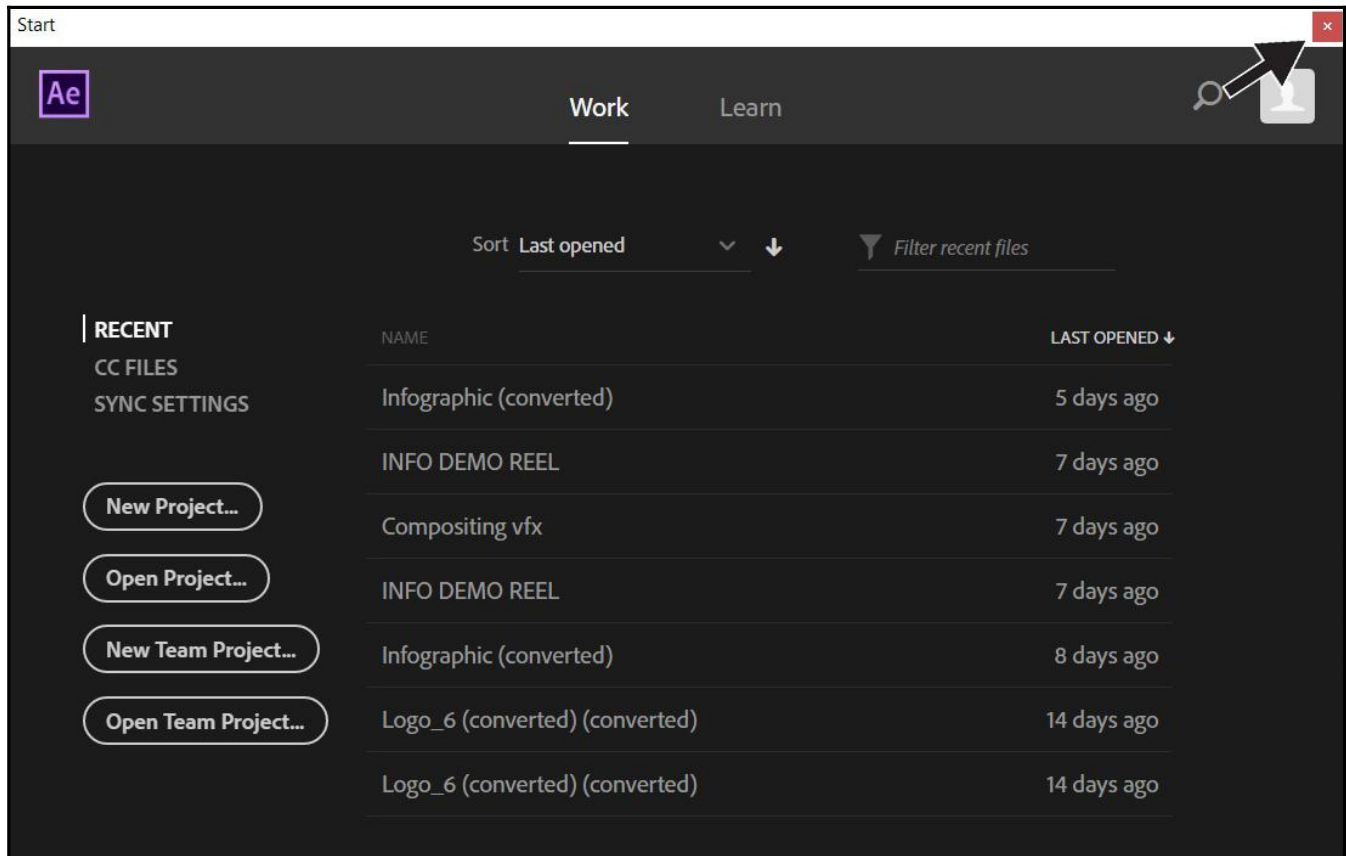
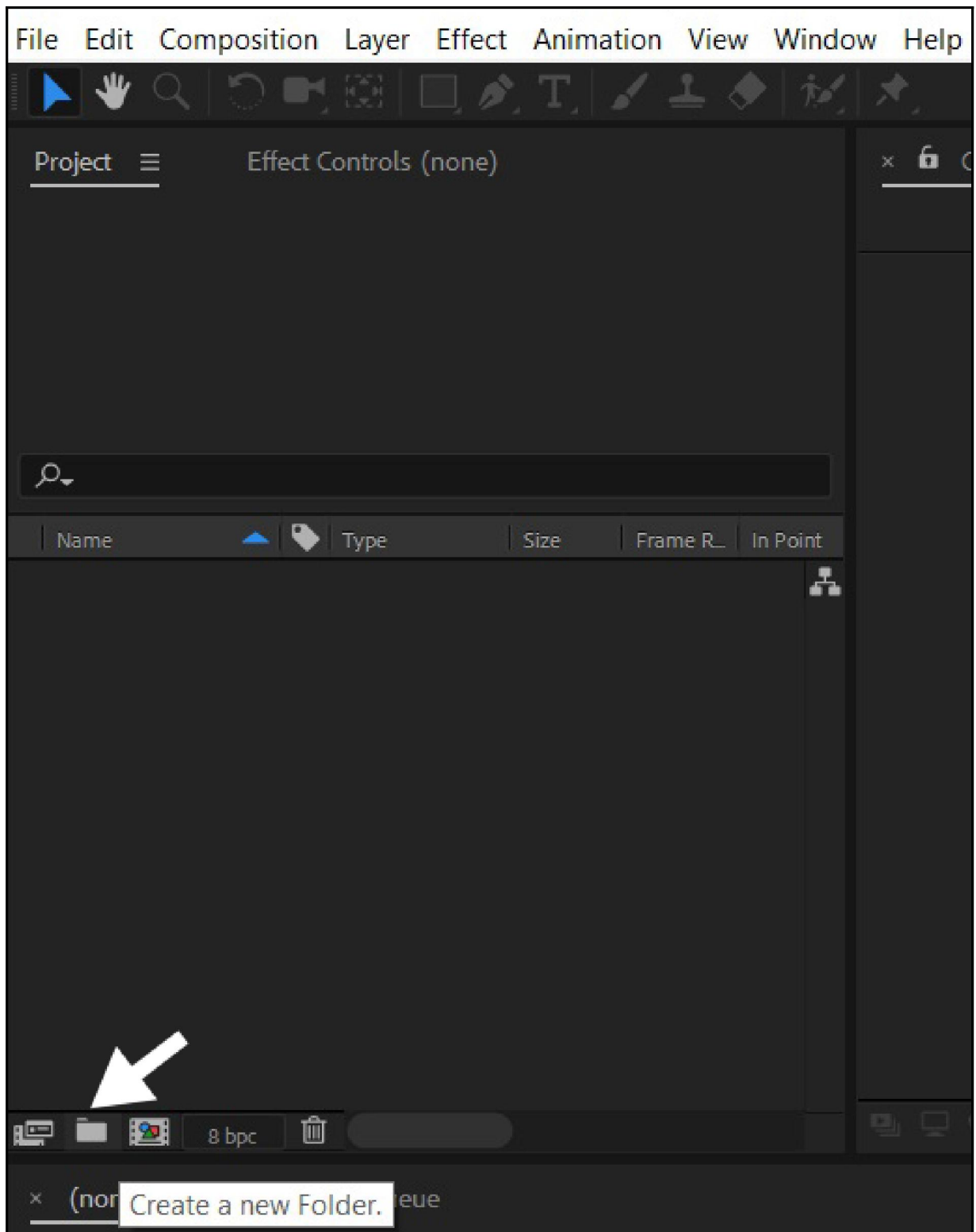
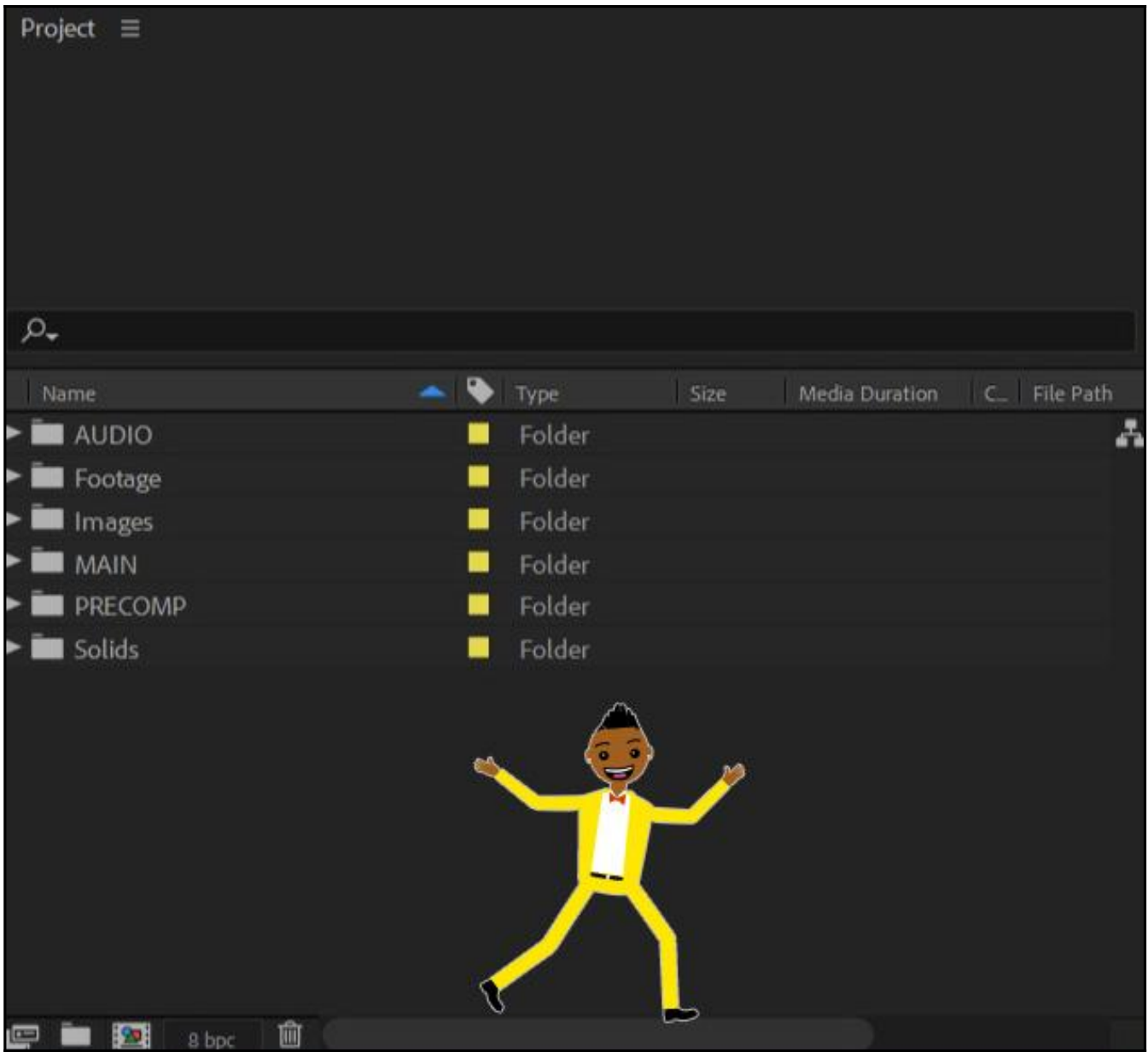
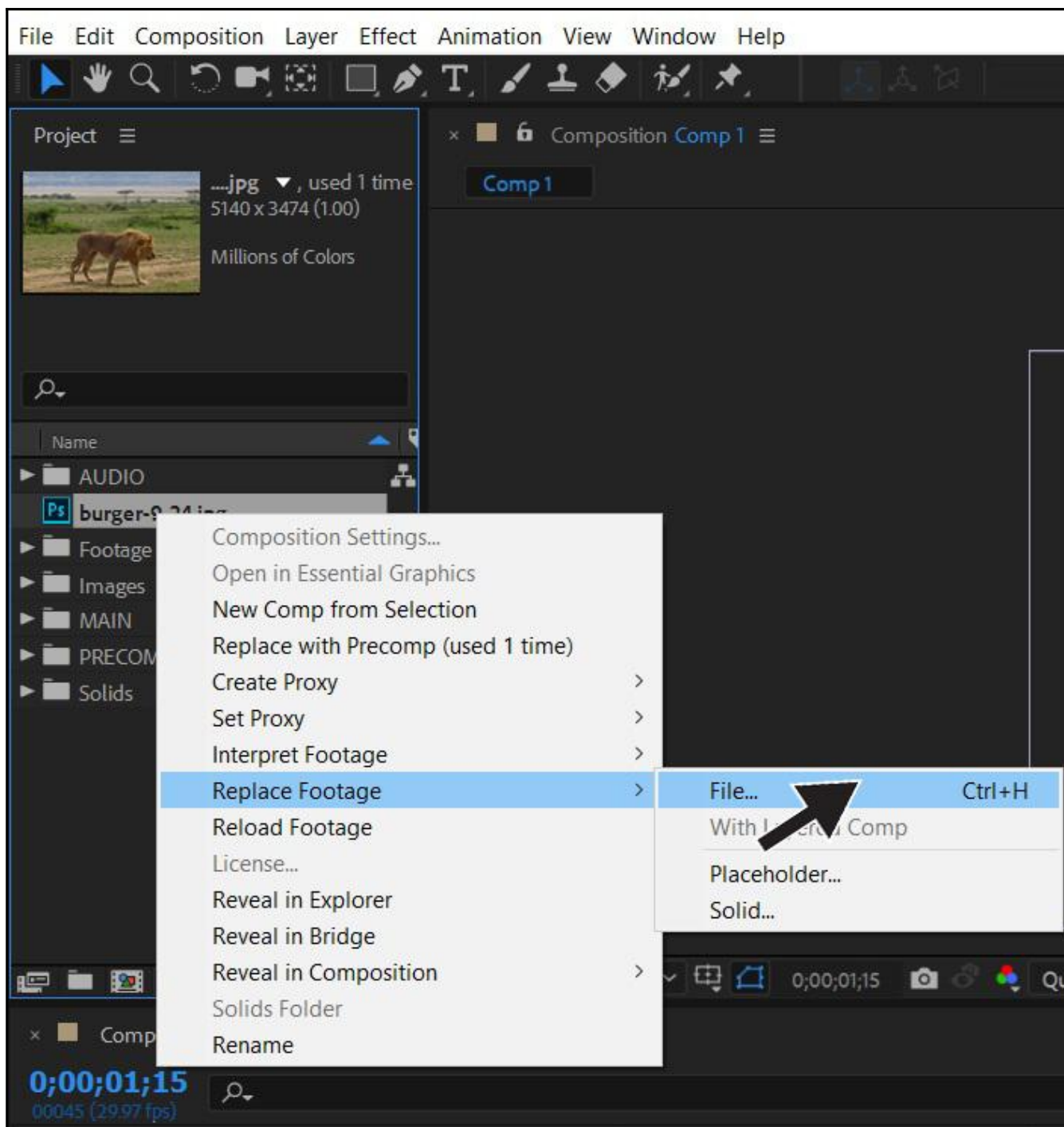


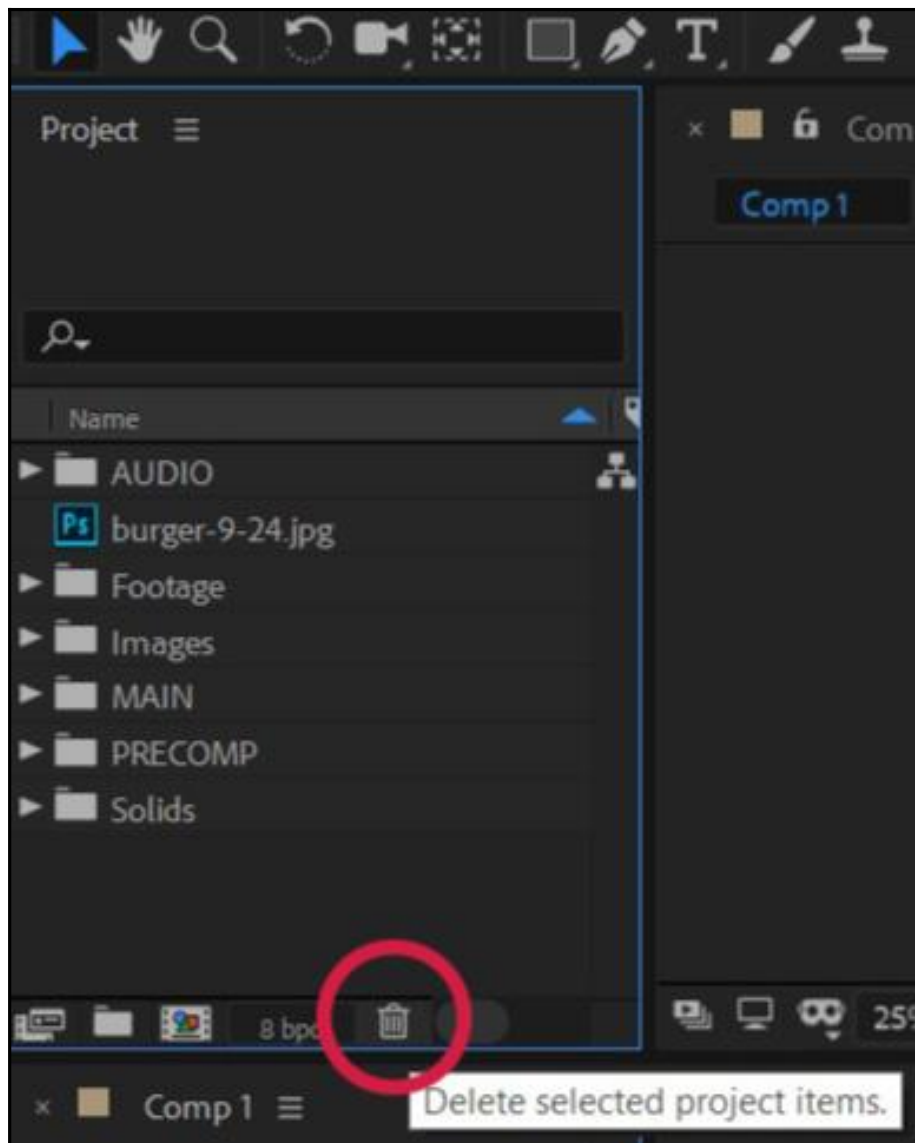
Chapter 1: Getting Started with After Effects

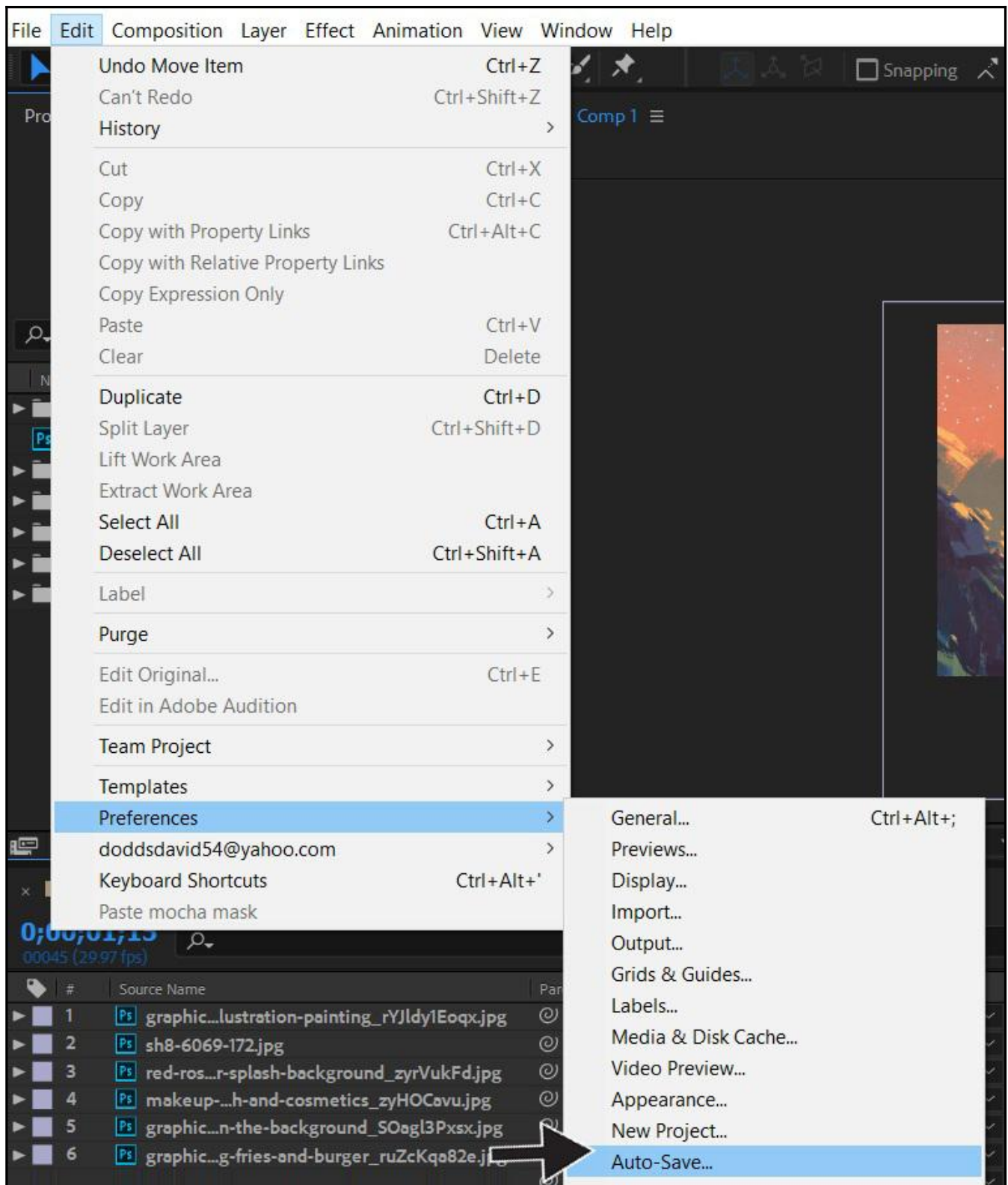


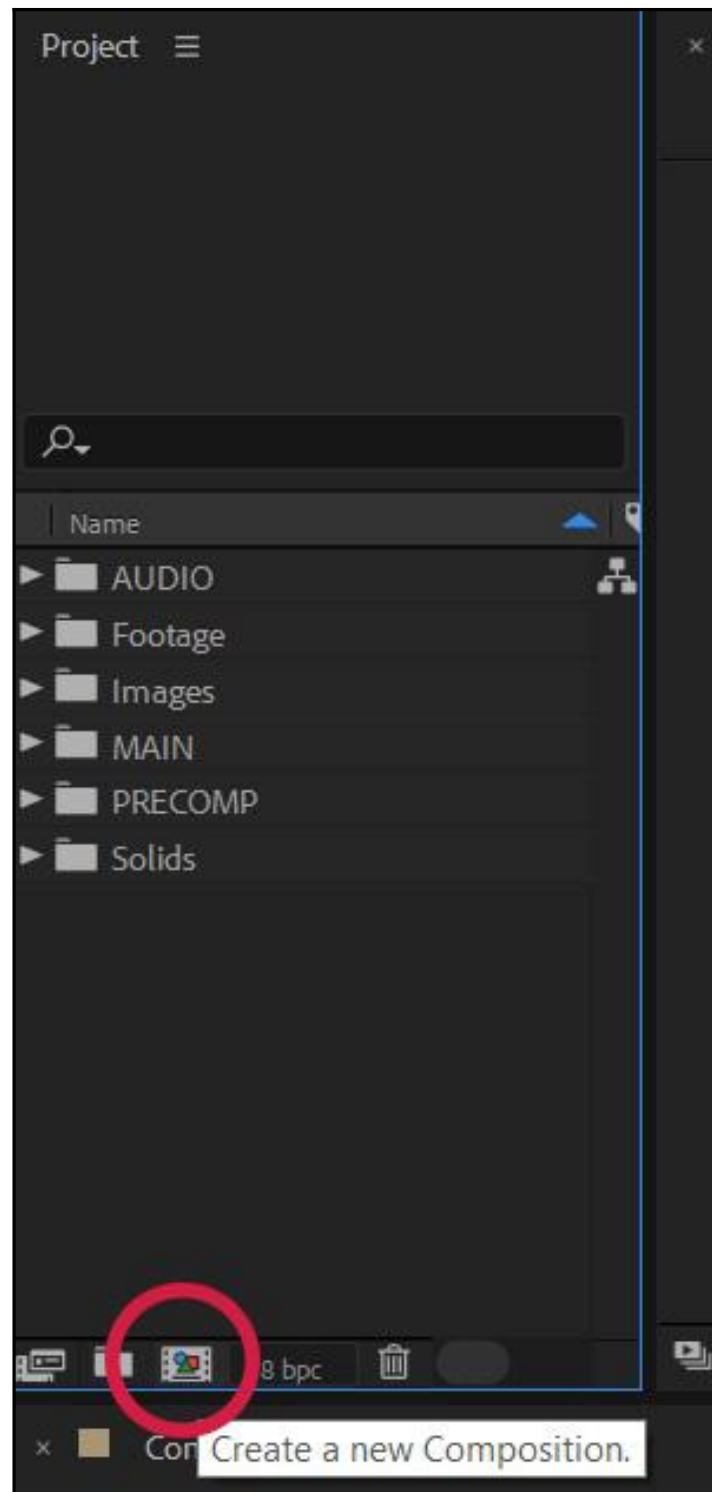


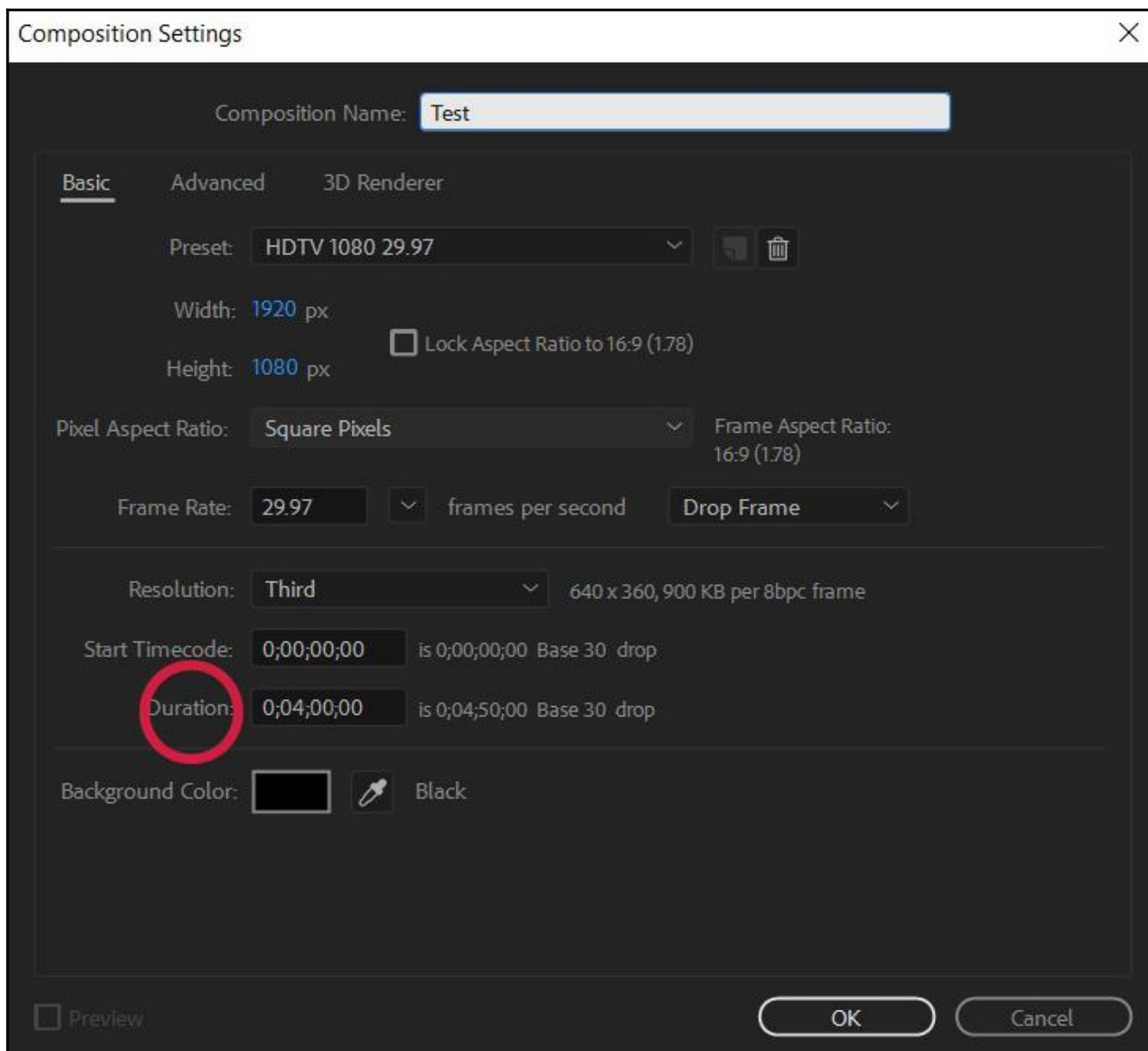


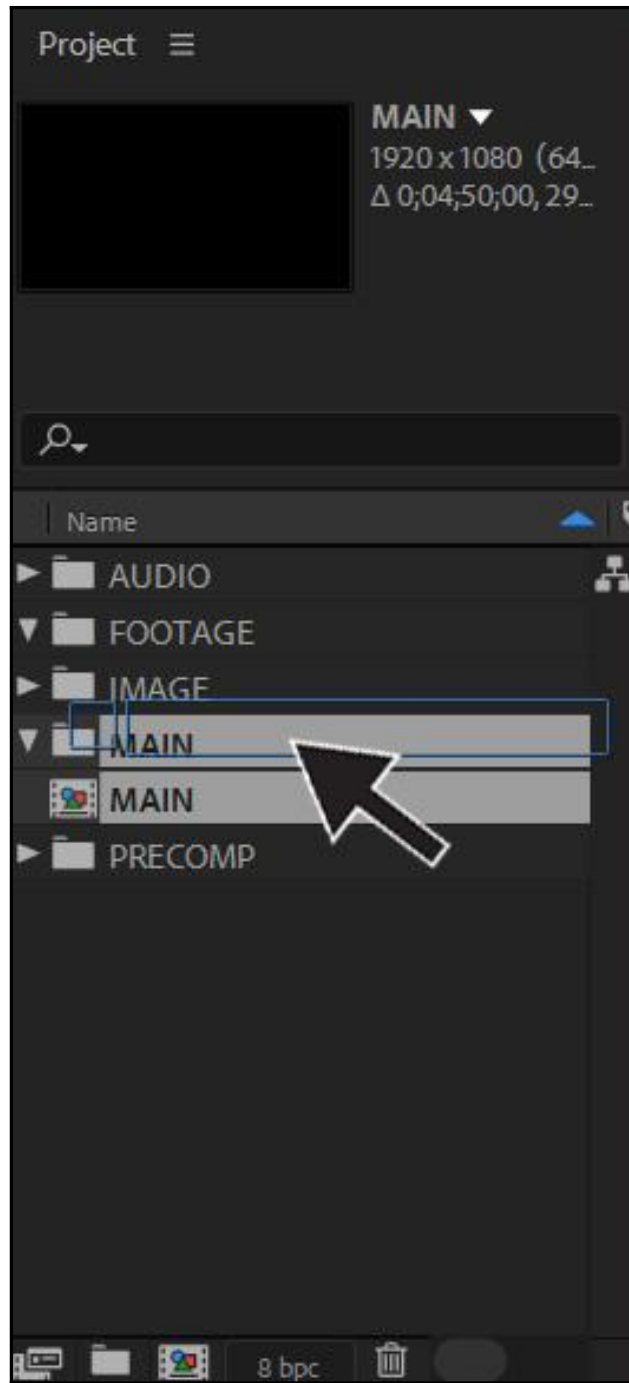


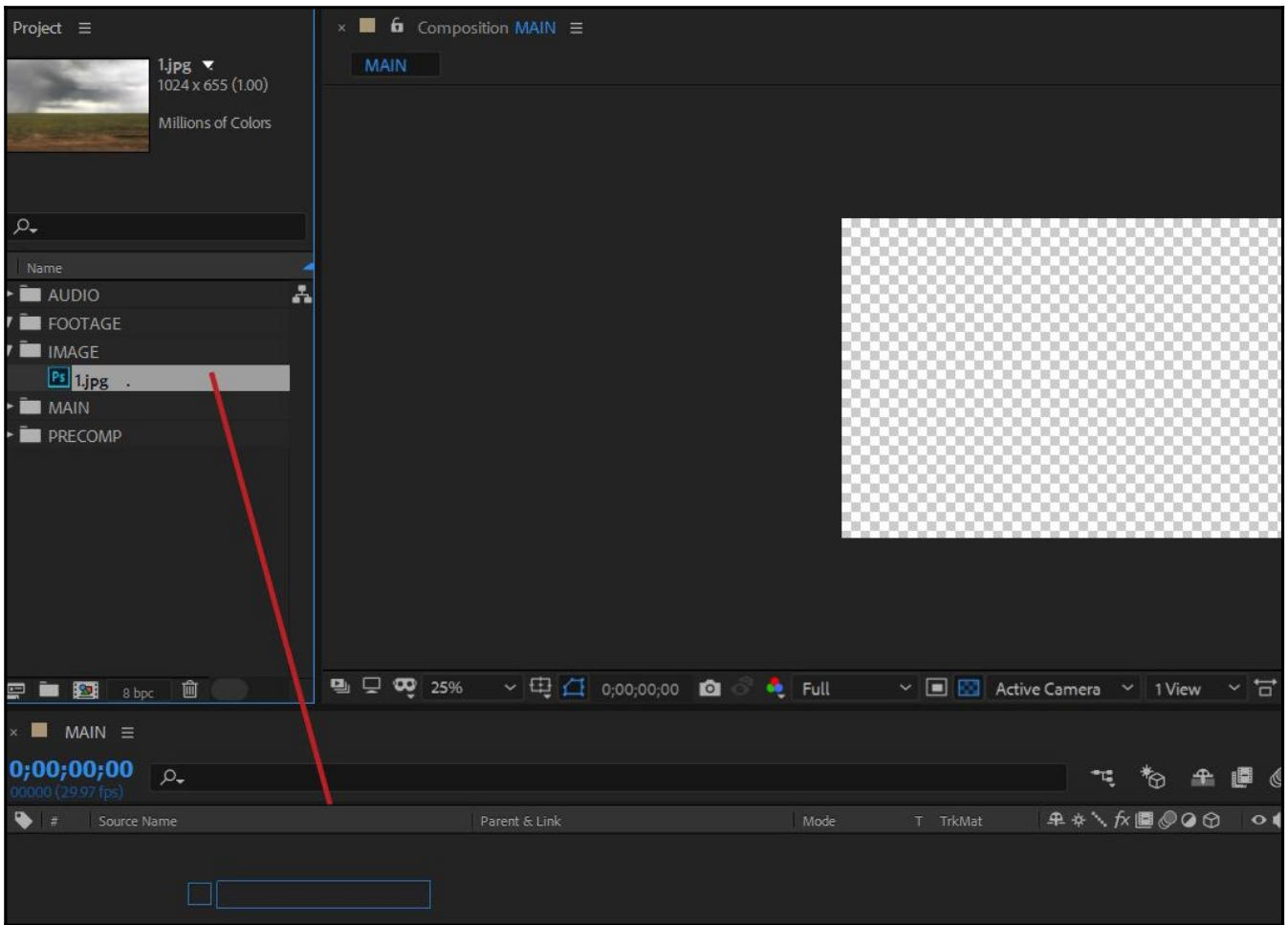
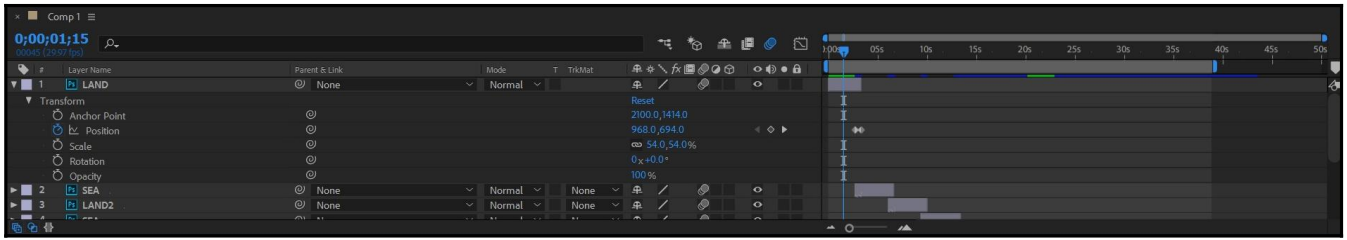


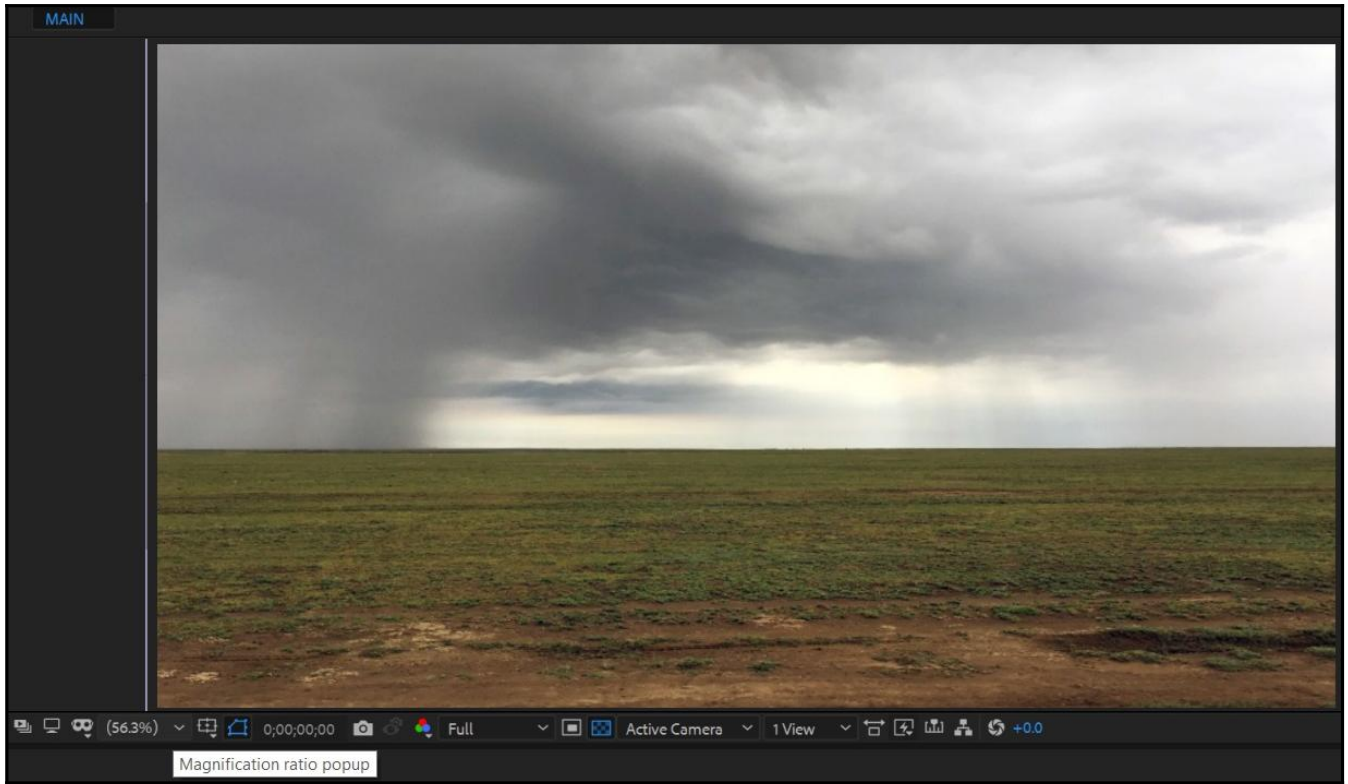
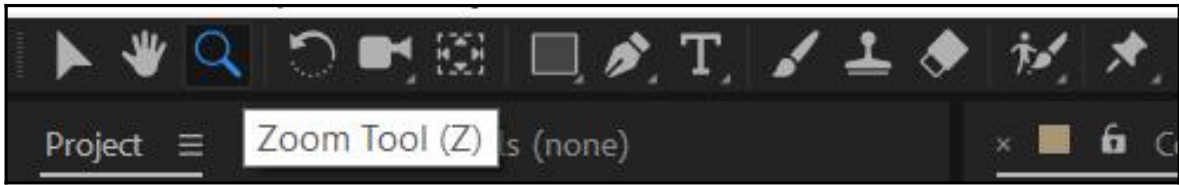


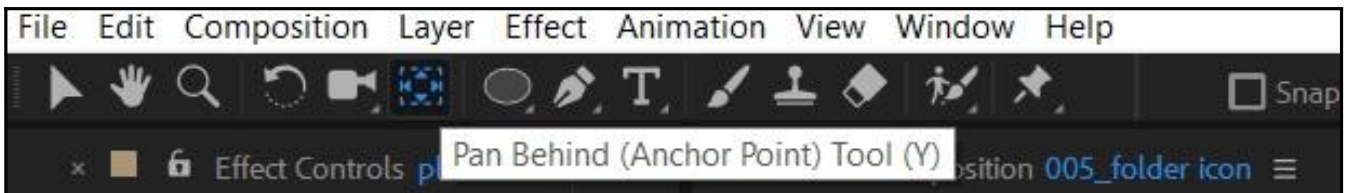
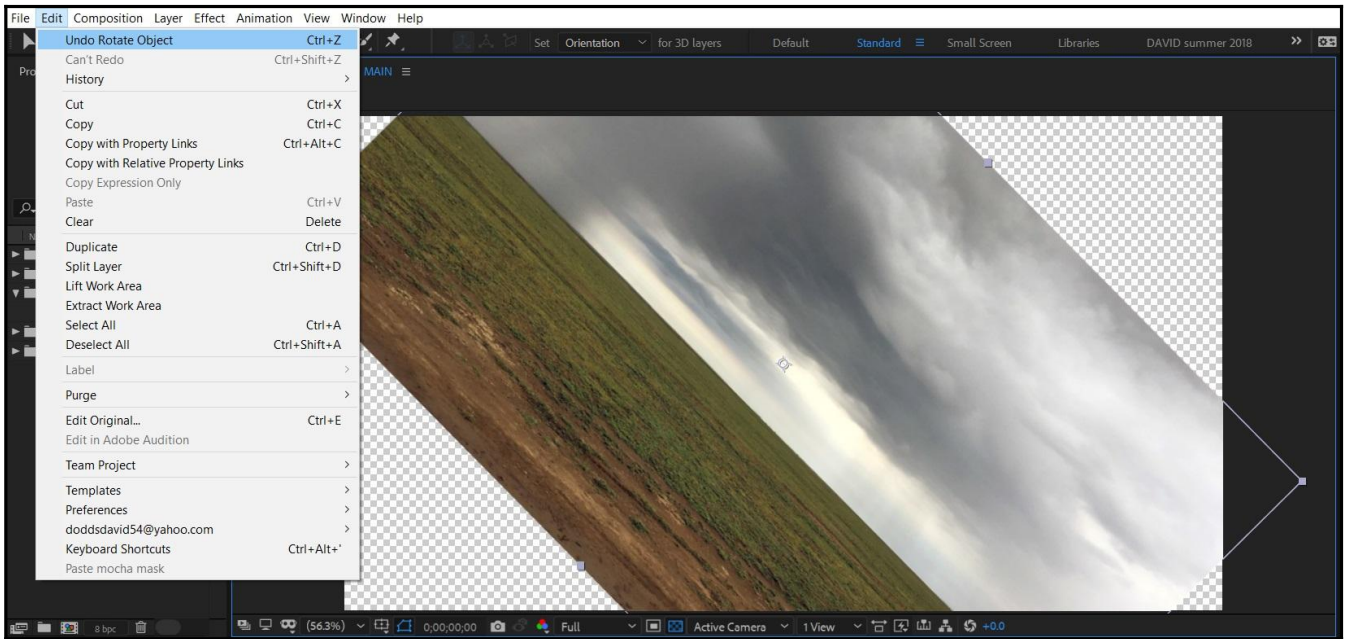
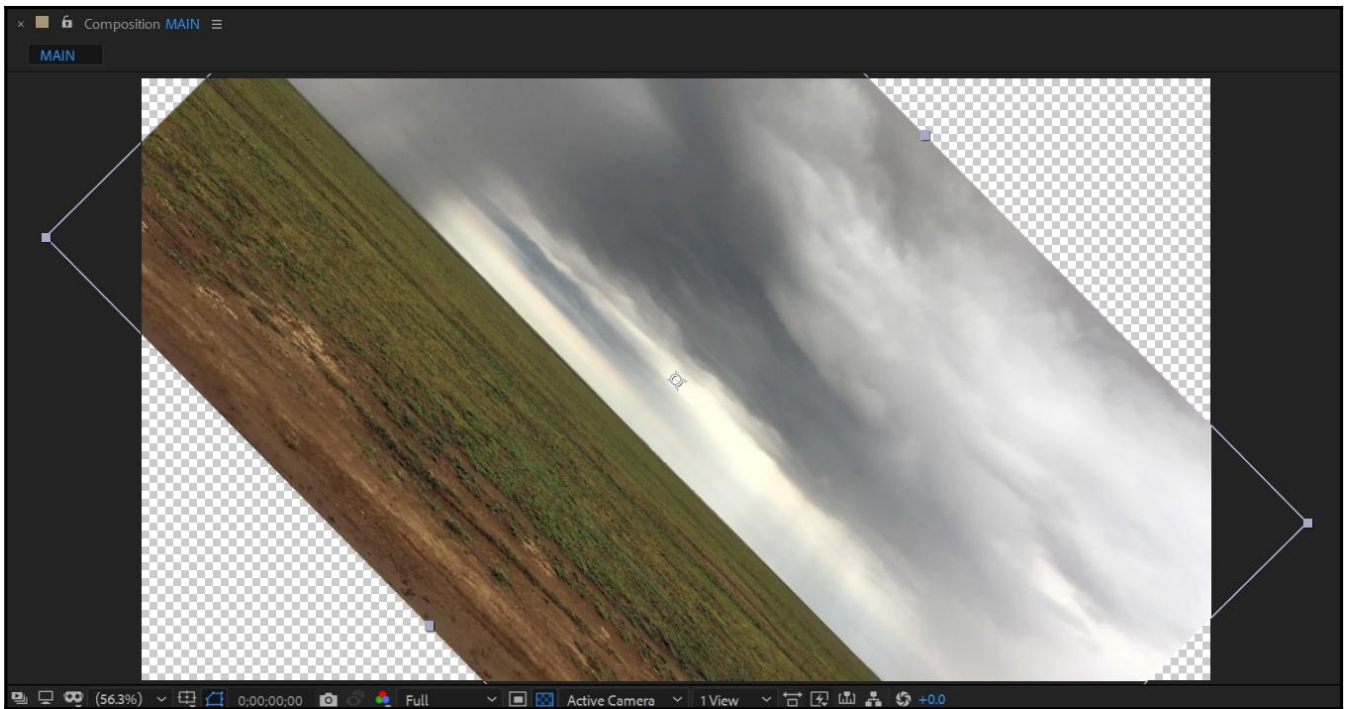


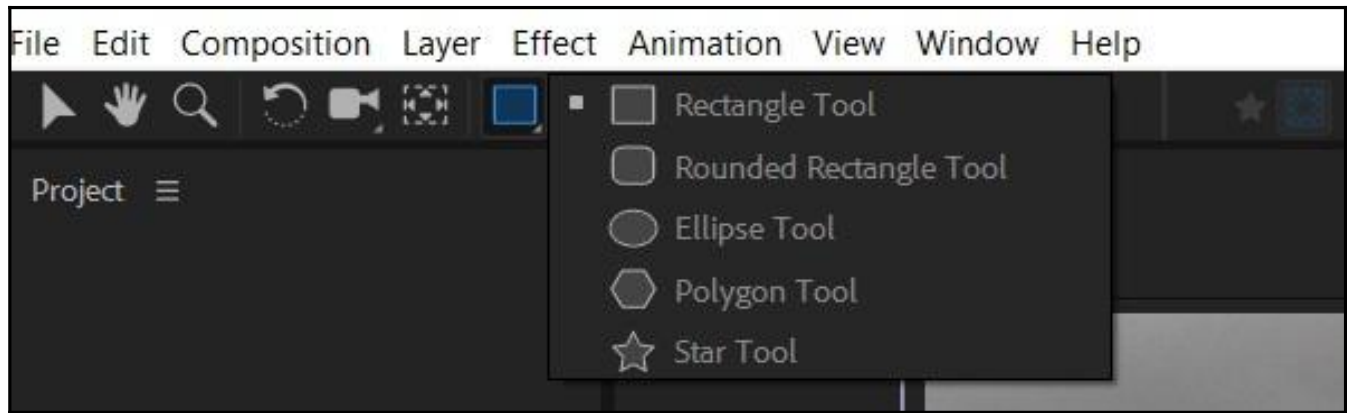


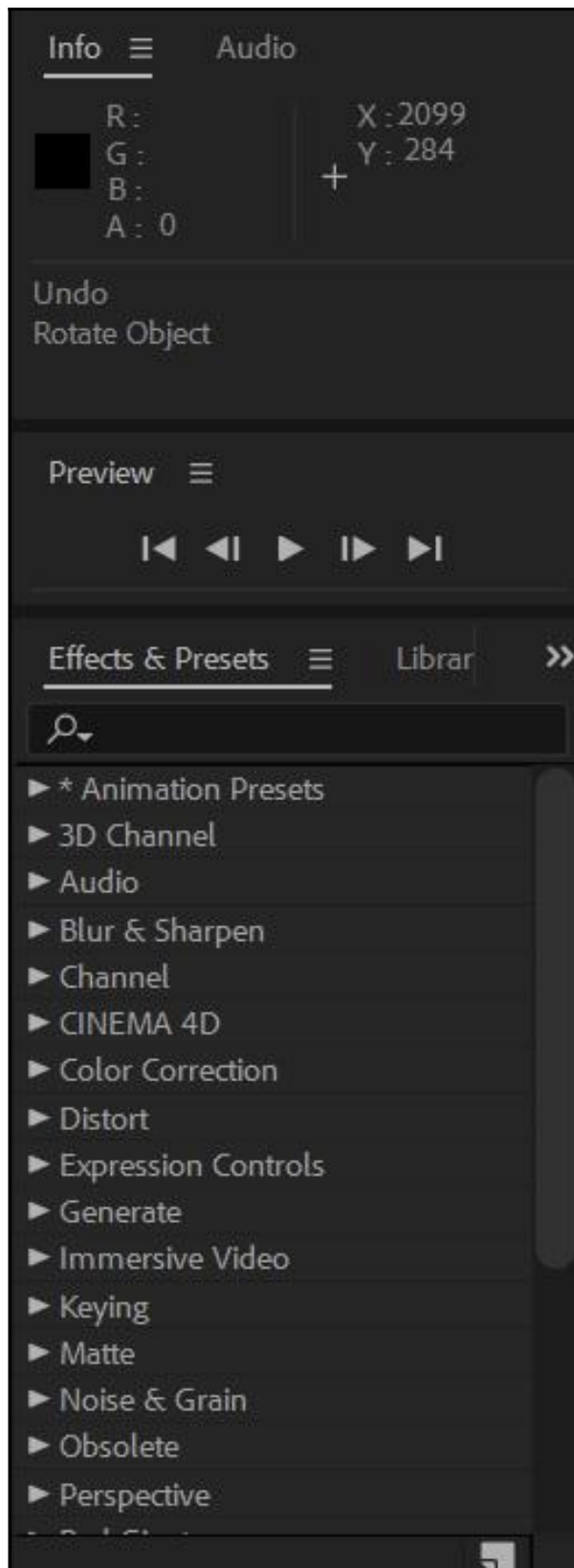


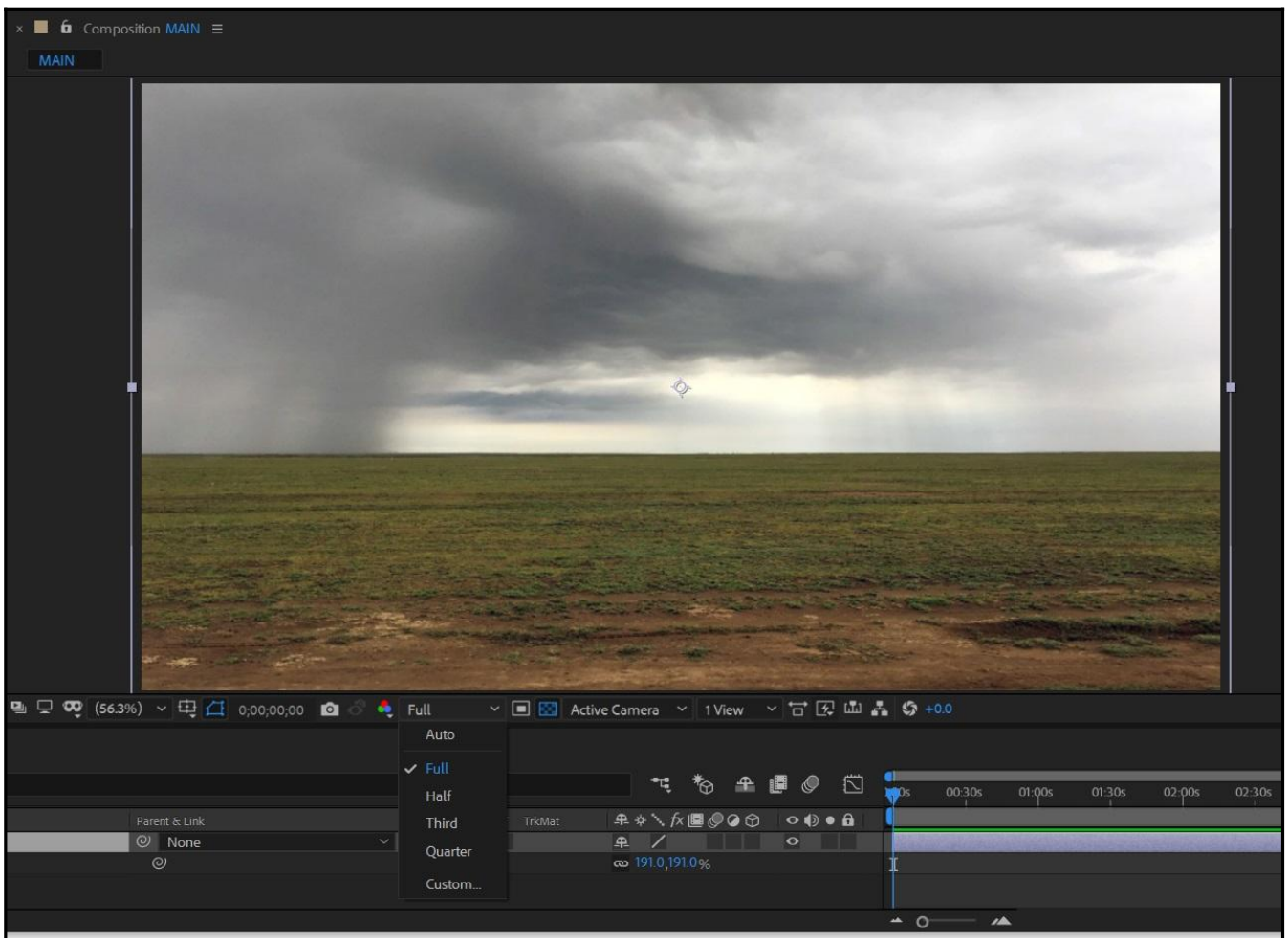
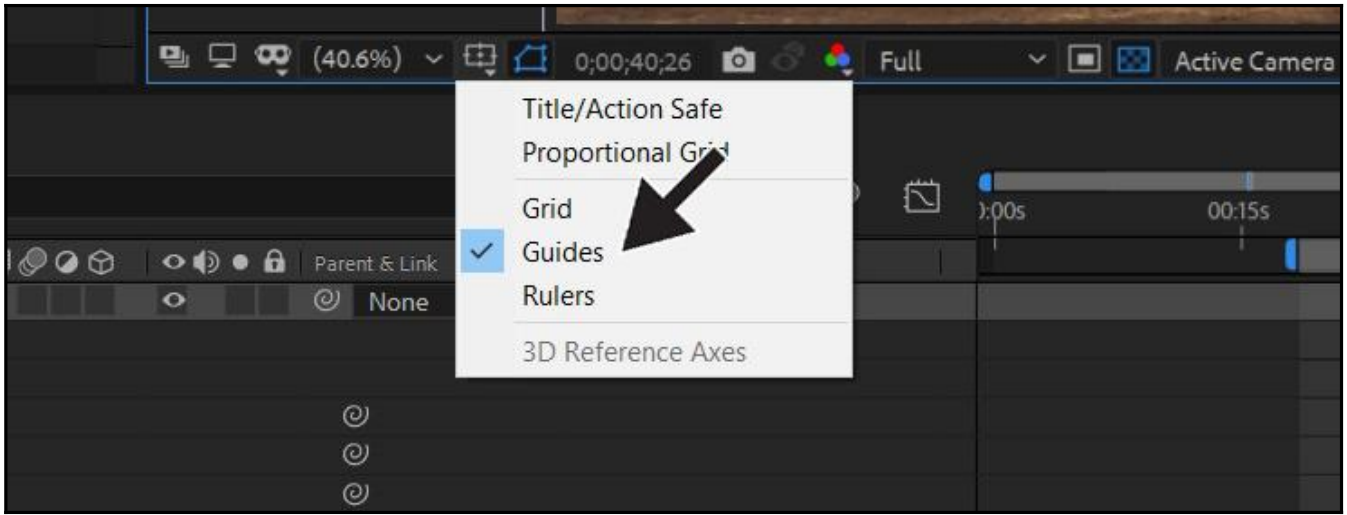


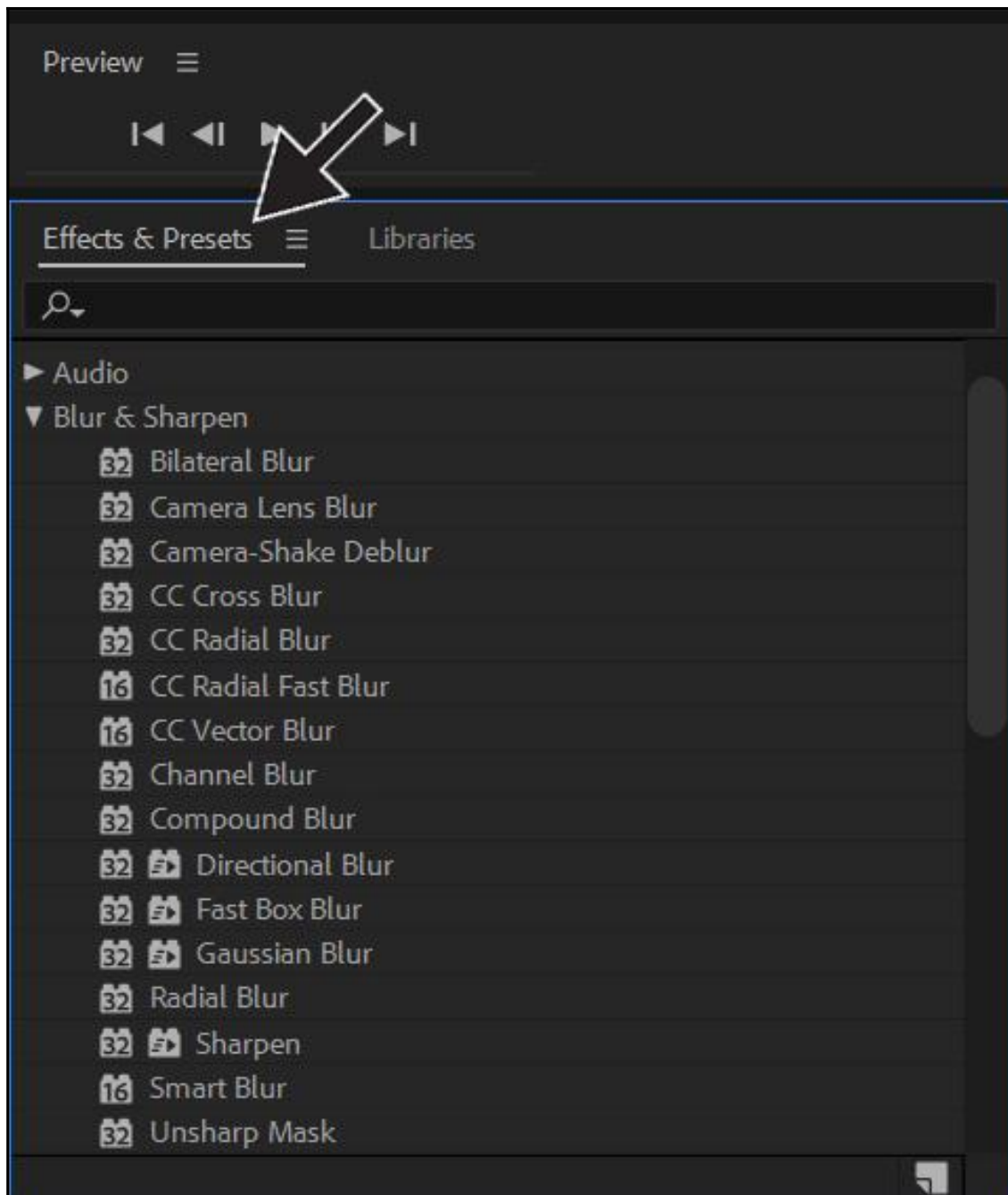


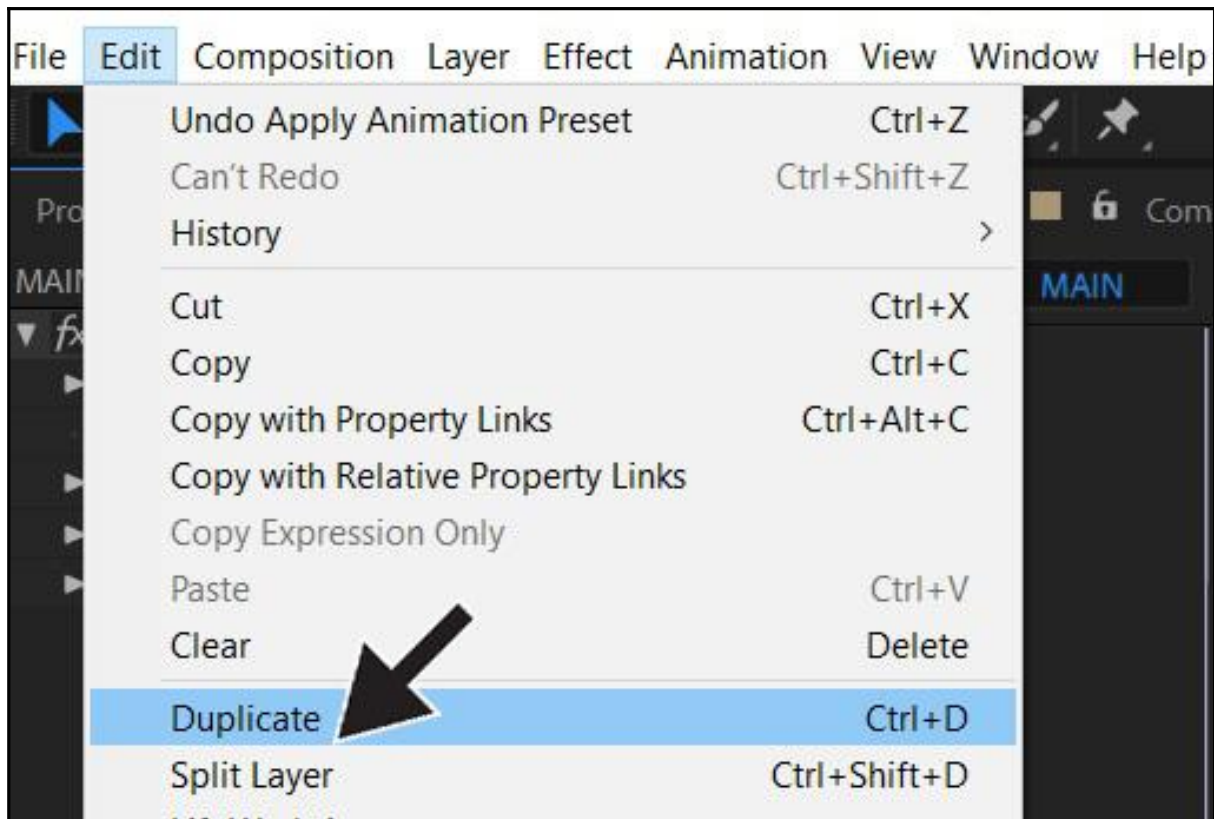
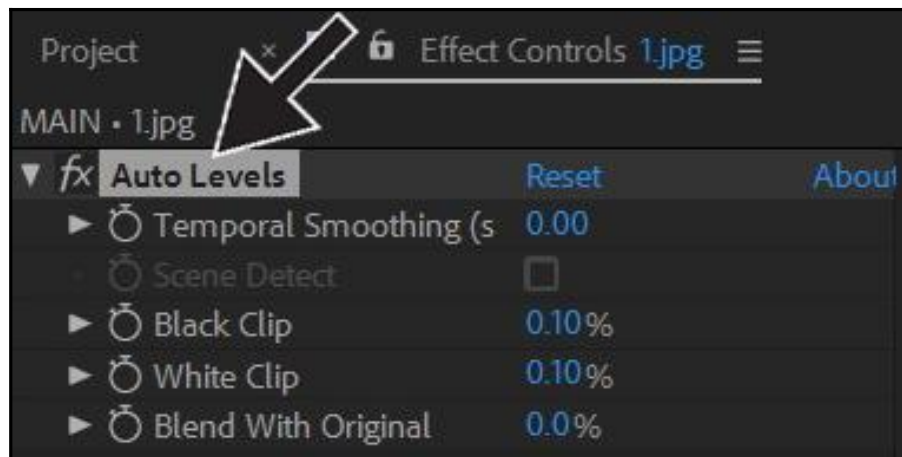


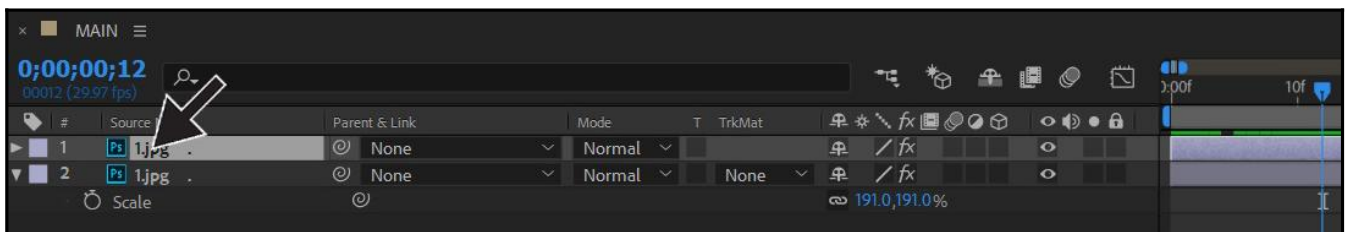
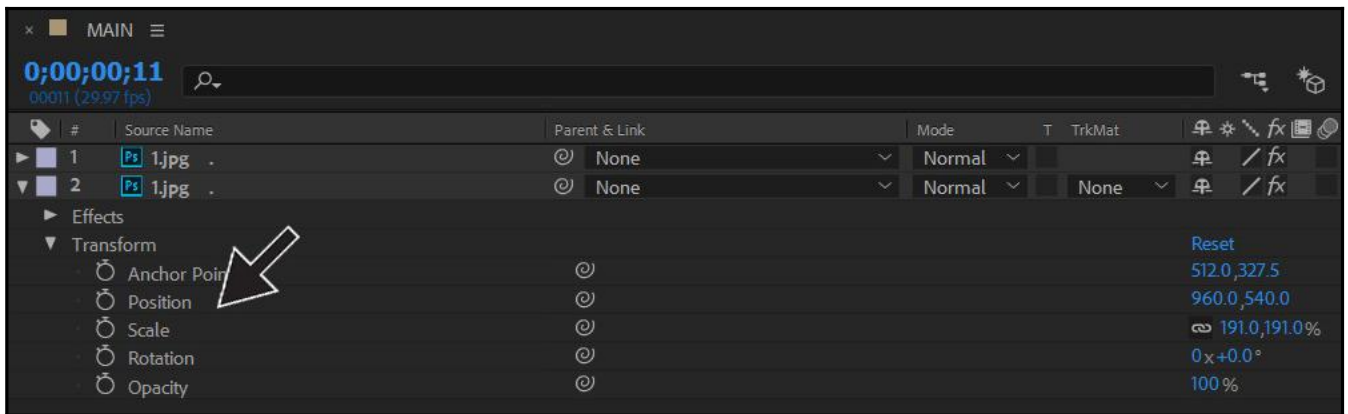
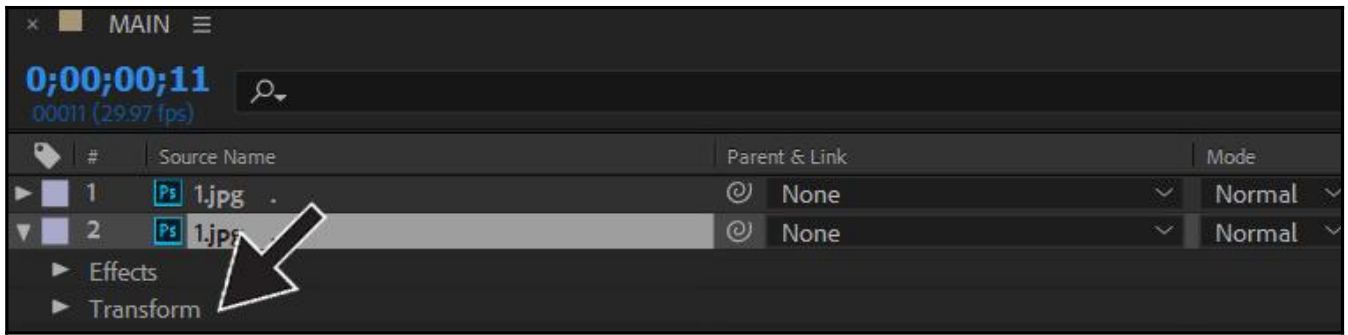


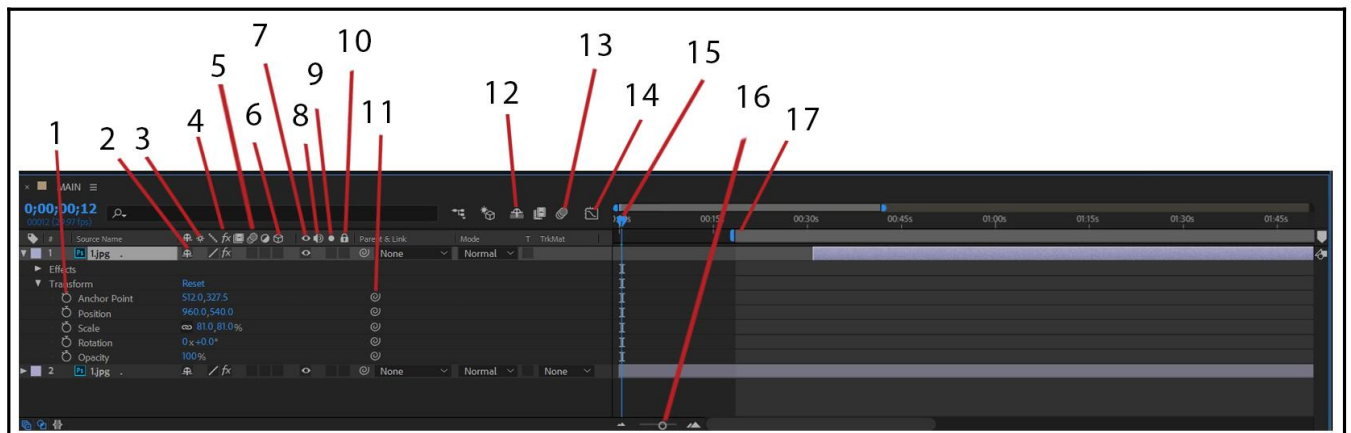
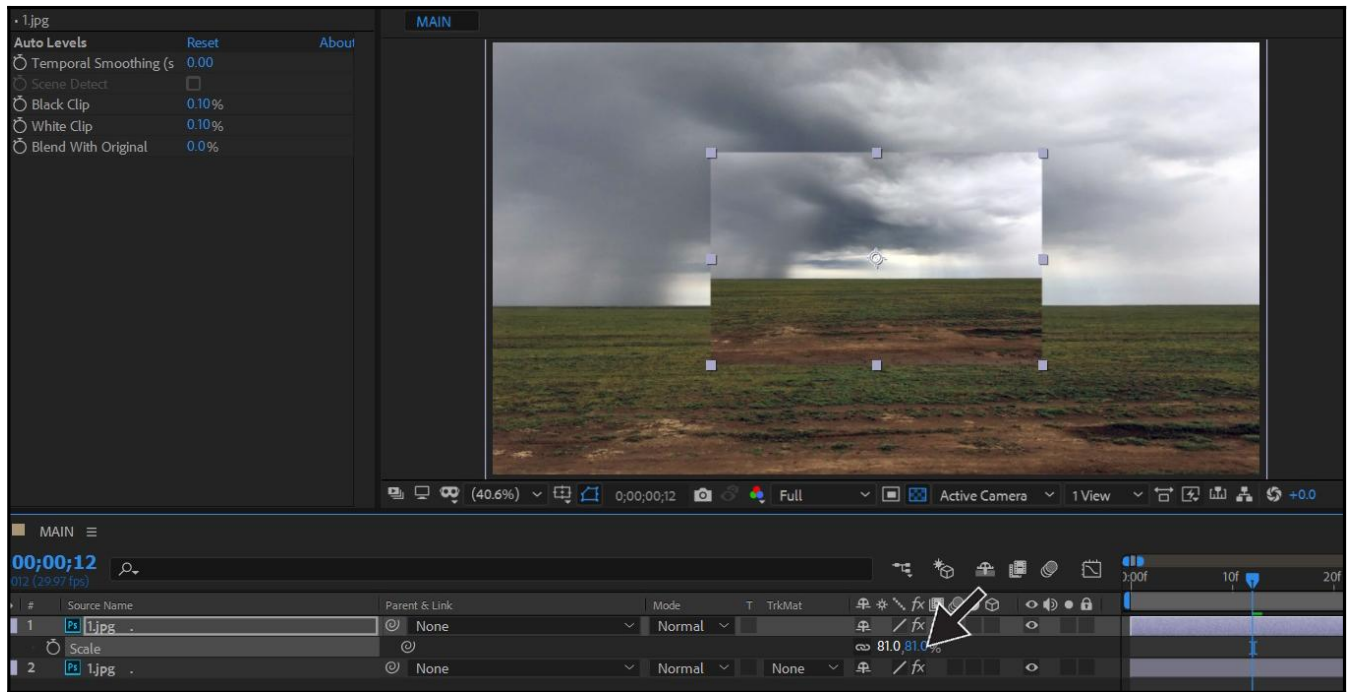


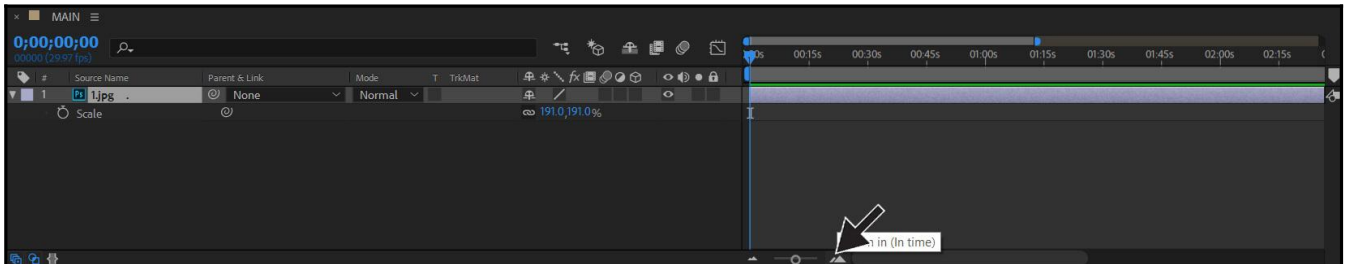
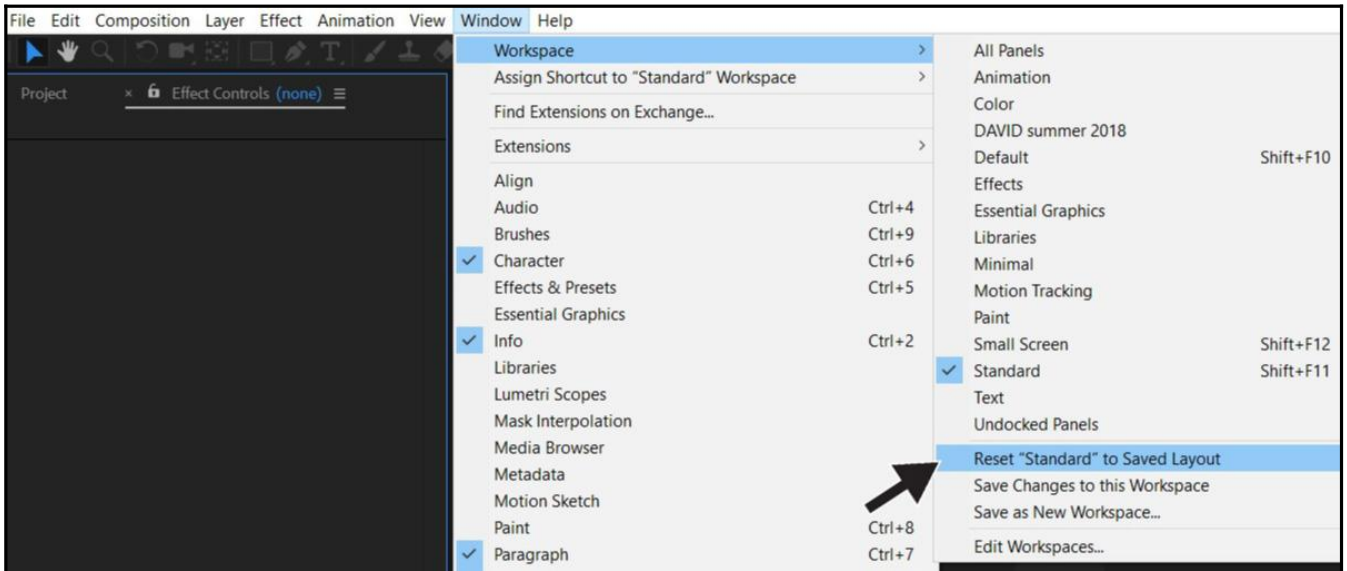
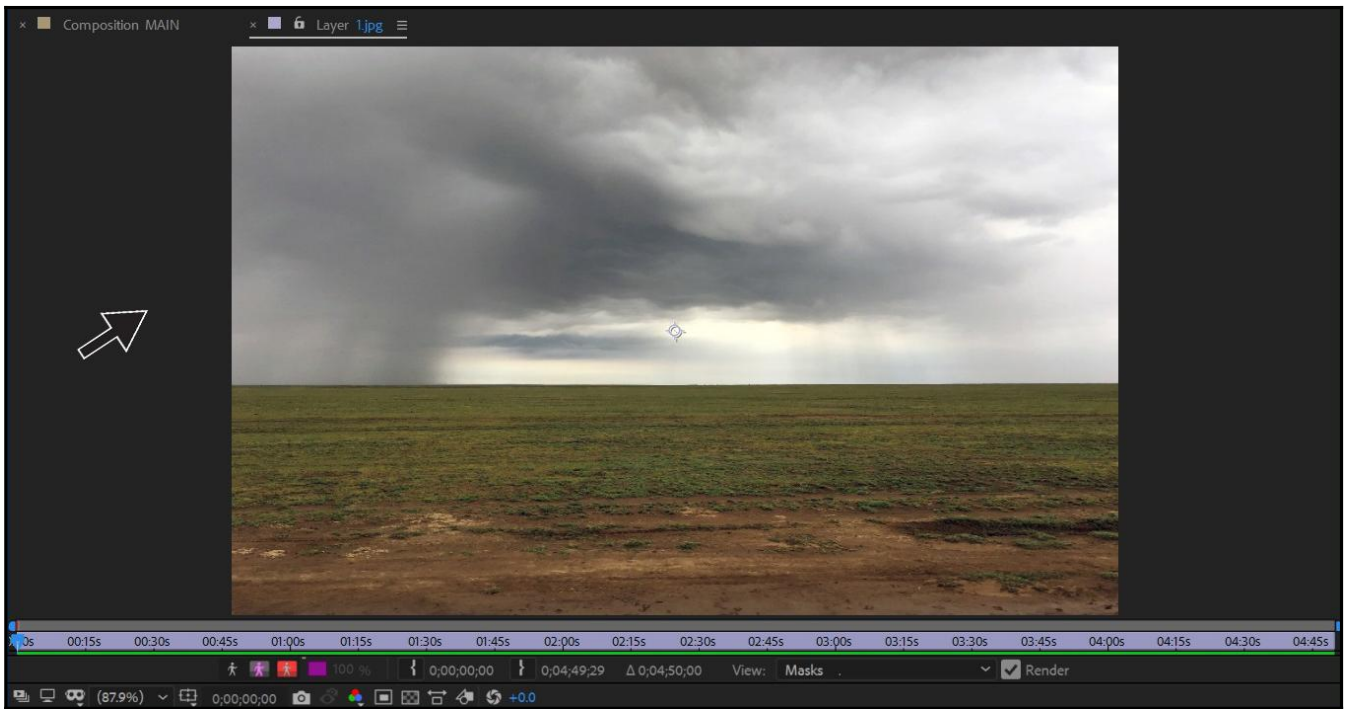


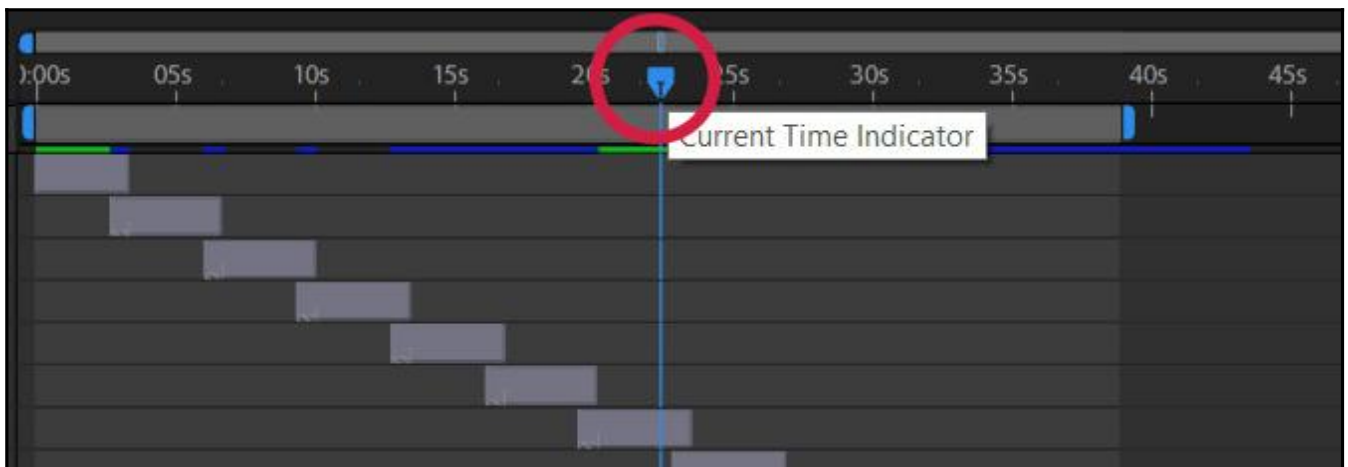
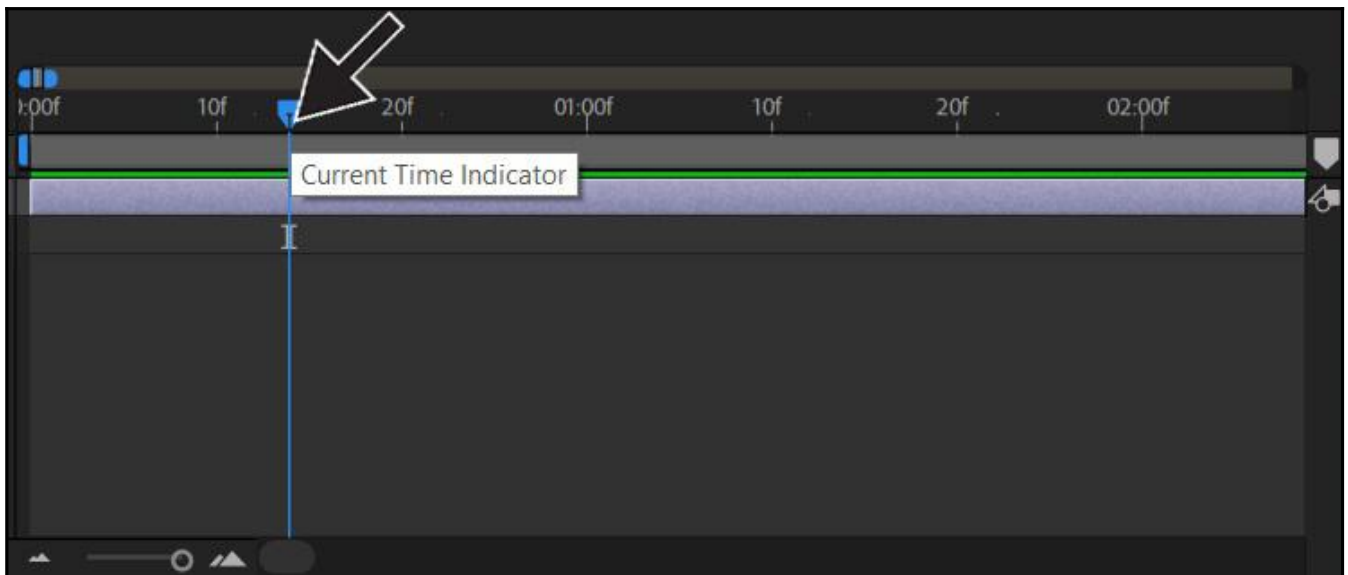
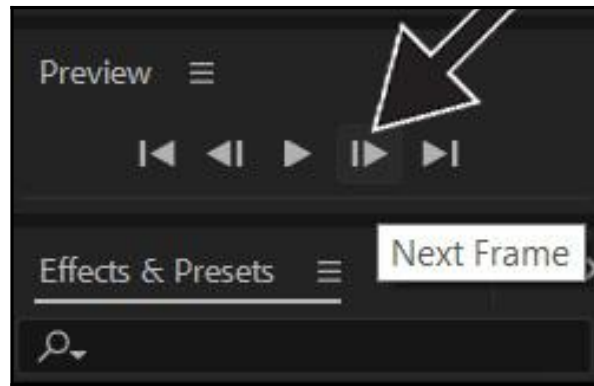


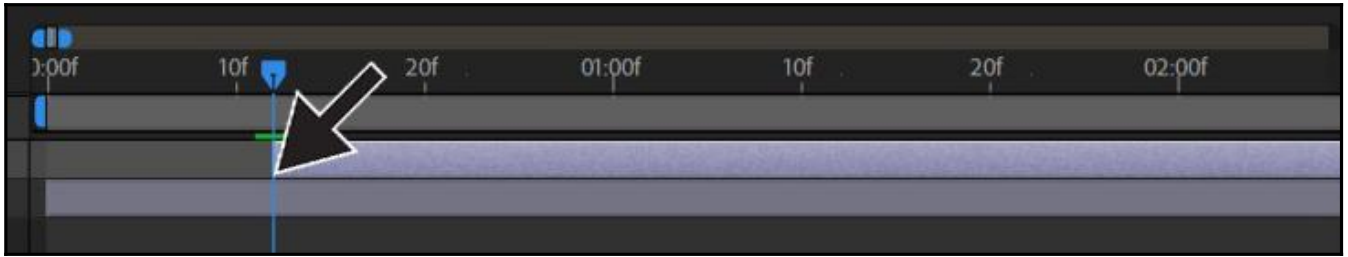
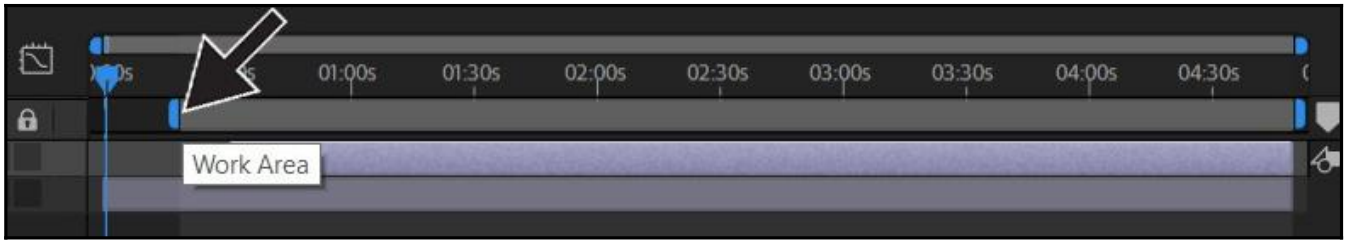


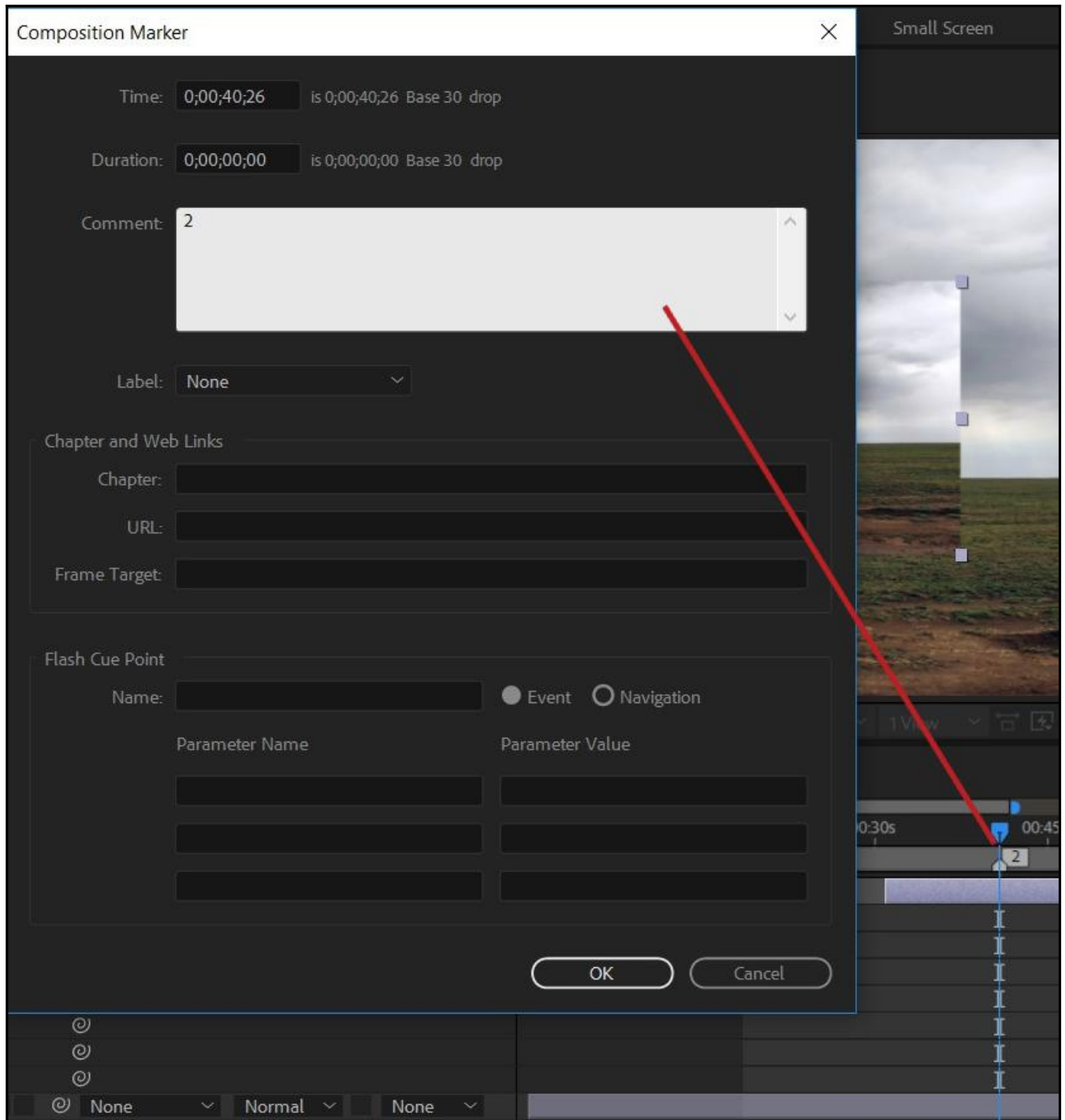


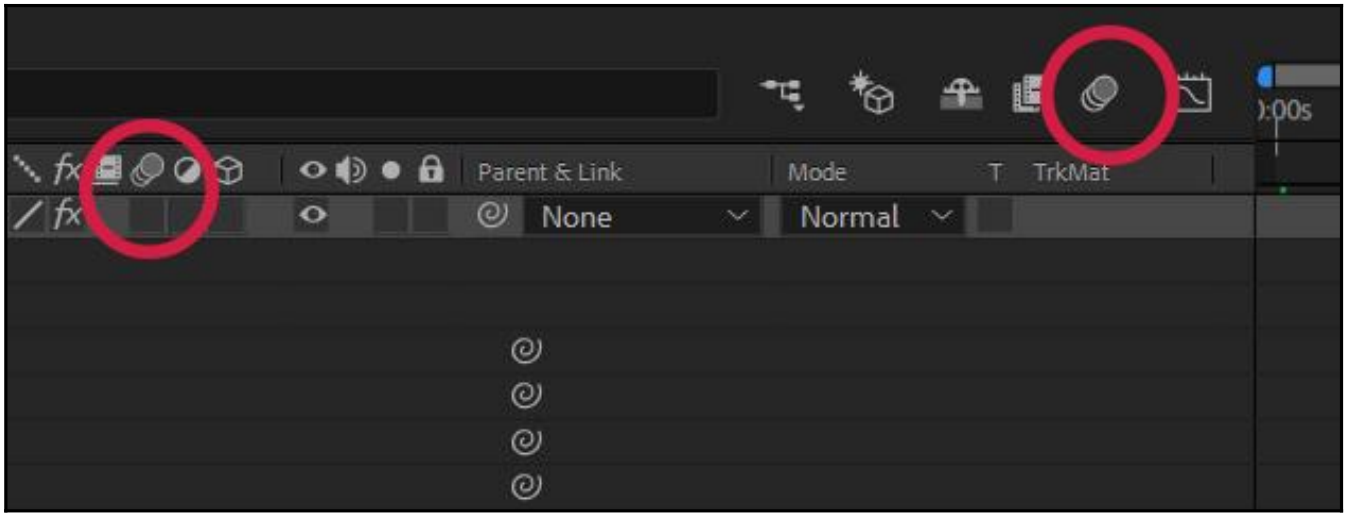


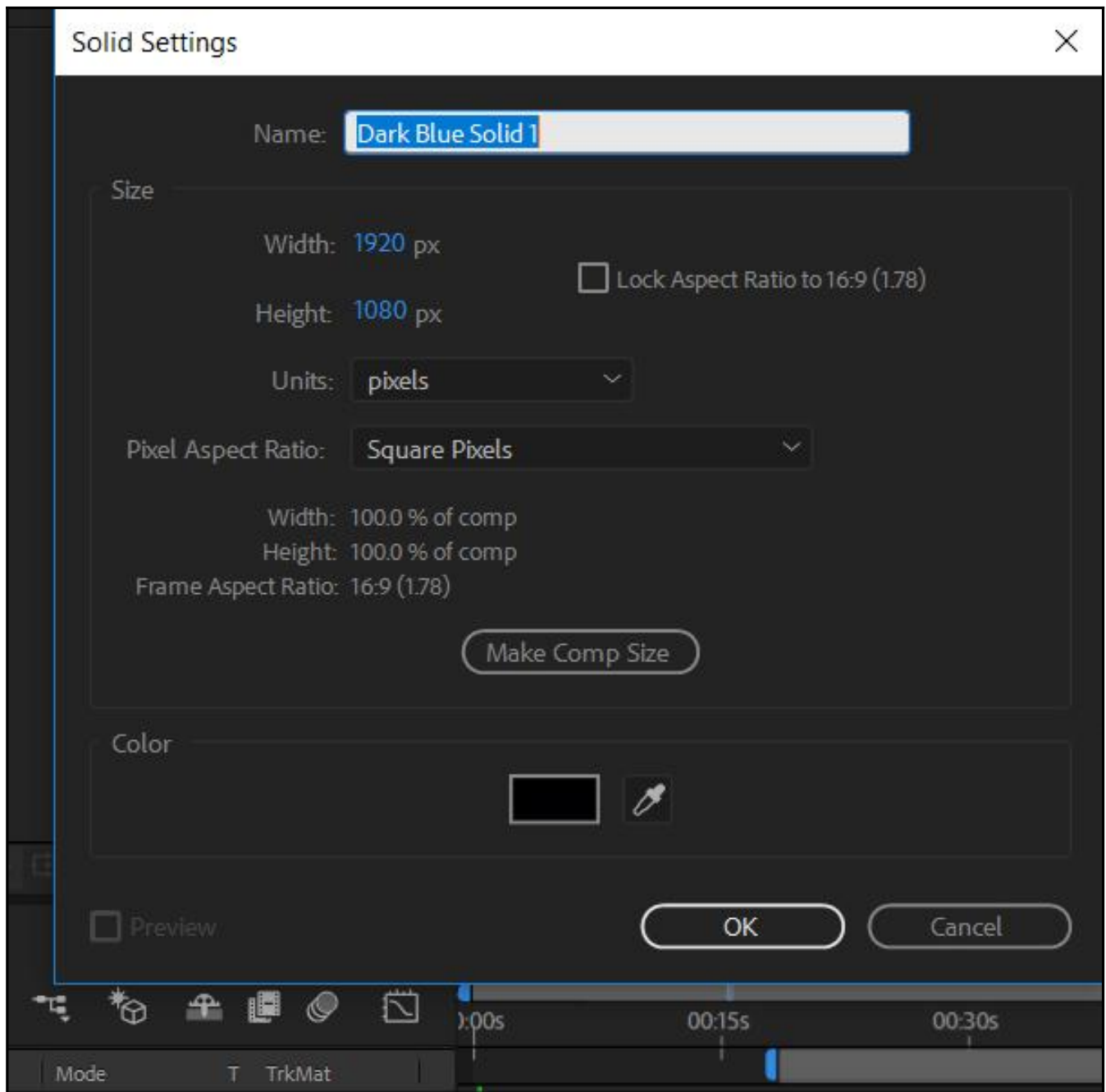


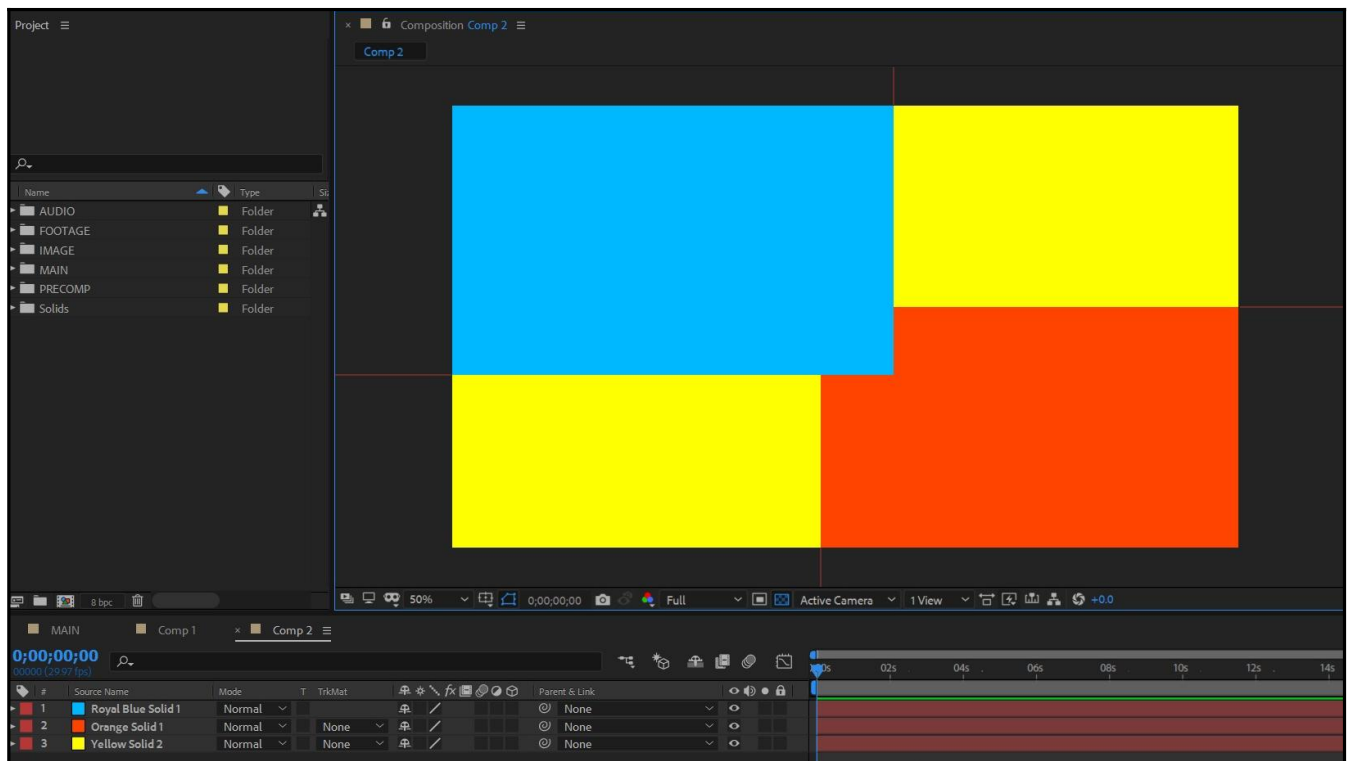


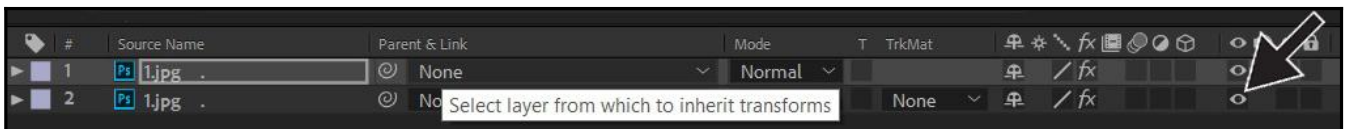
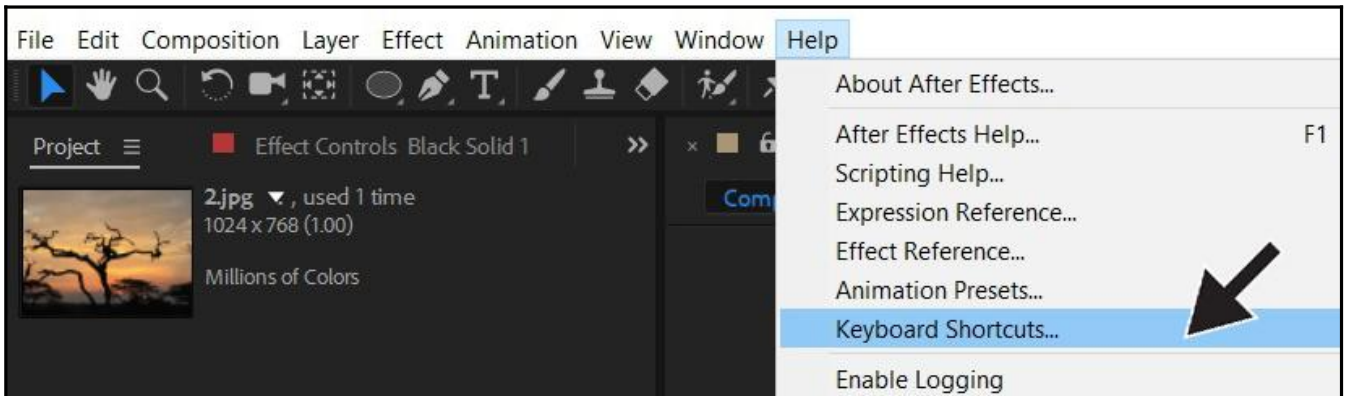
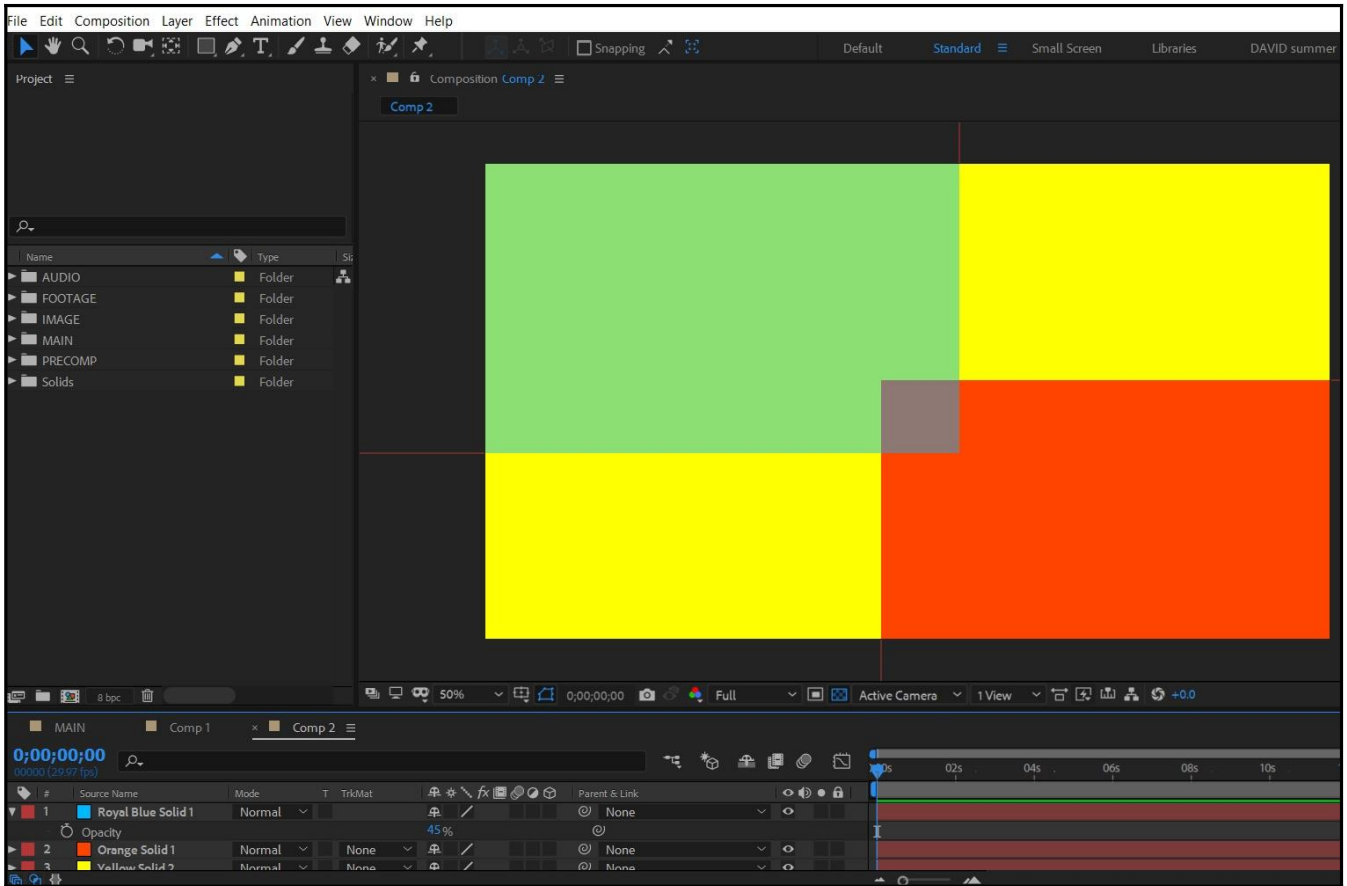


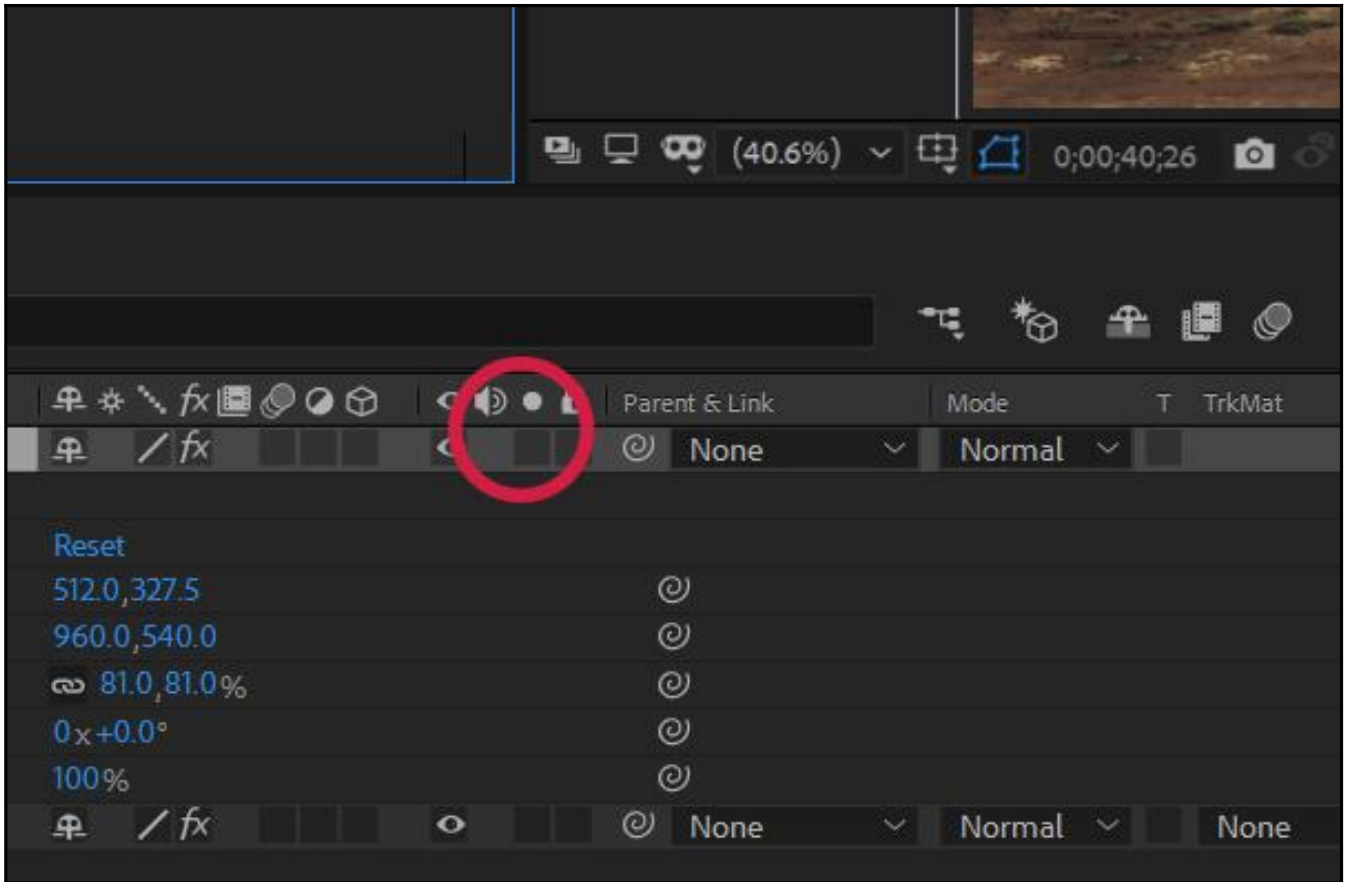


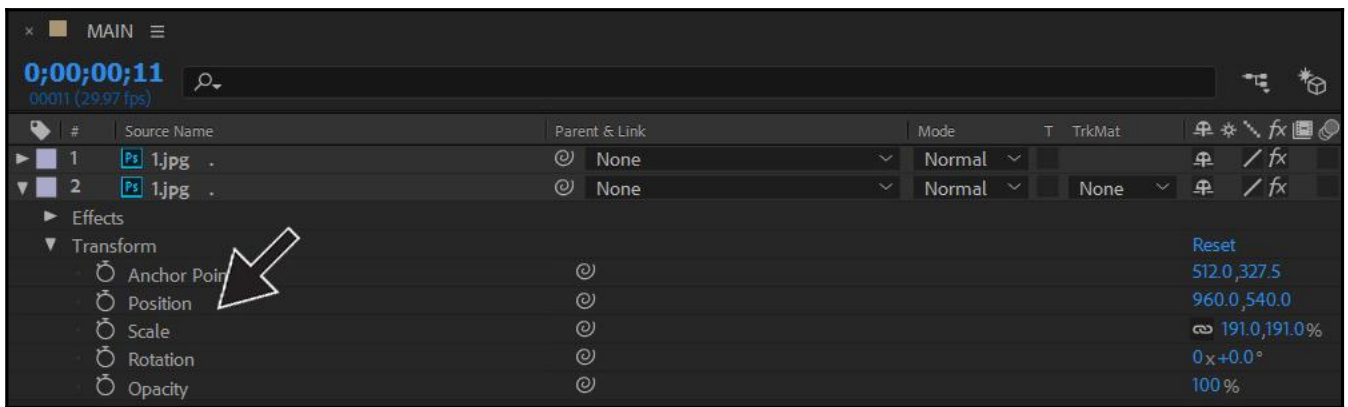
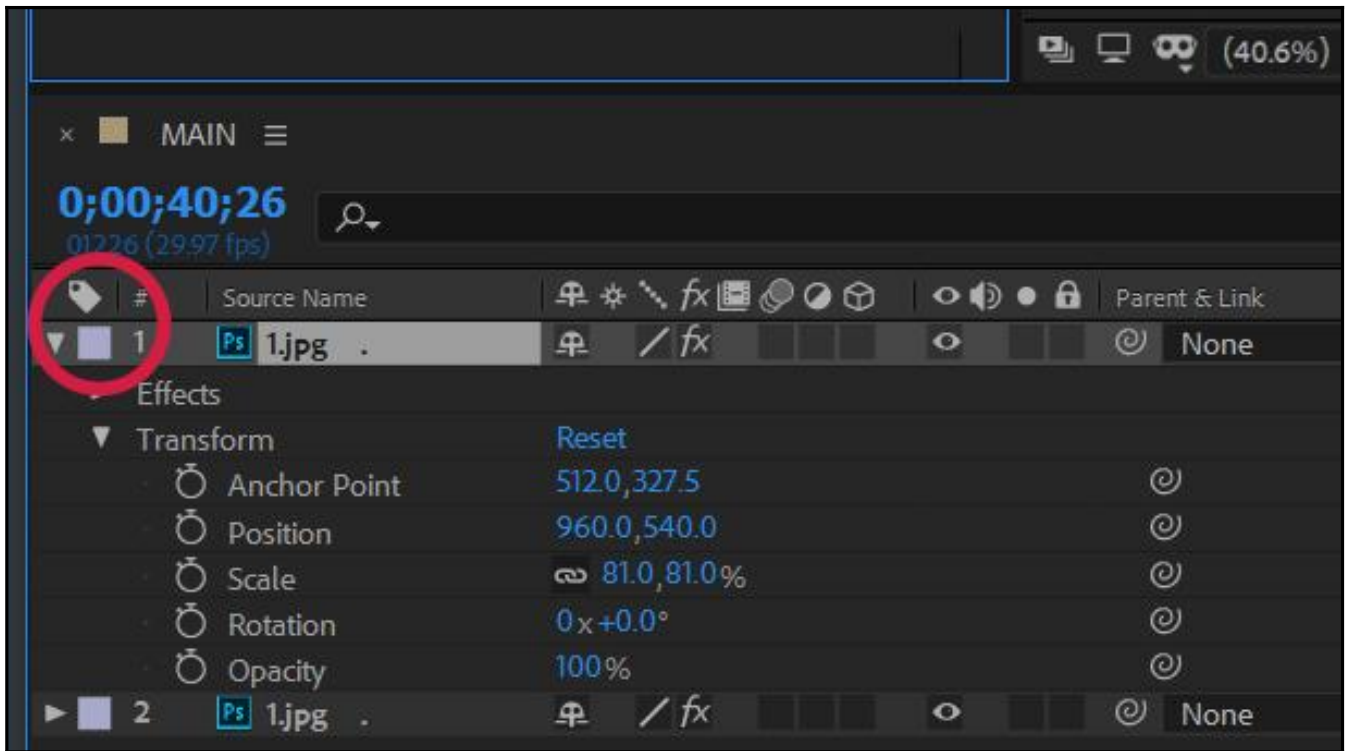


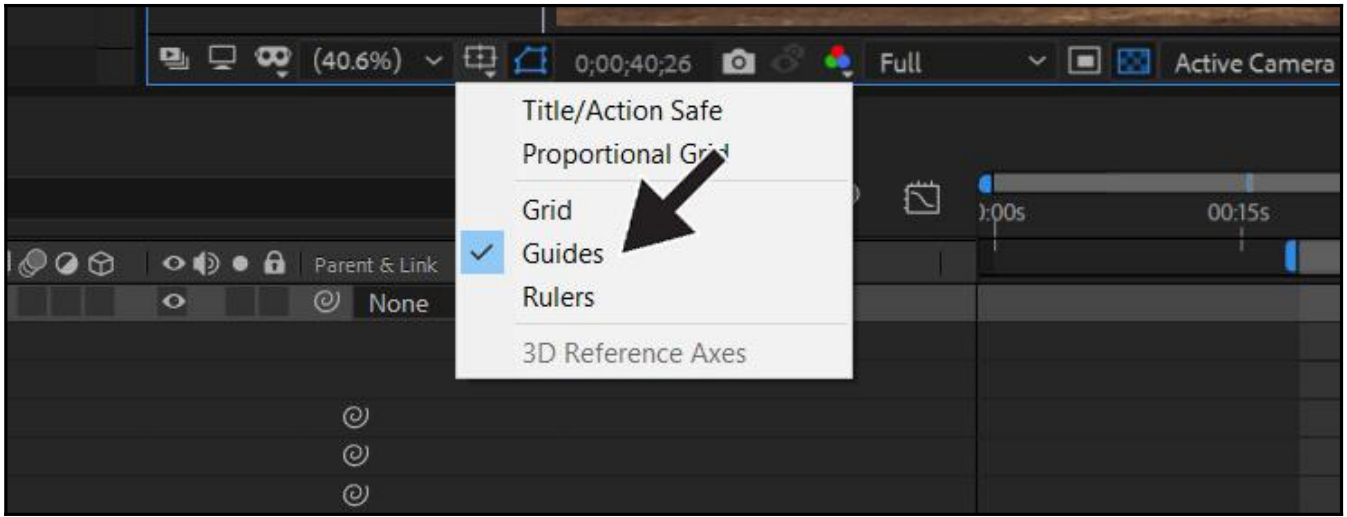


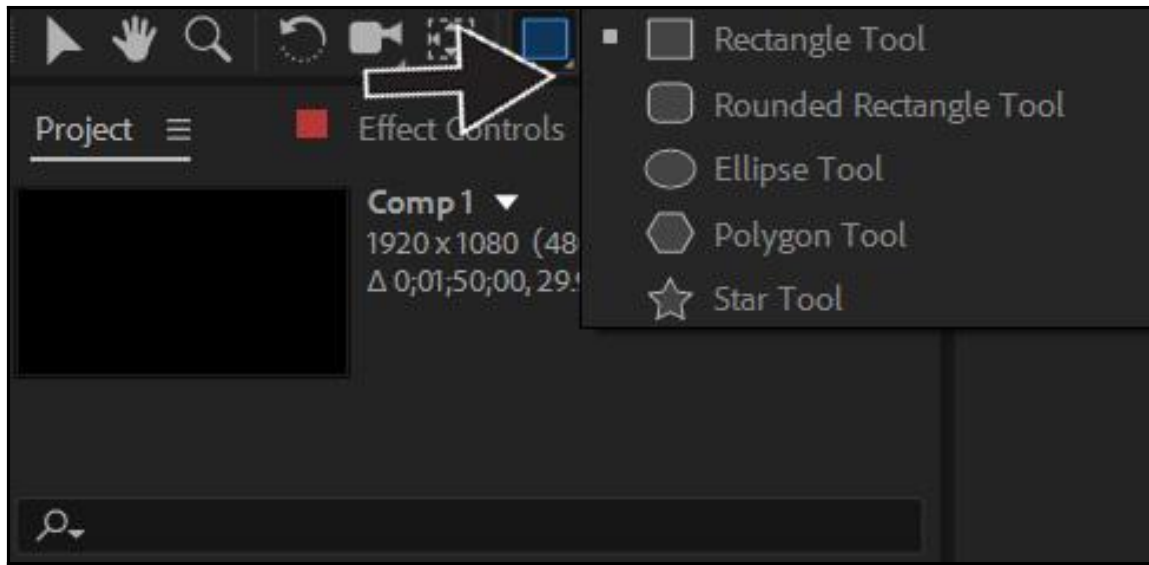


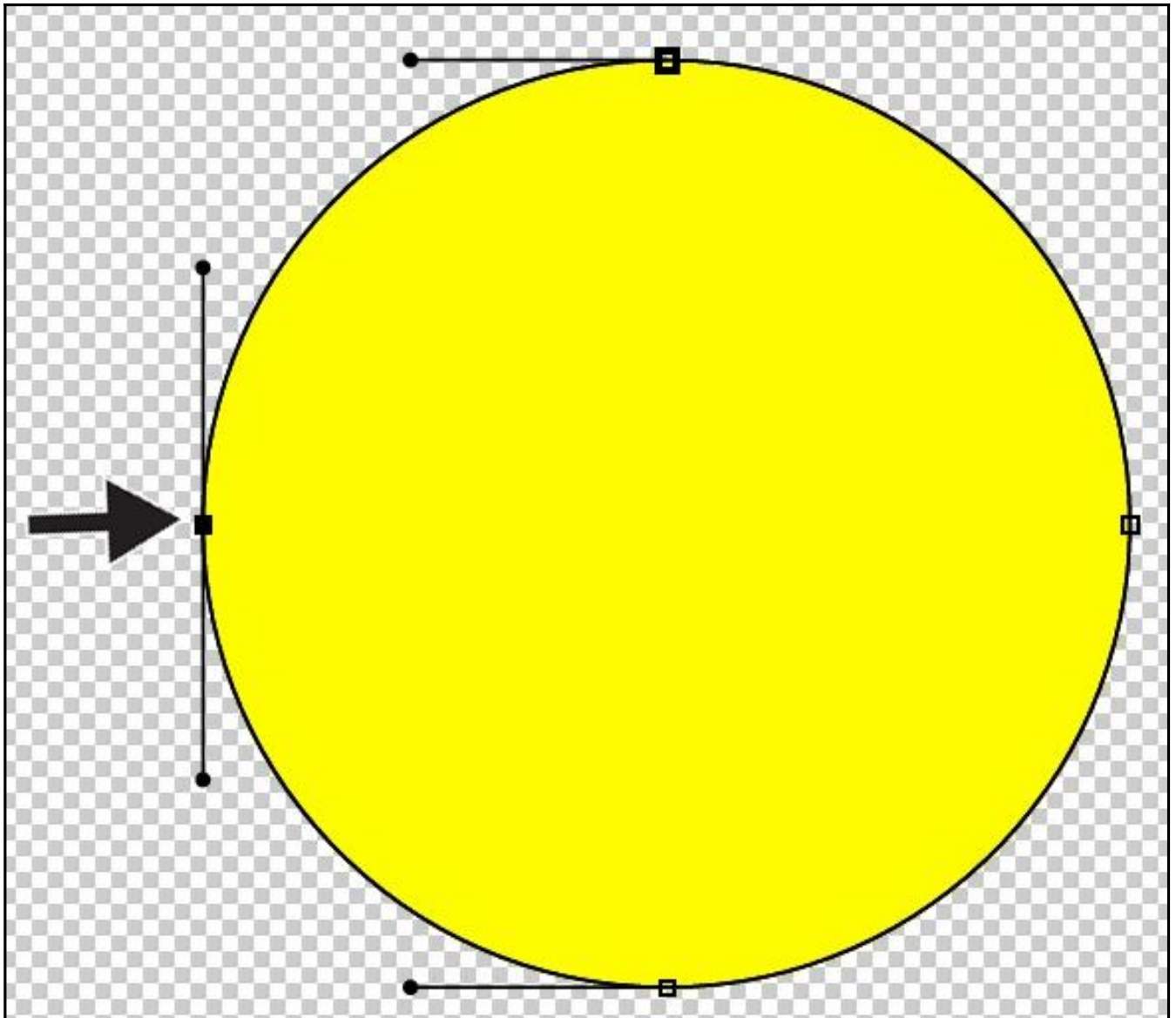


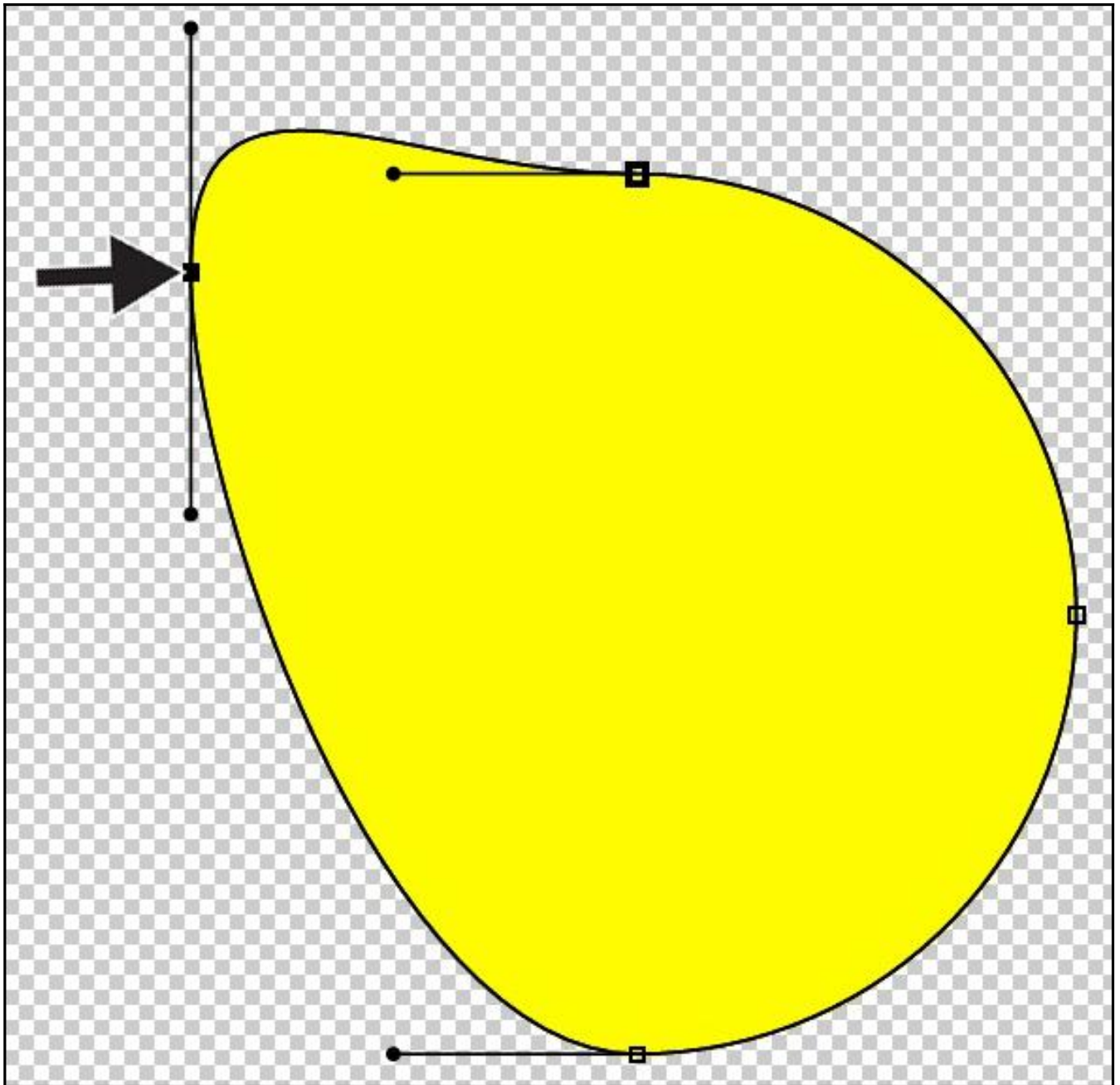


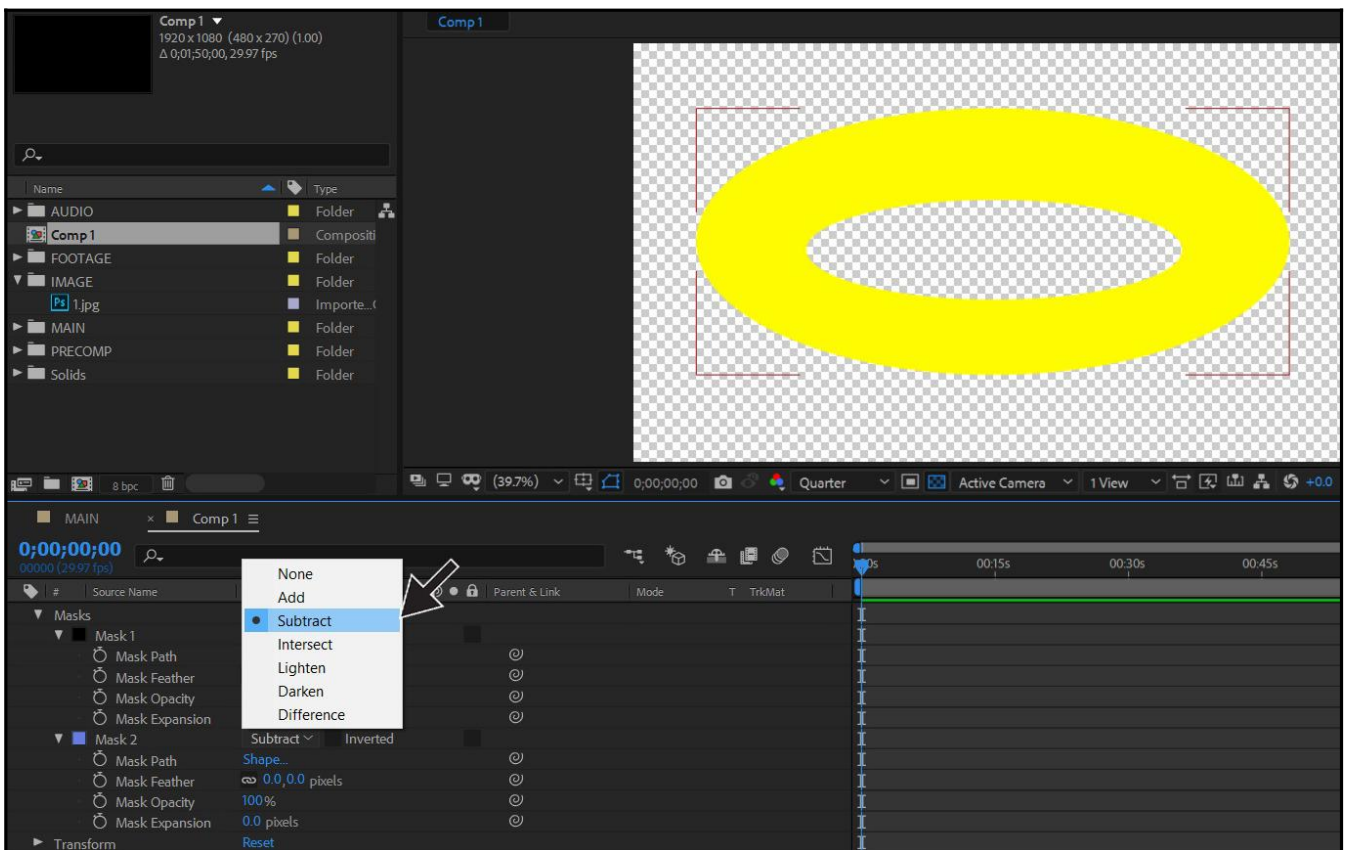
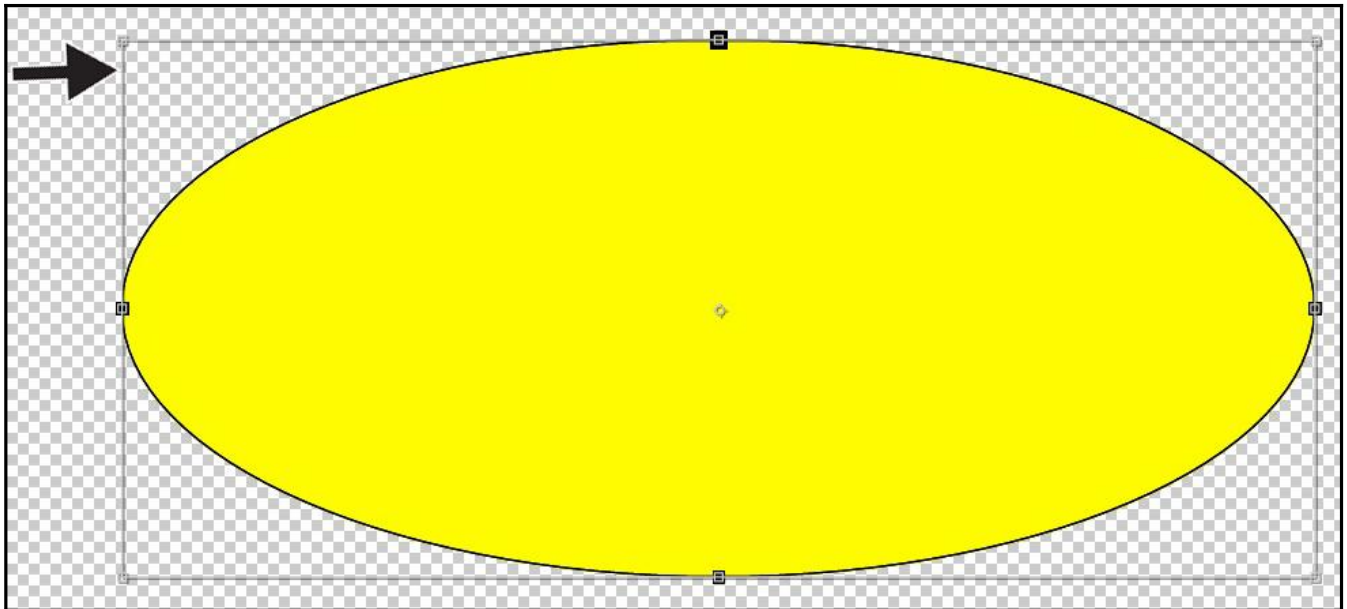


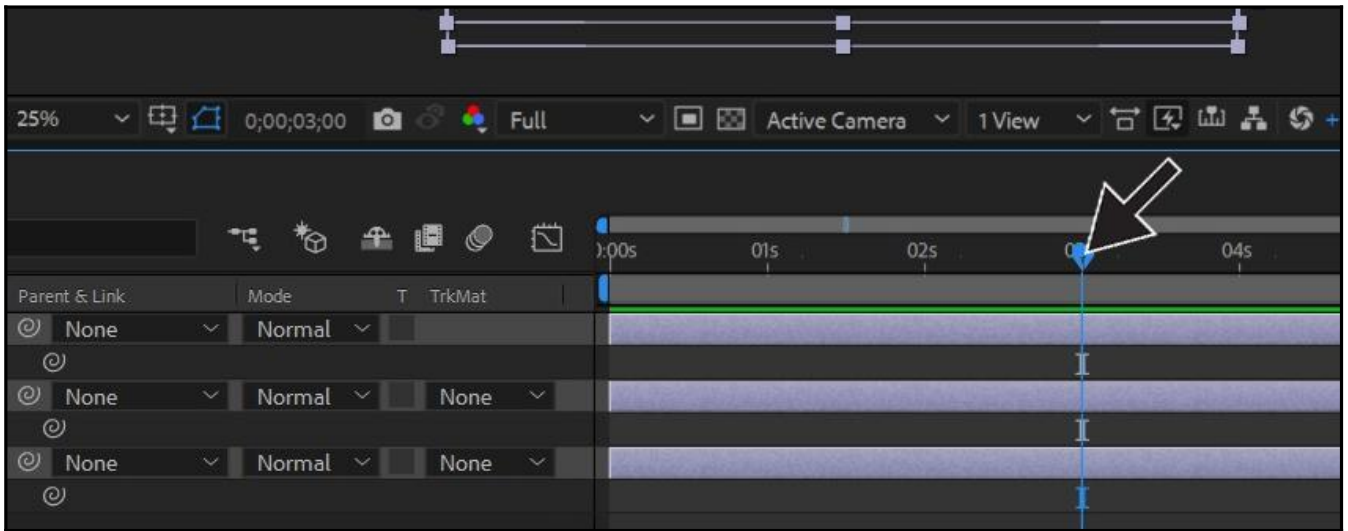
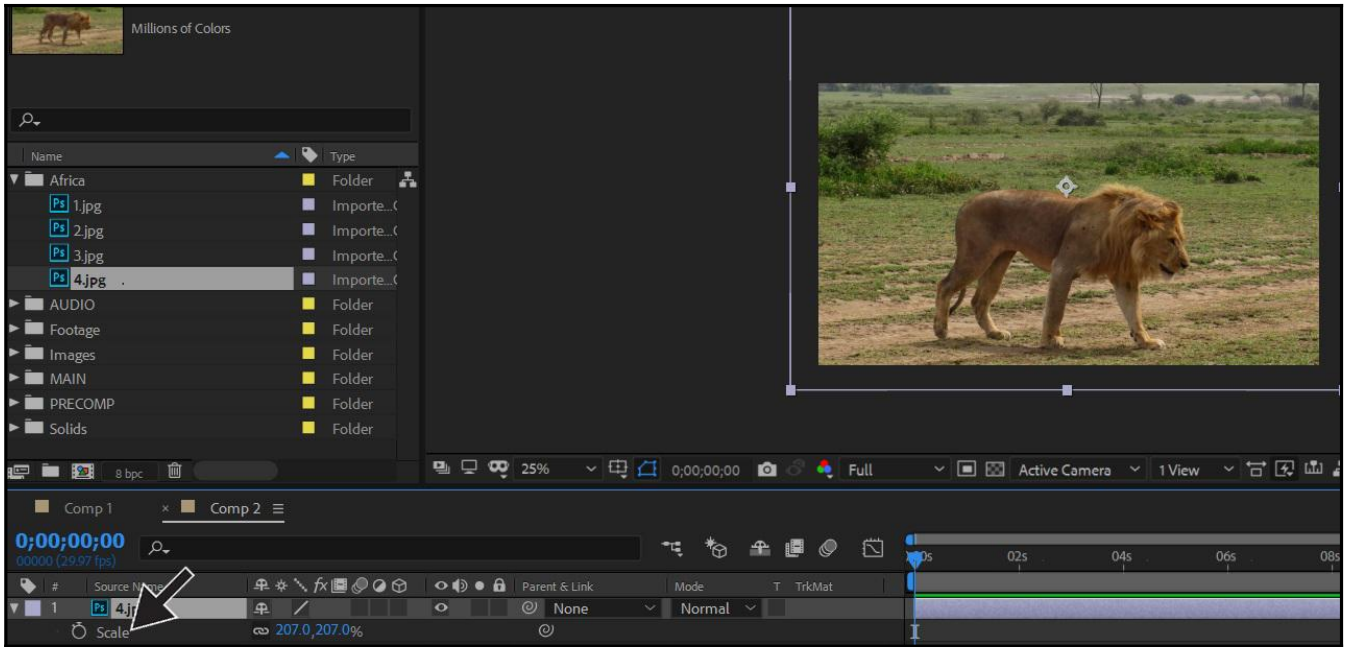


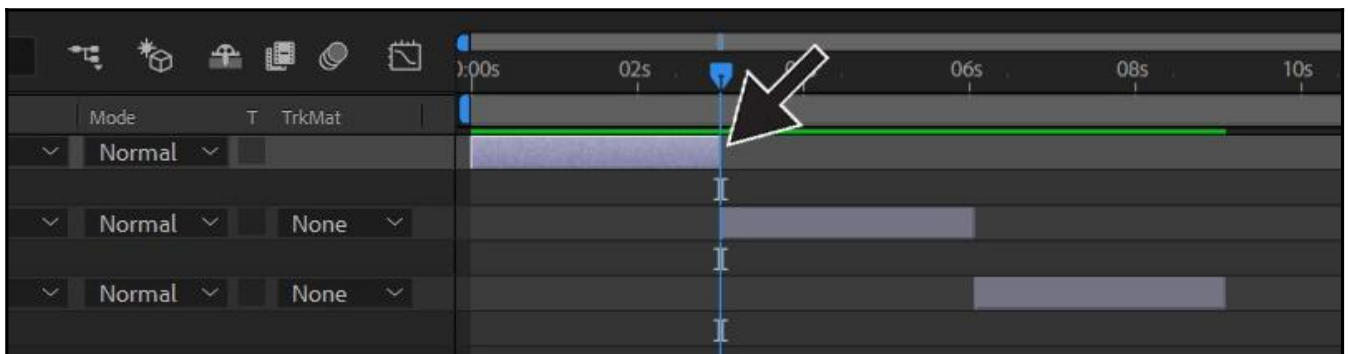
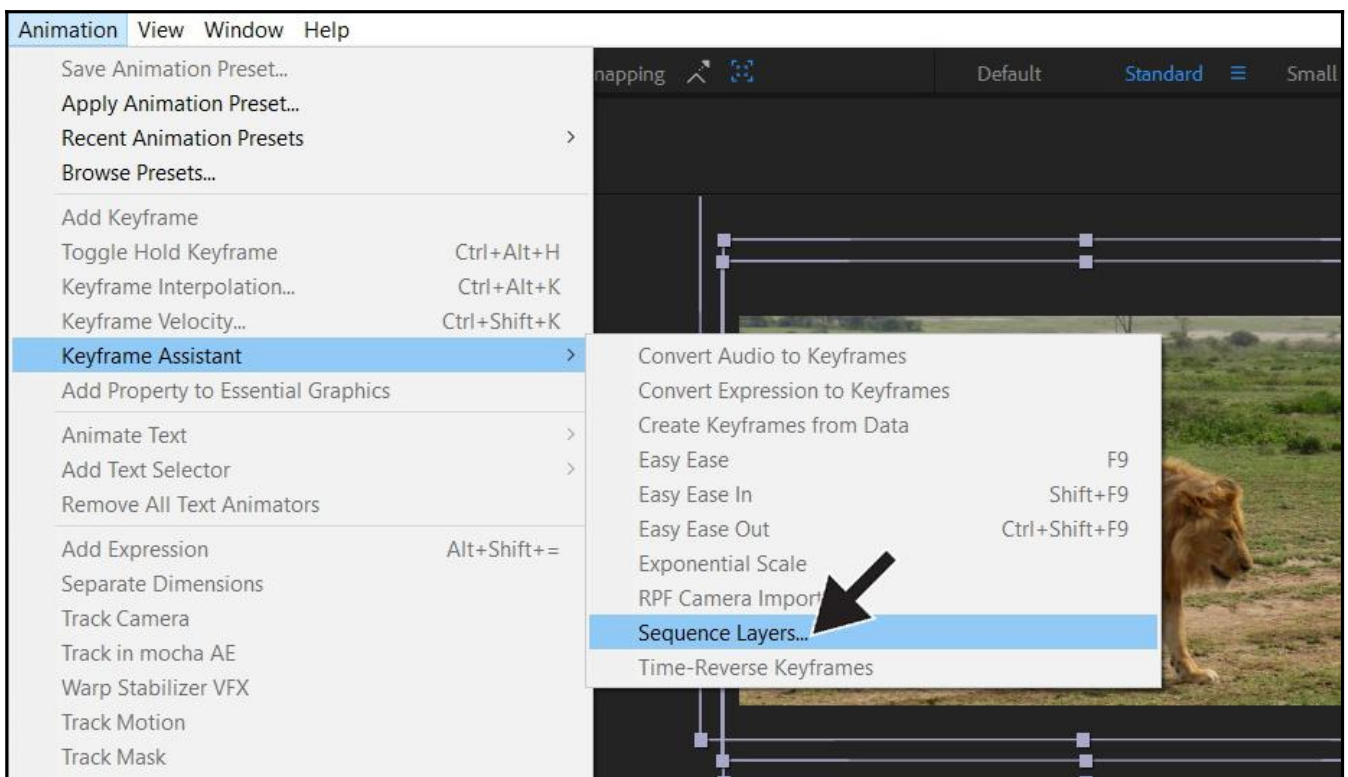
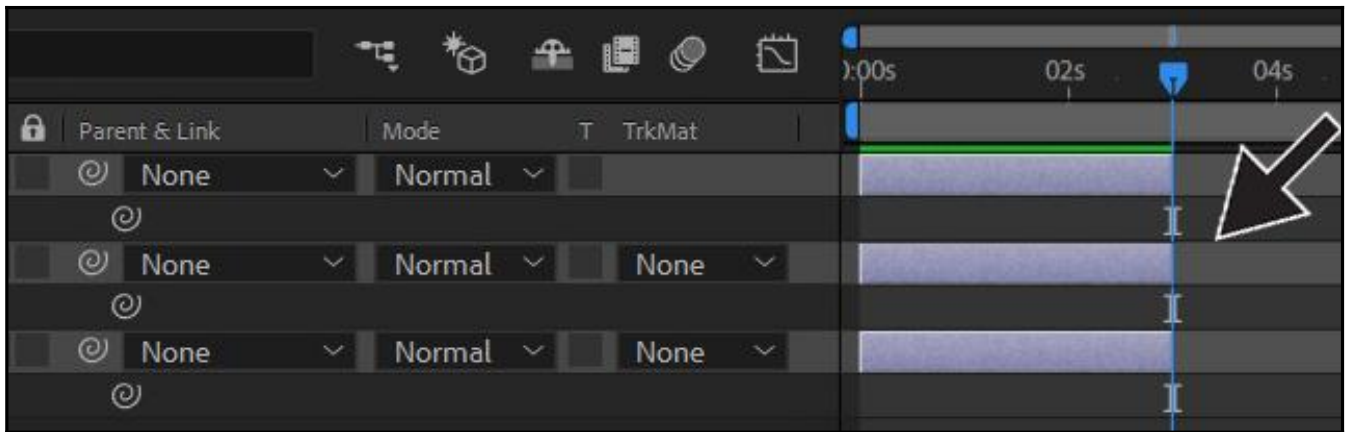


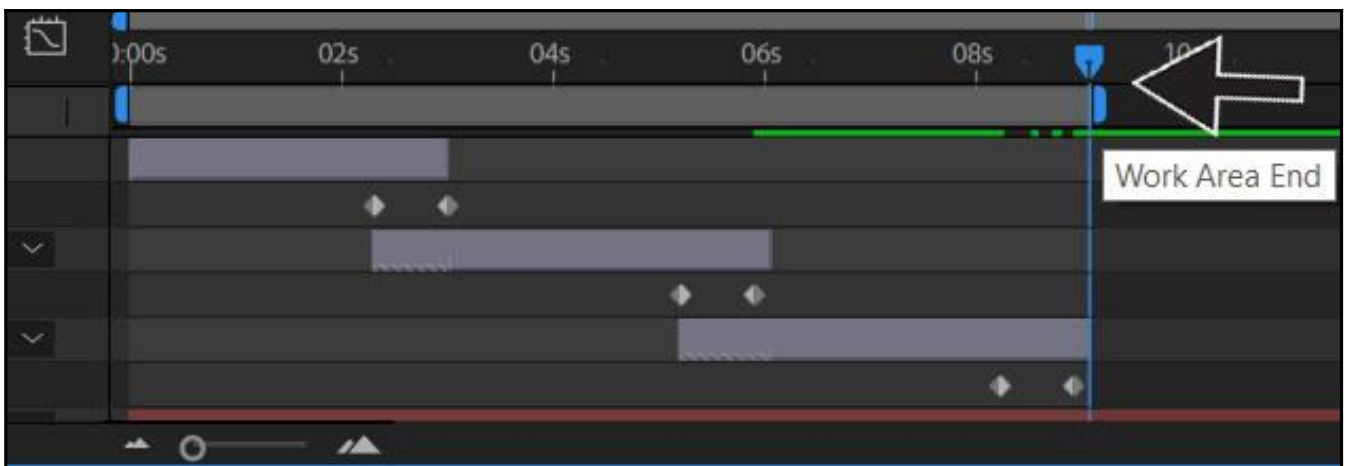
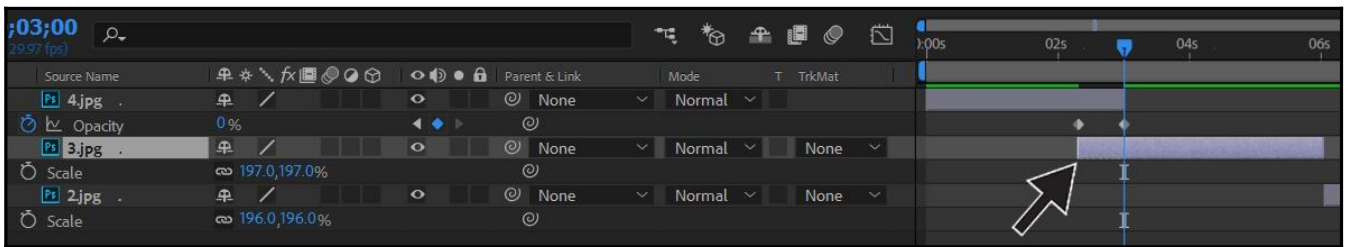
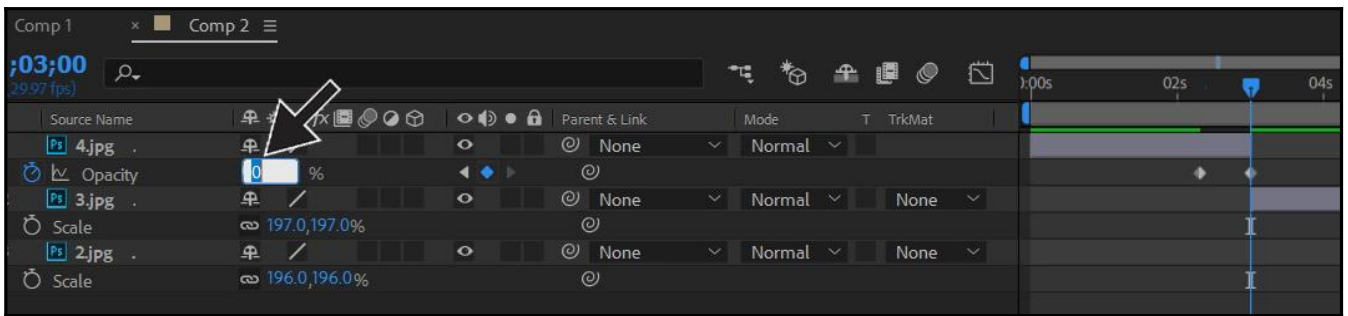
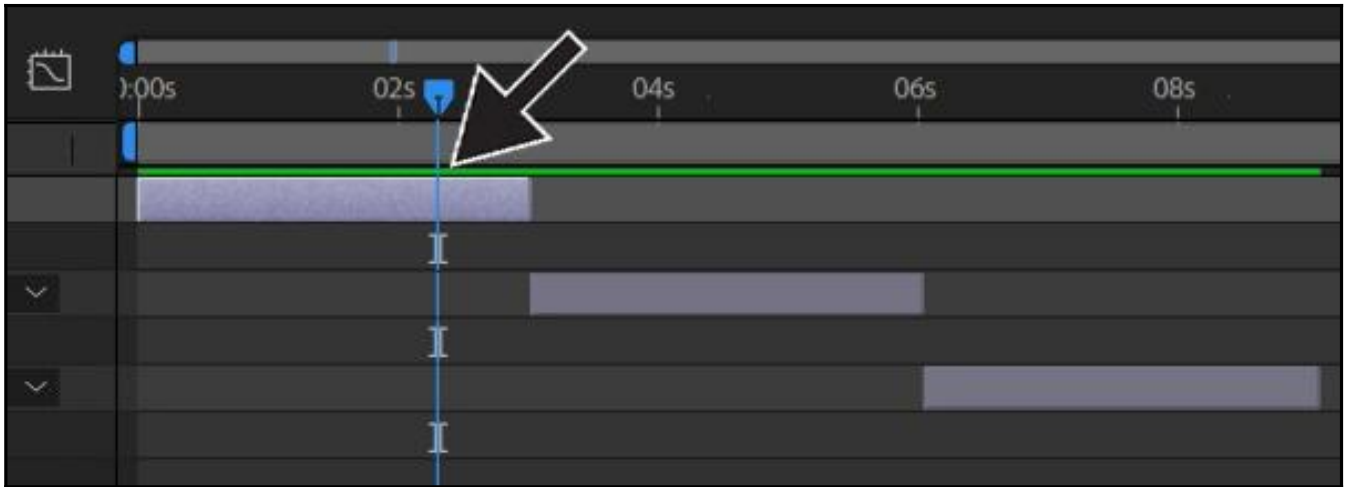




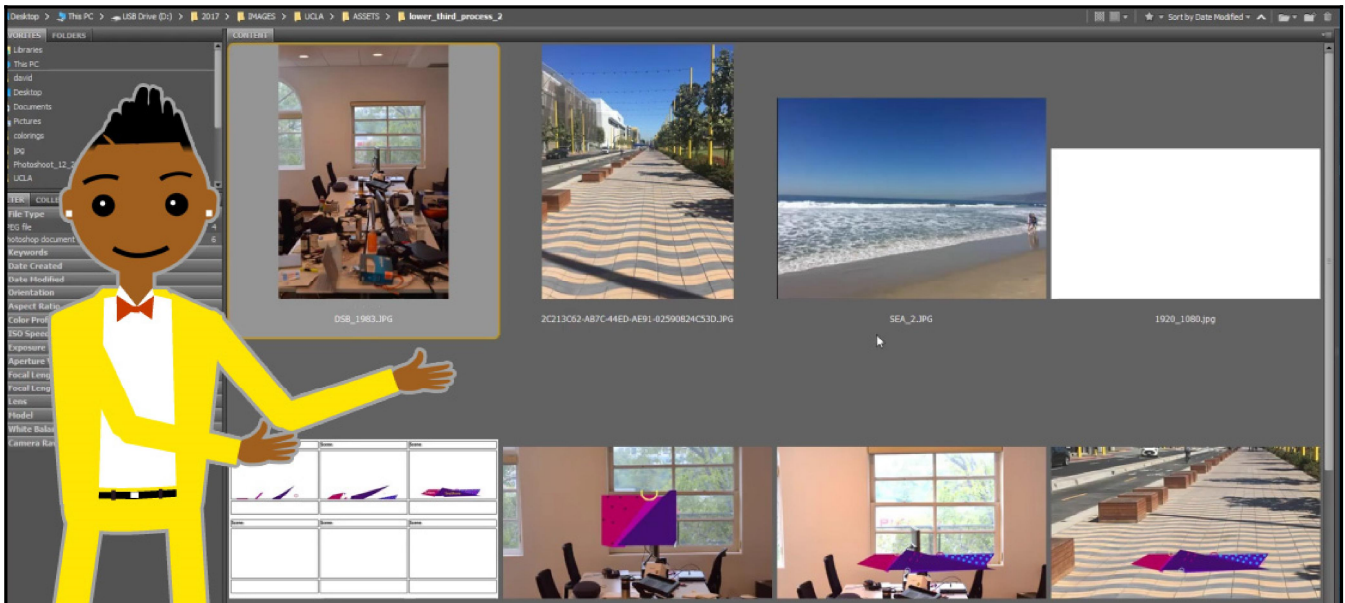


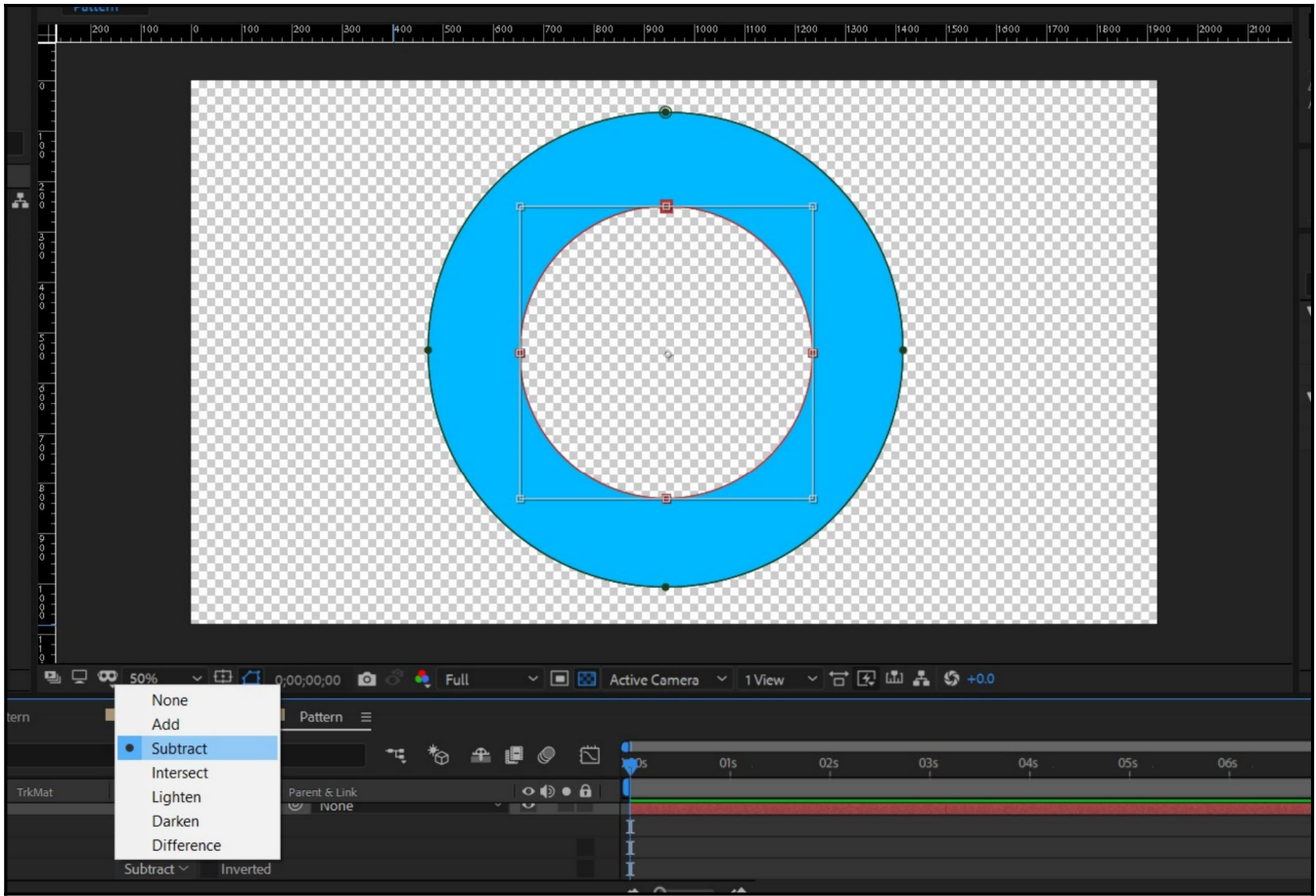


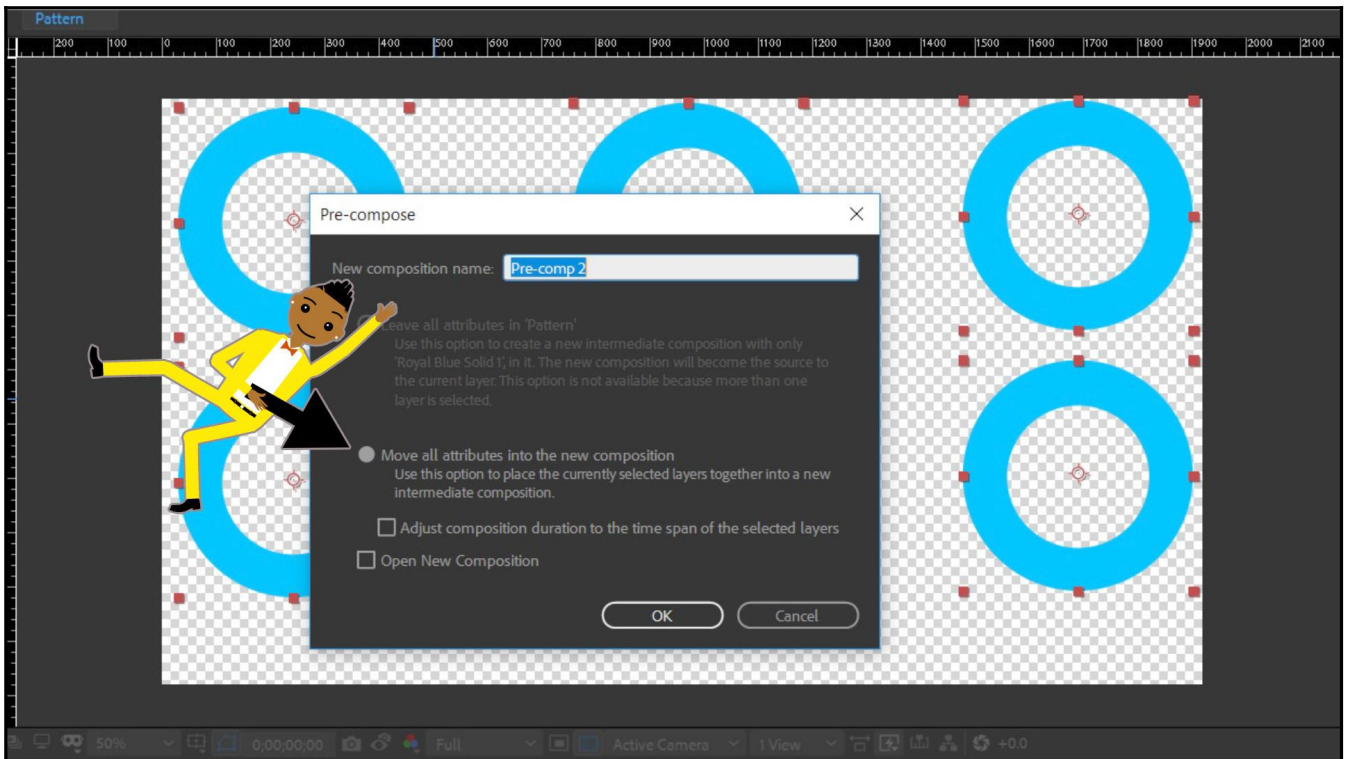
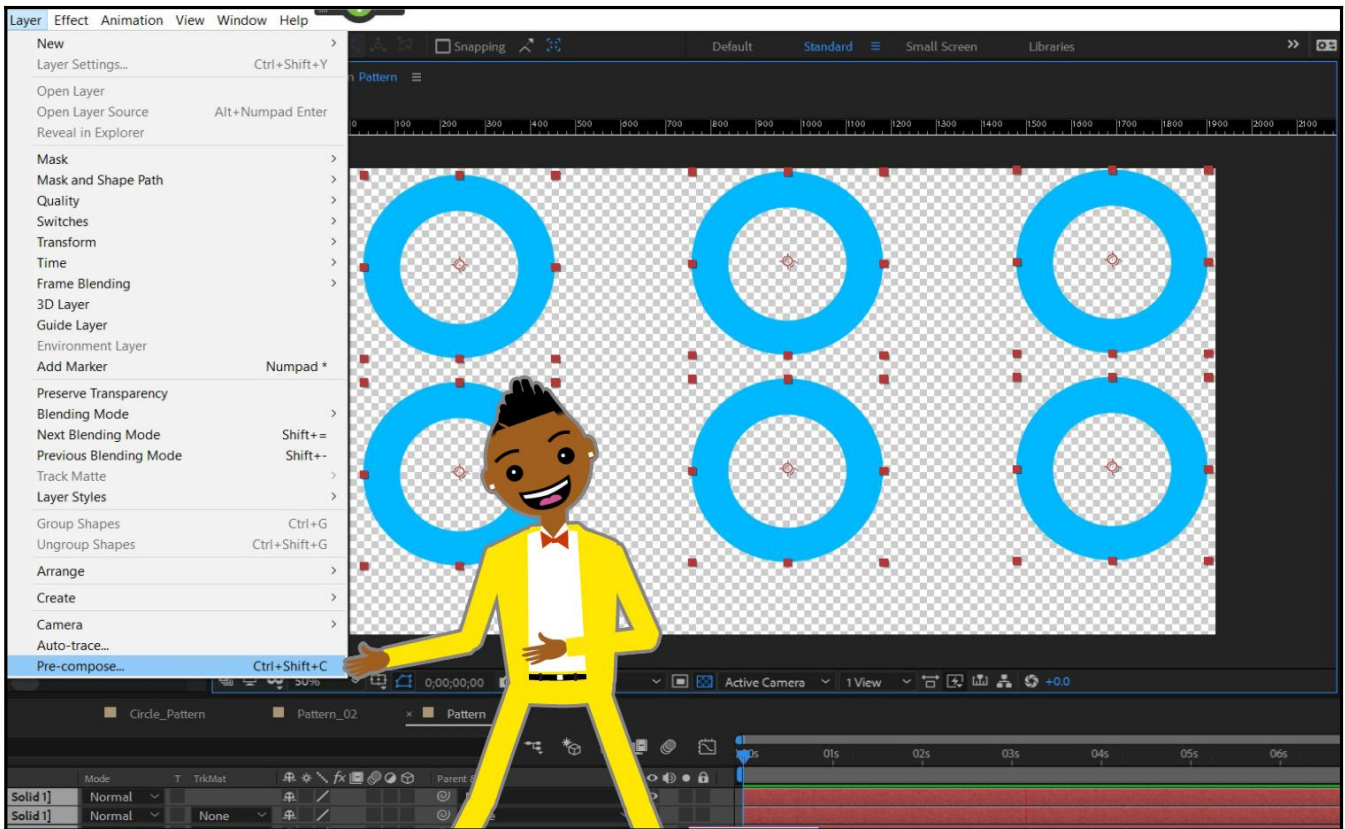


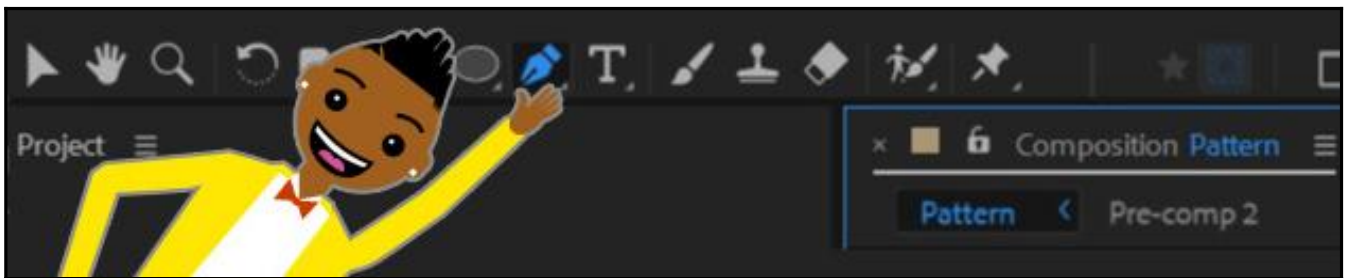
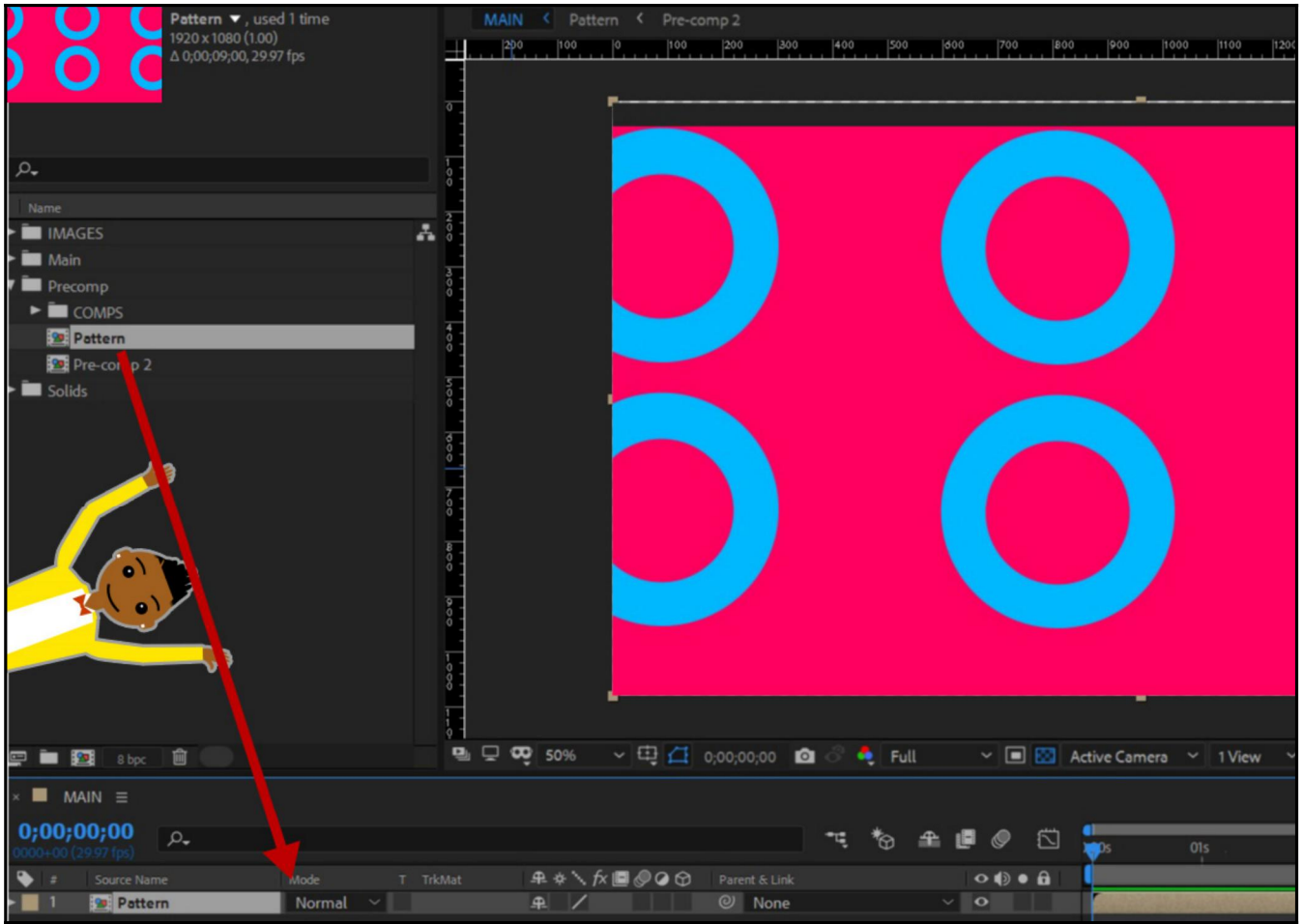


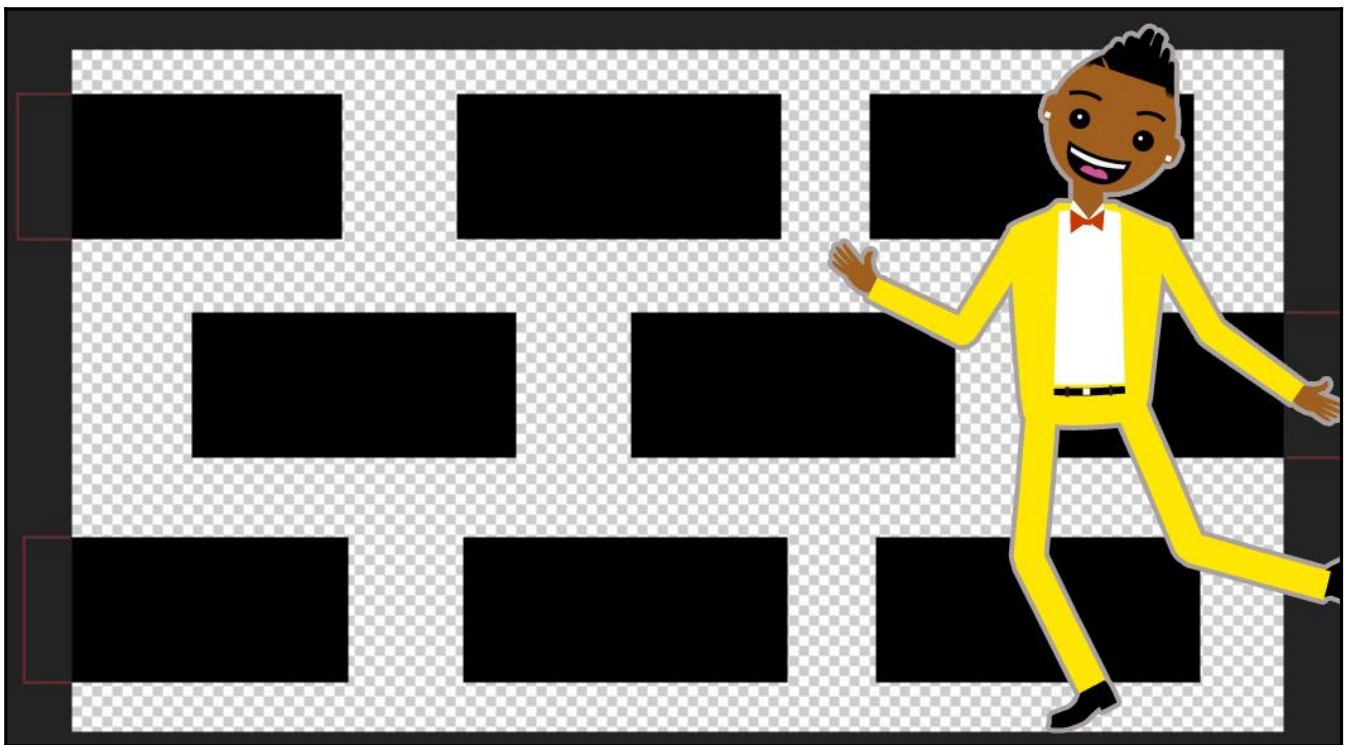
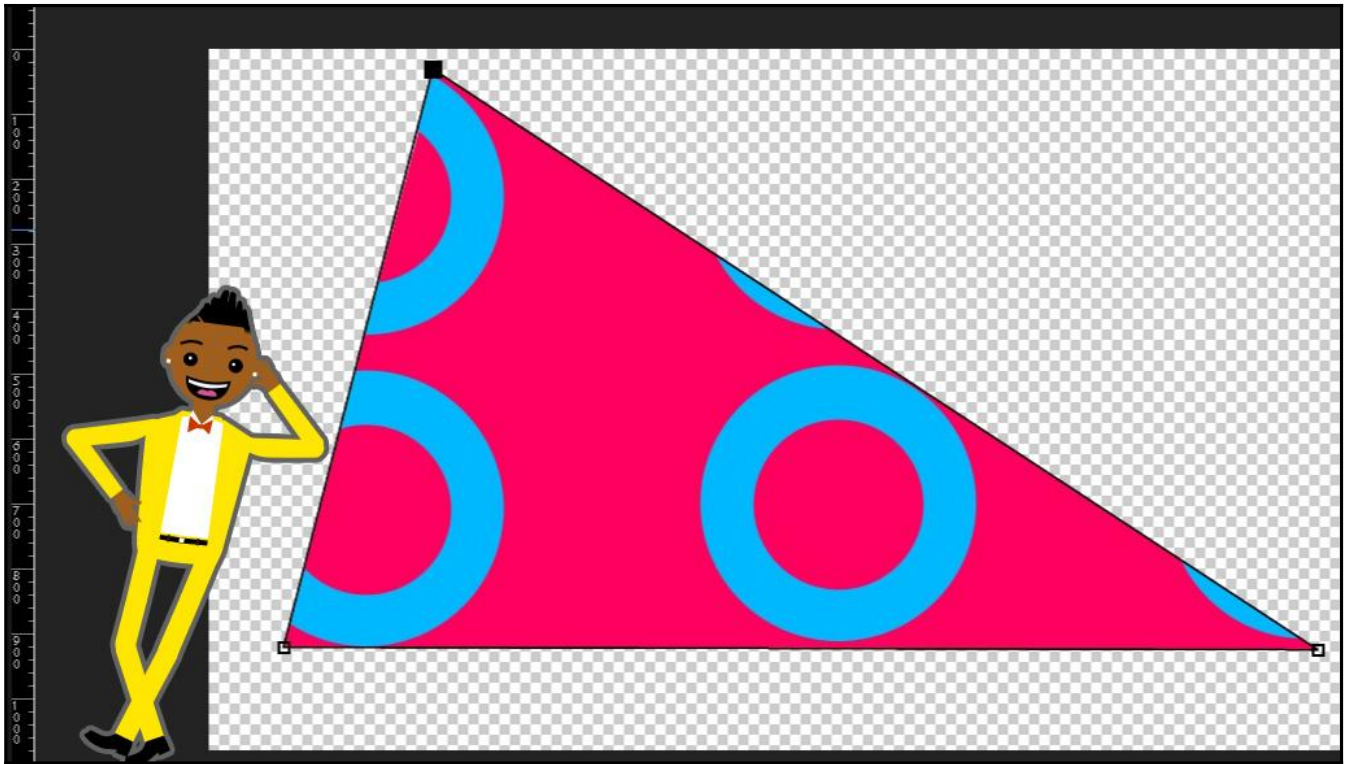
Chapter 2: Creating a Lower Third for a Television Show

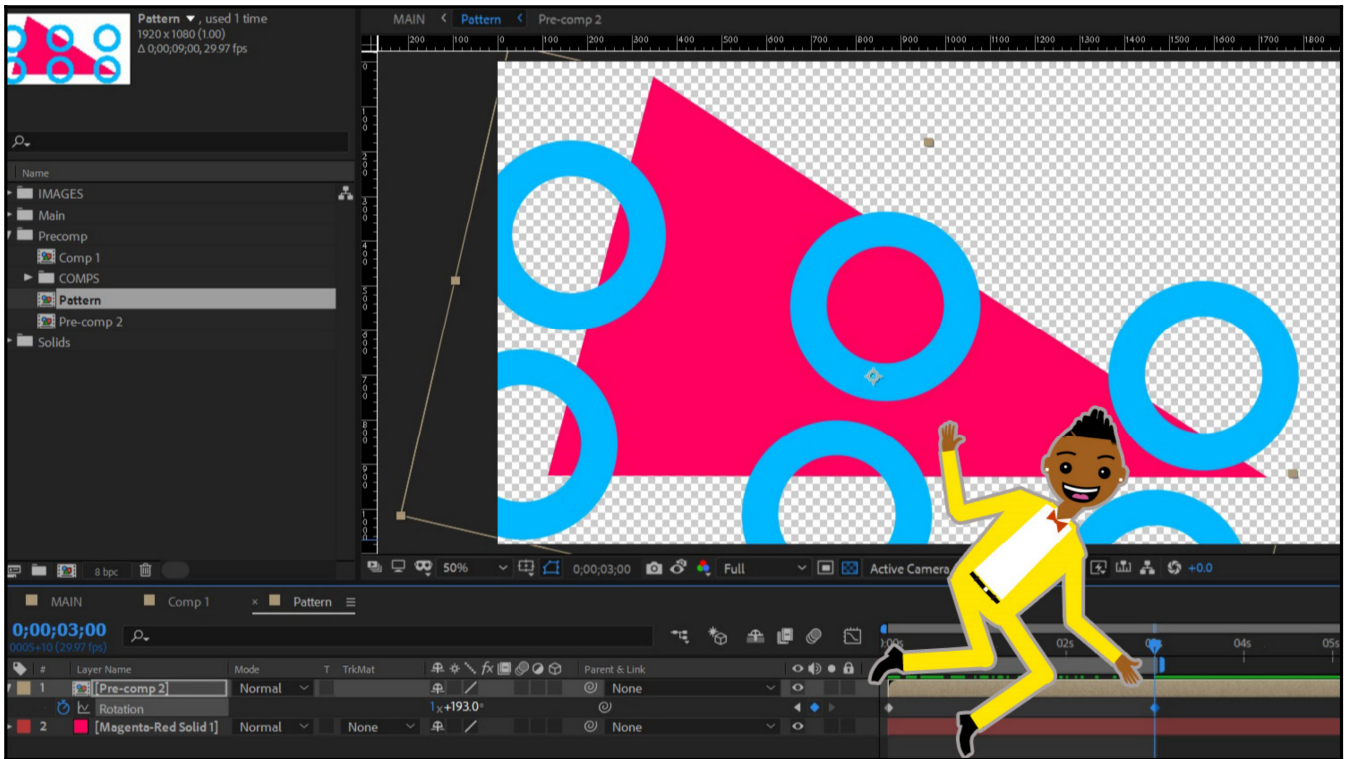
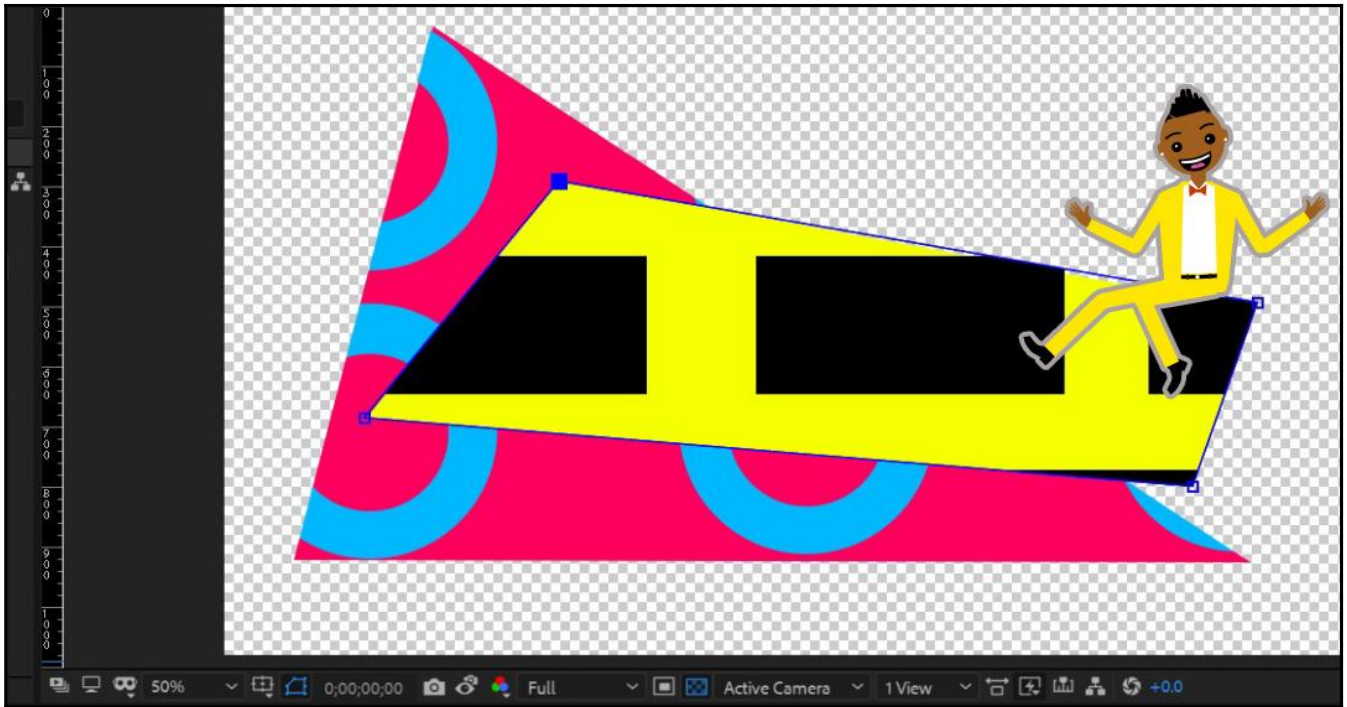




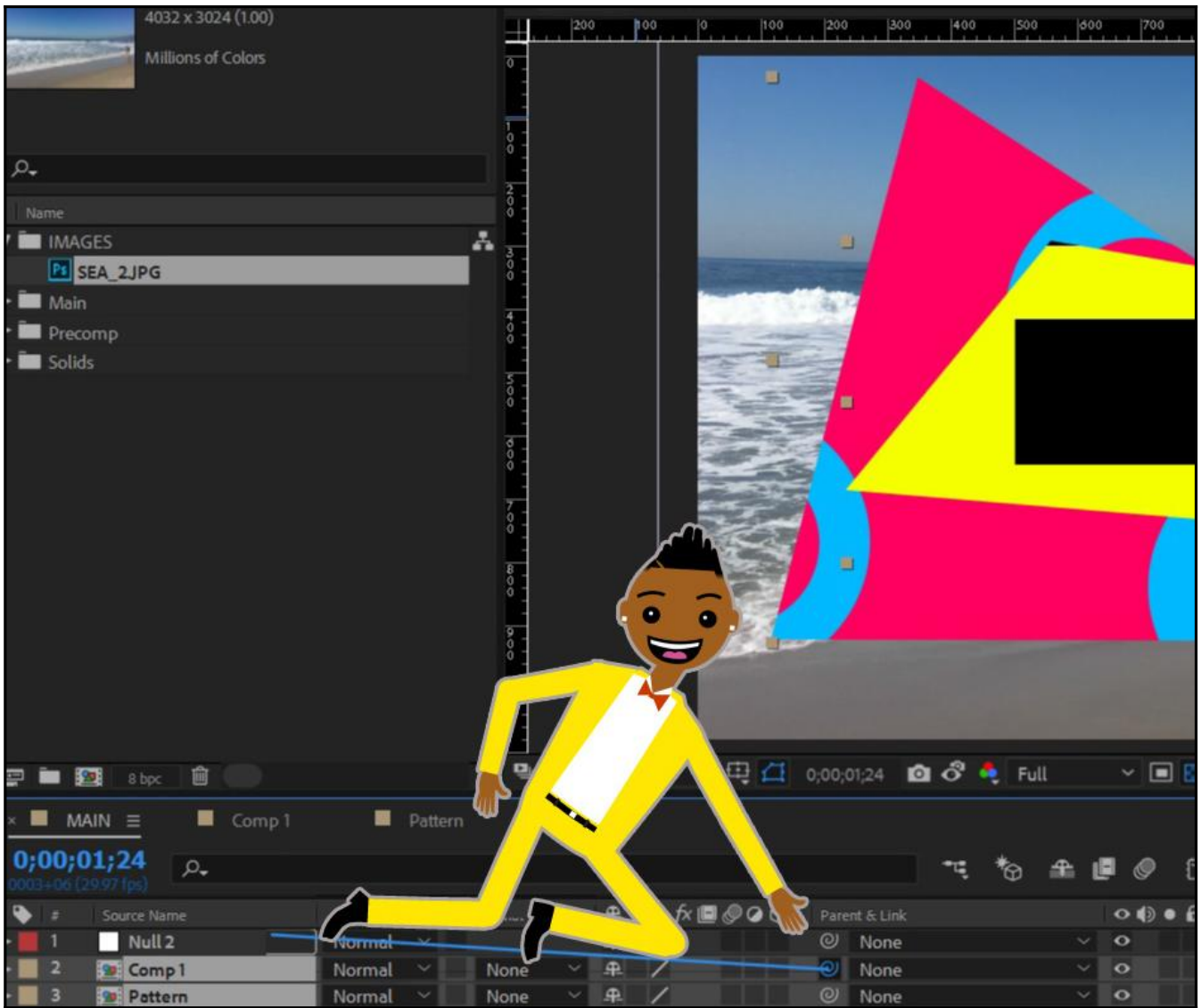


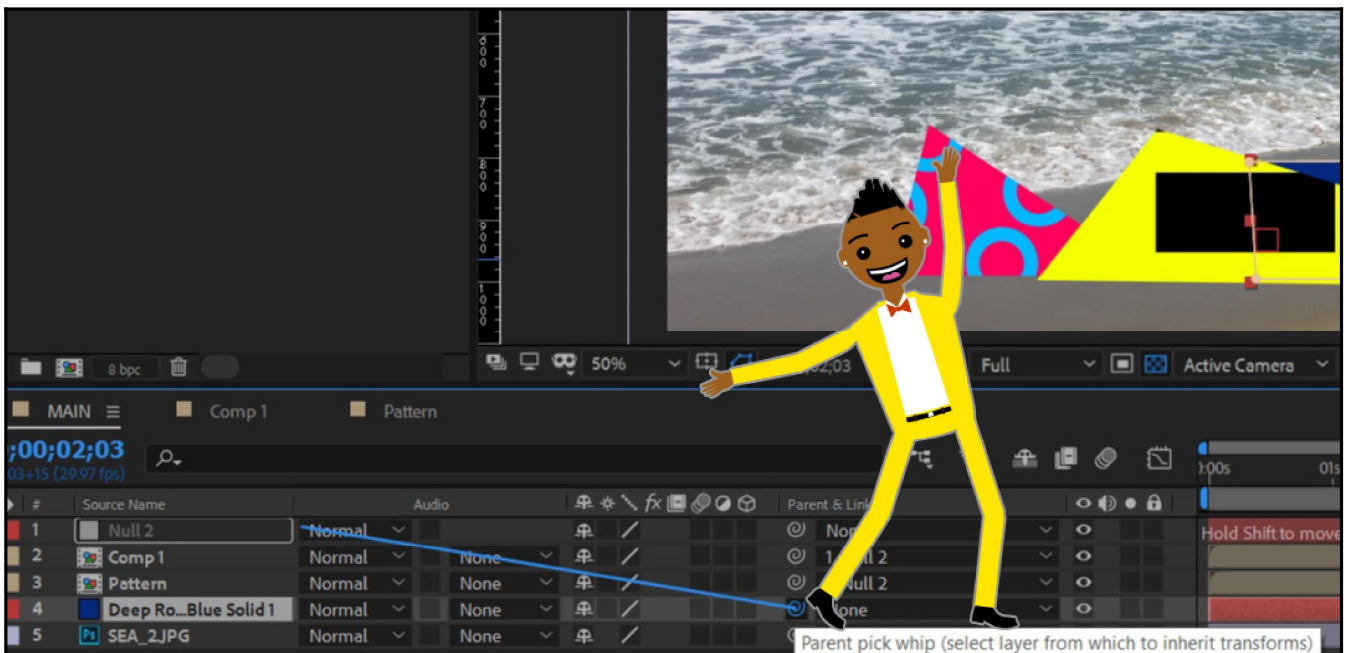




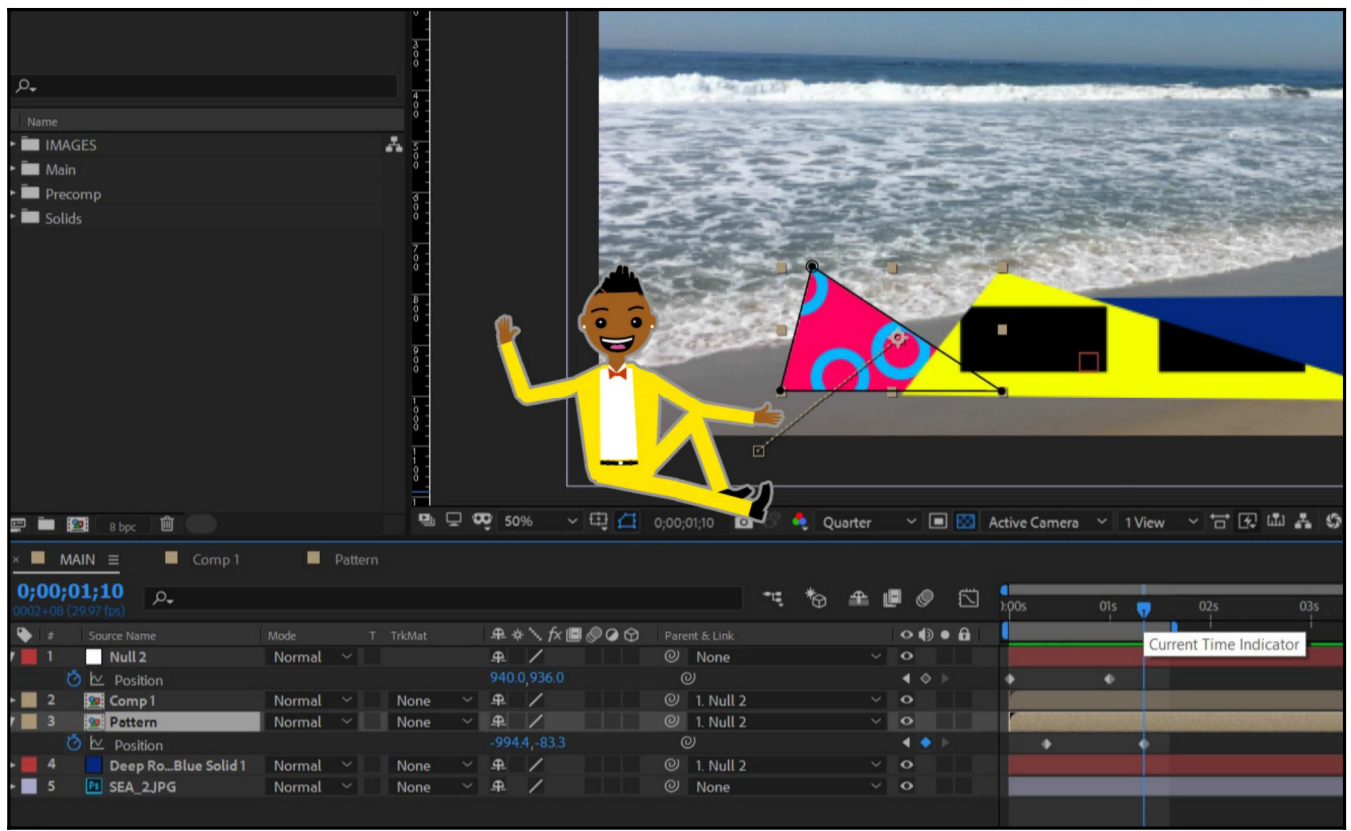


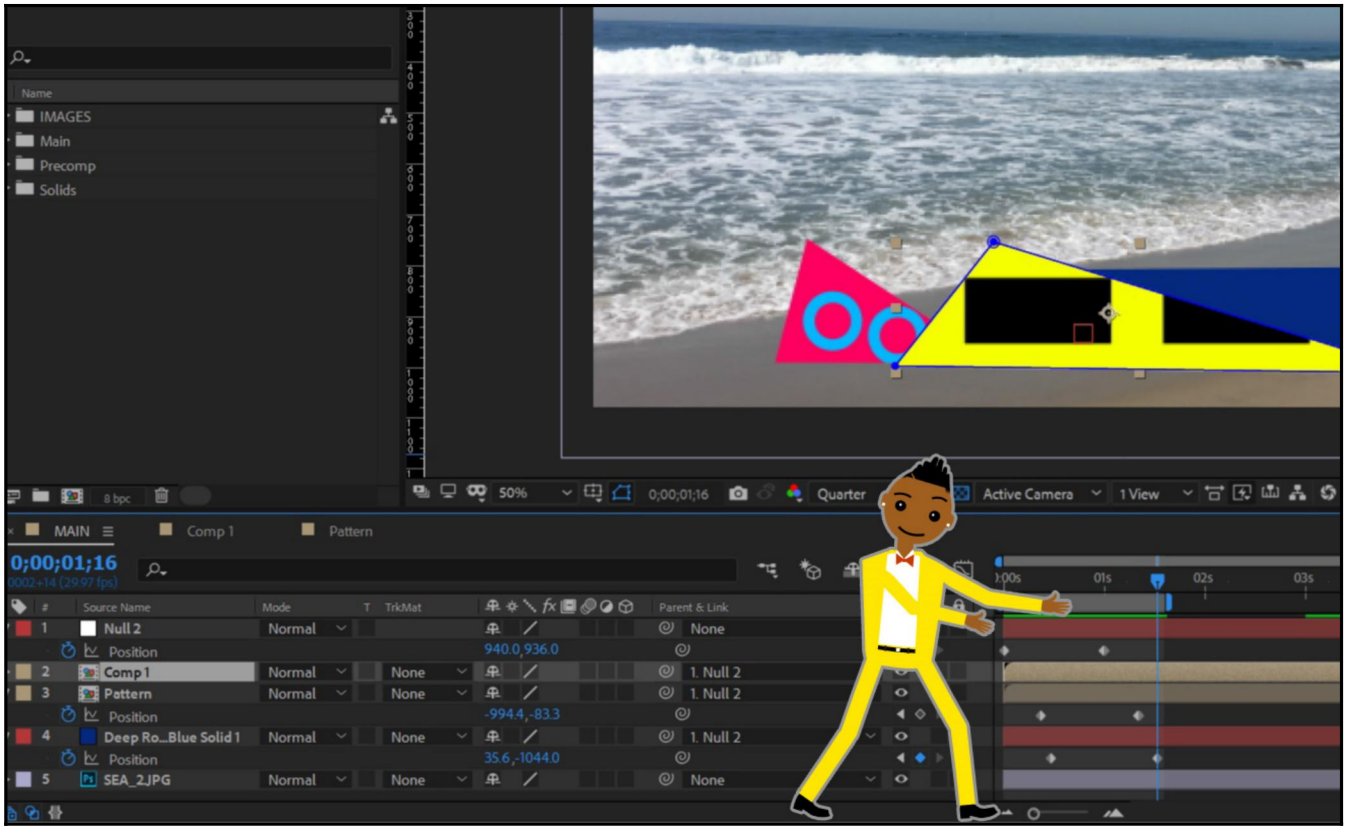


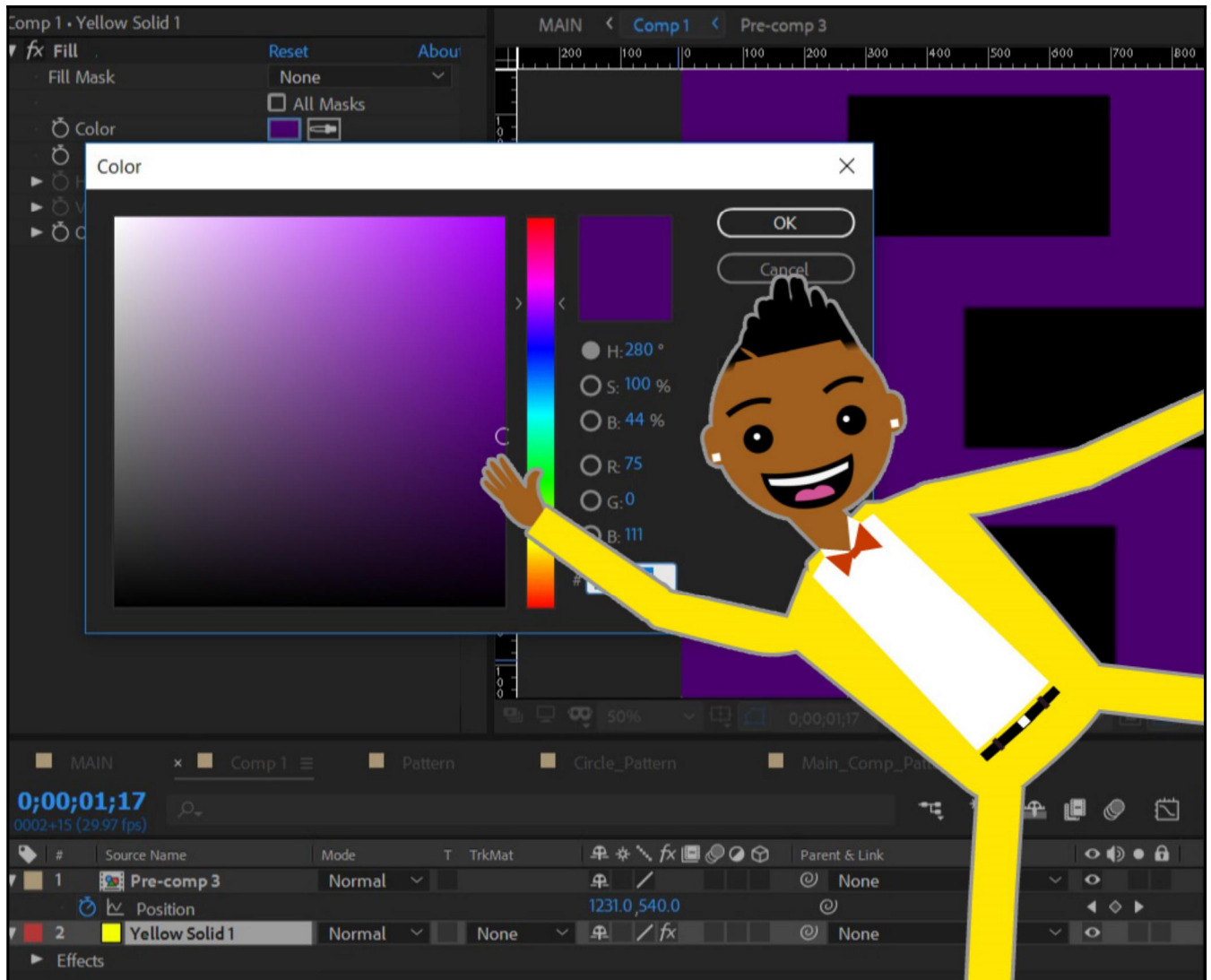


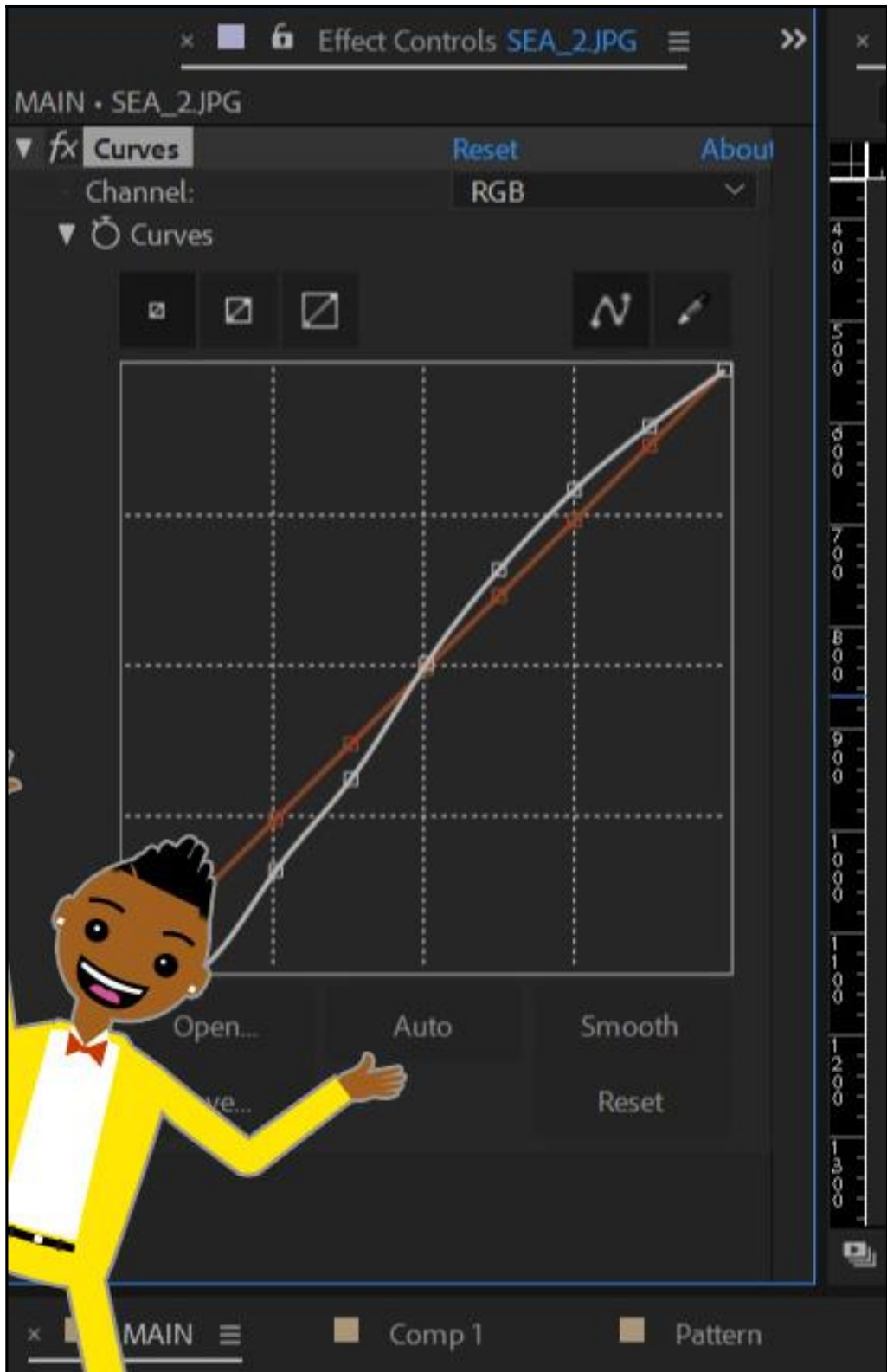


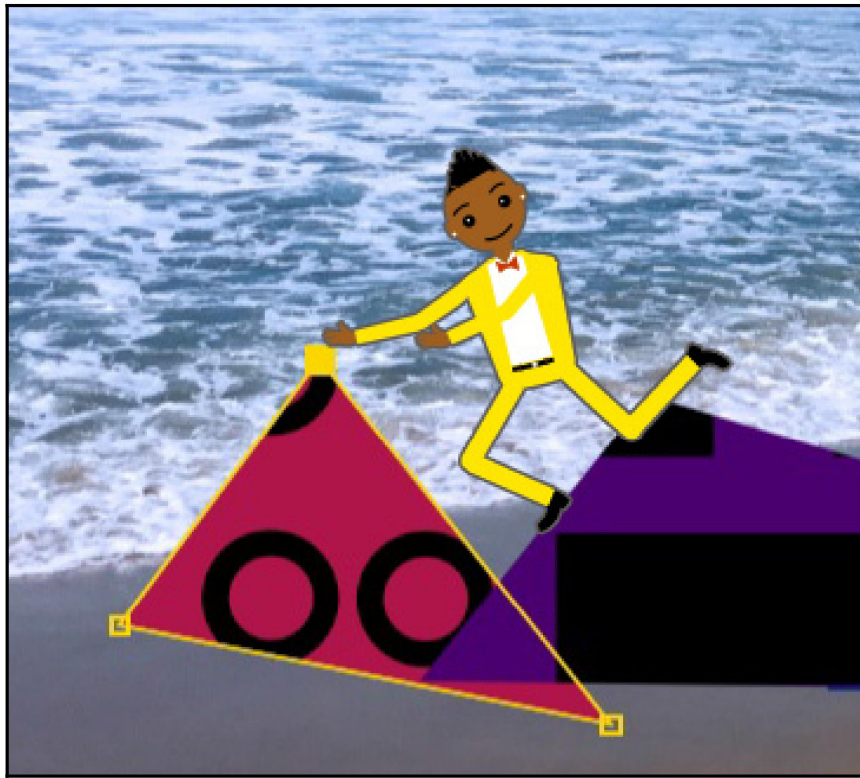


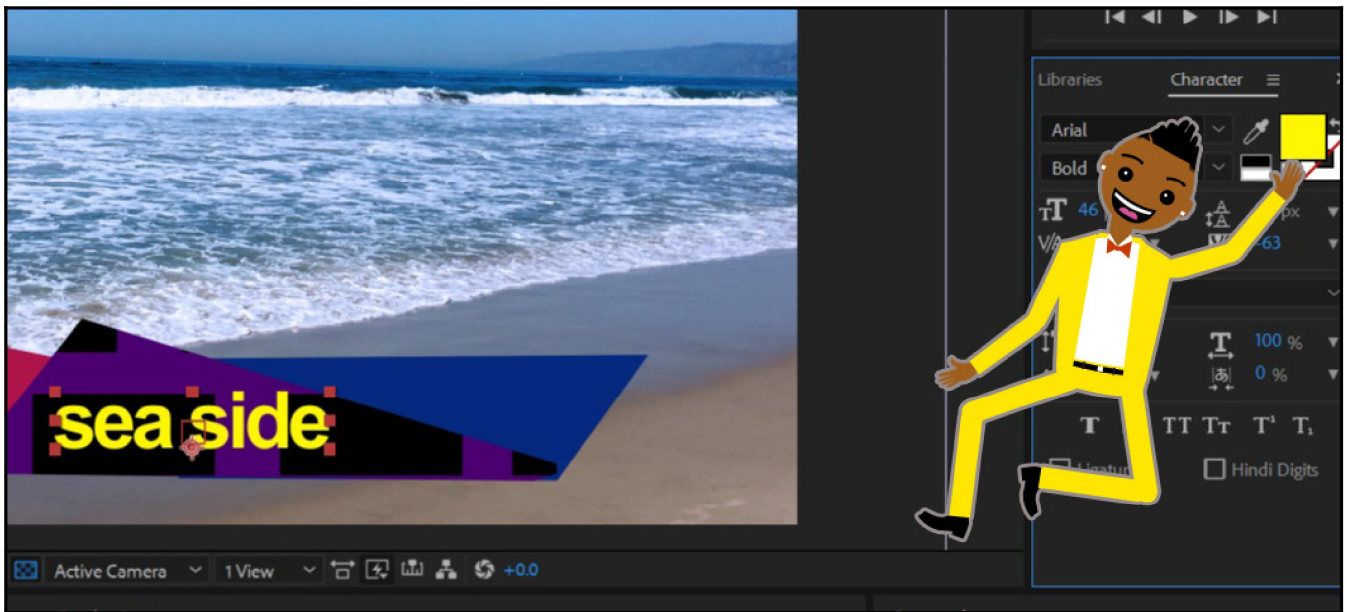
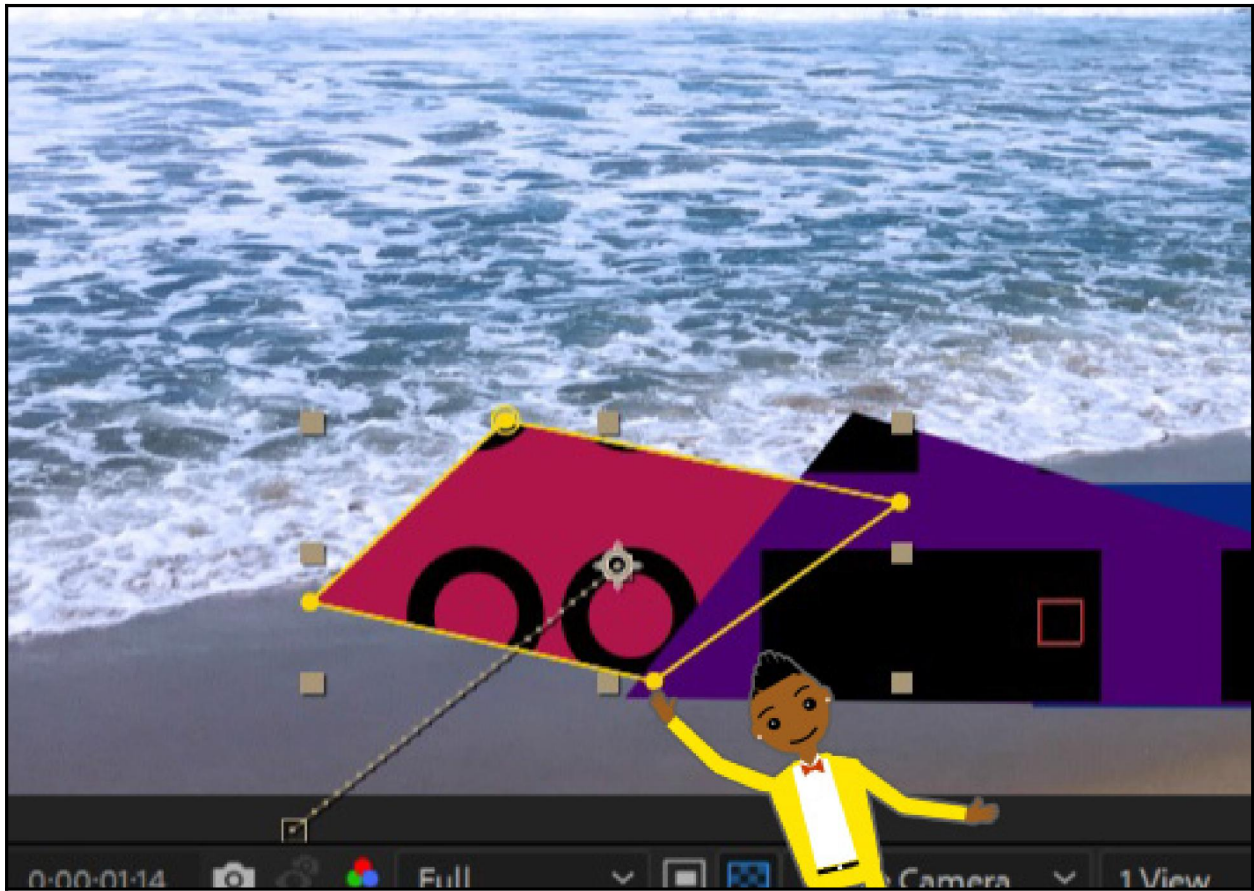


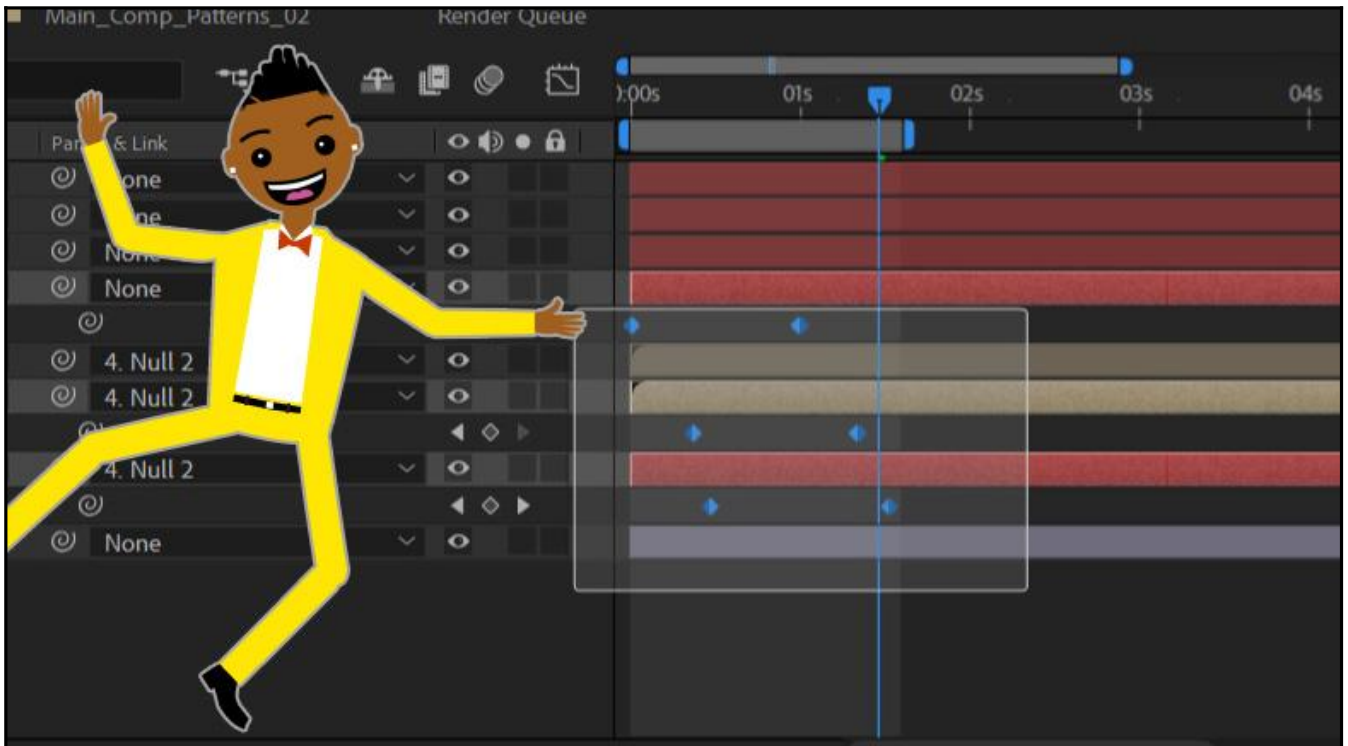


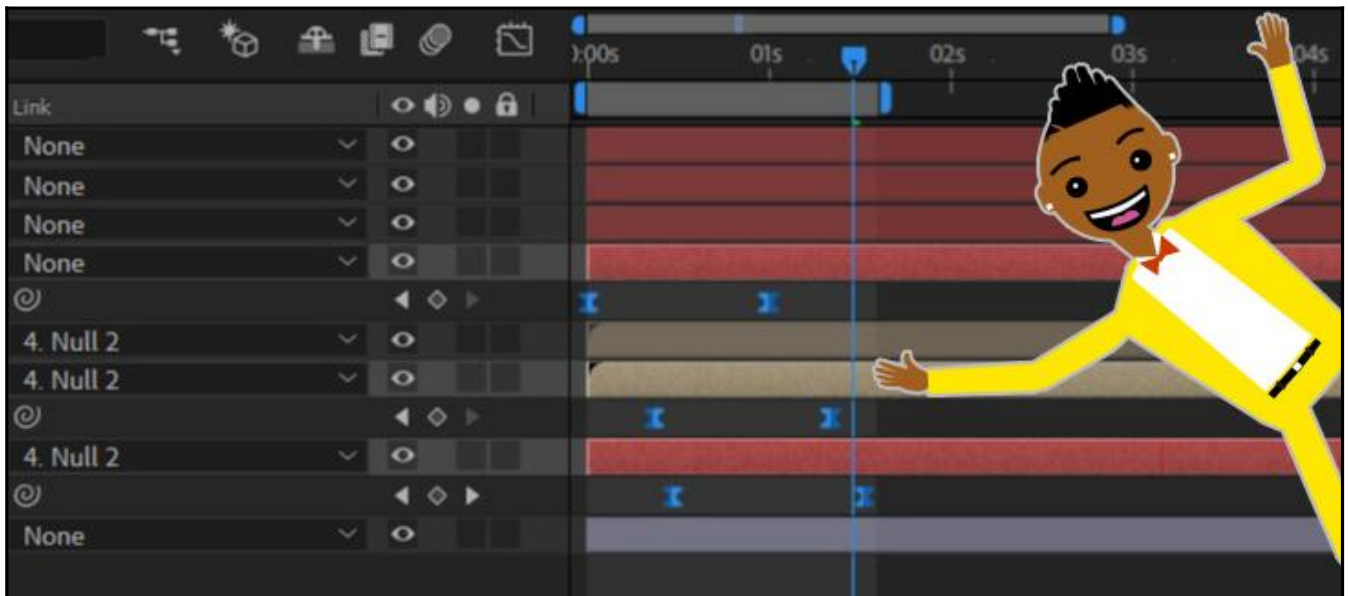
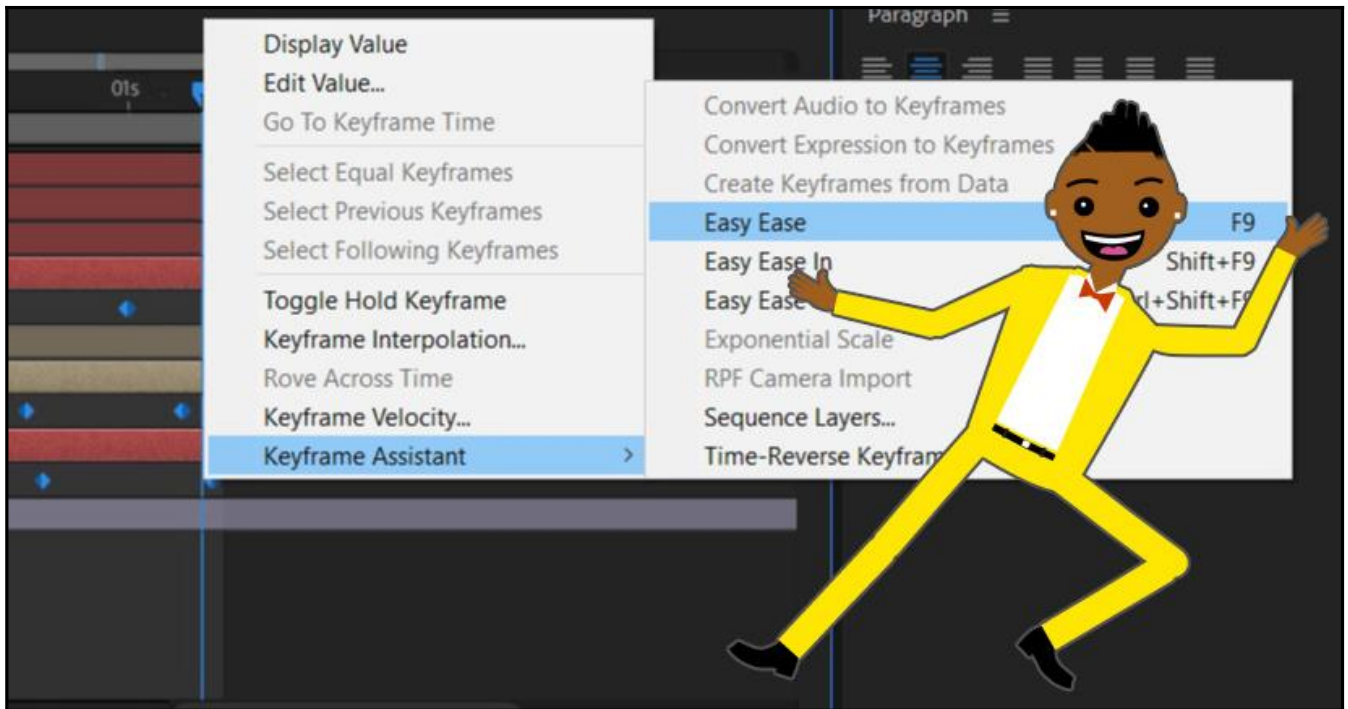




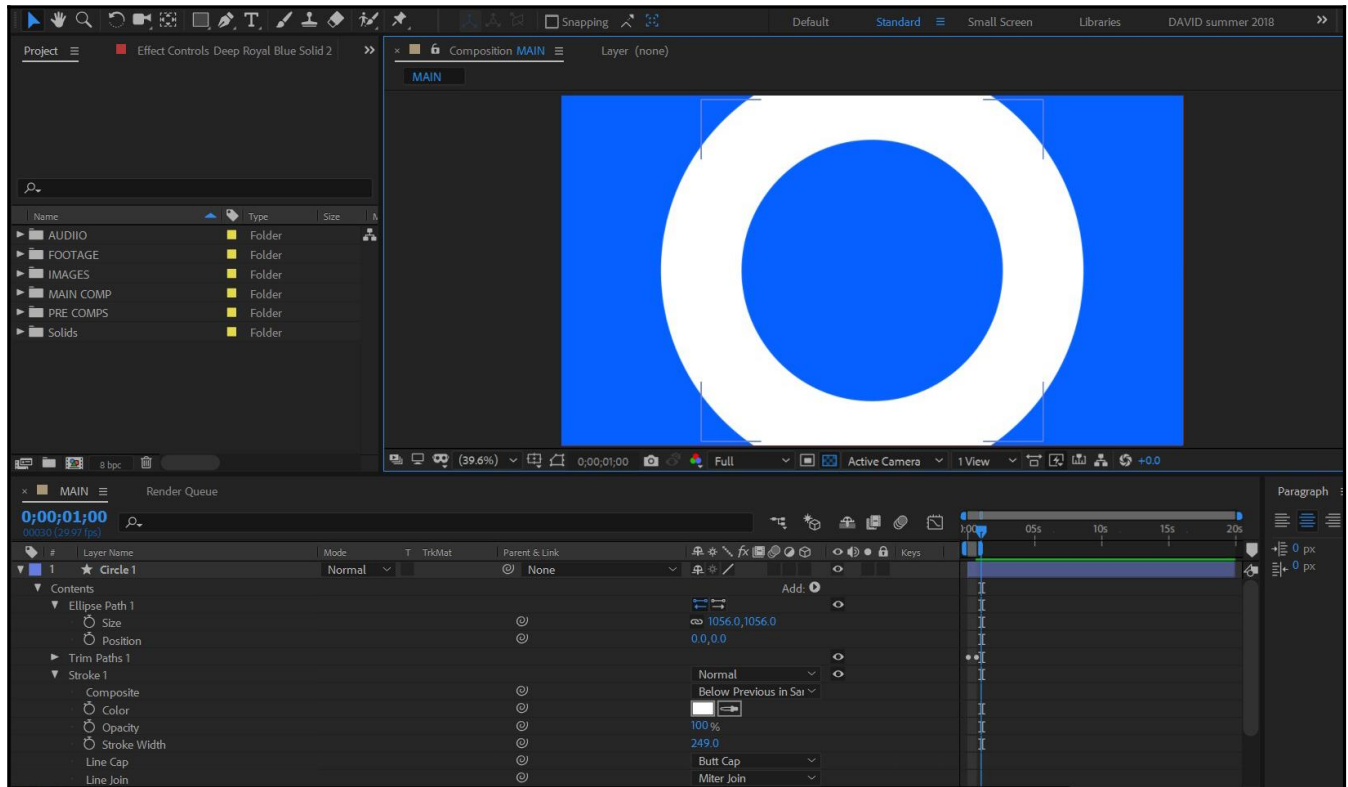


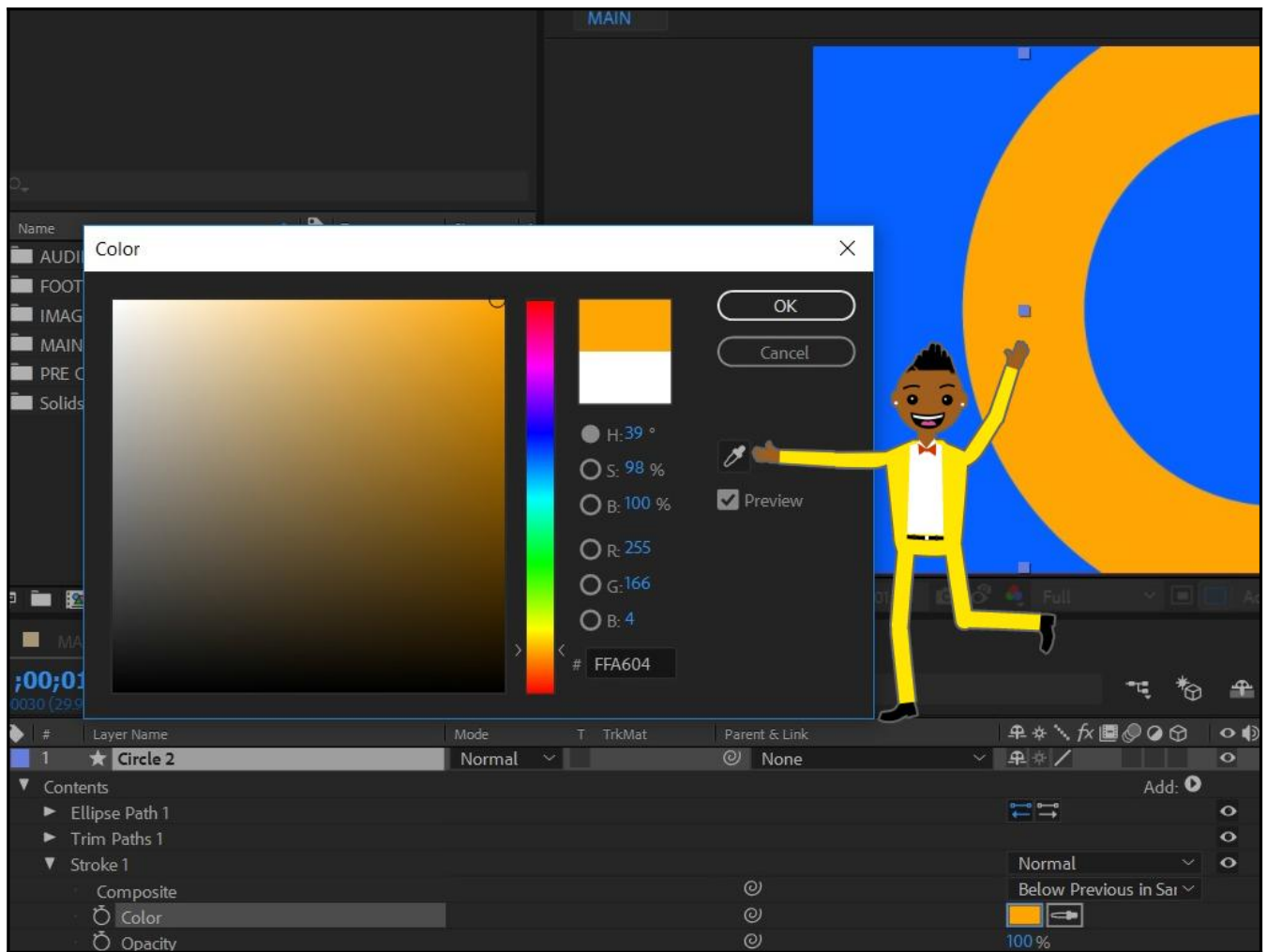


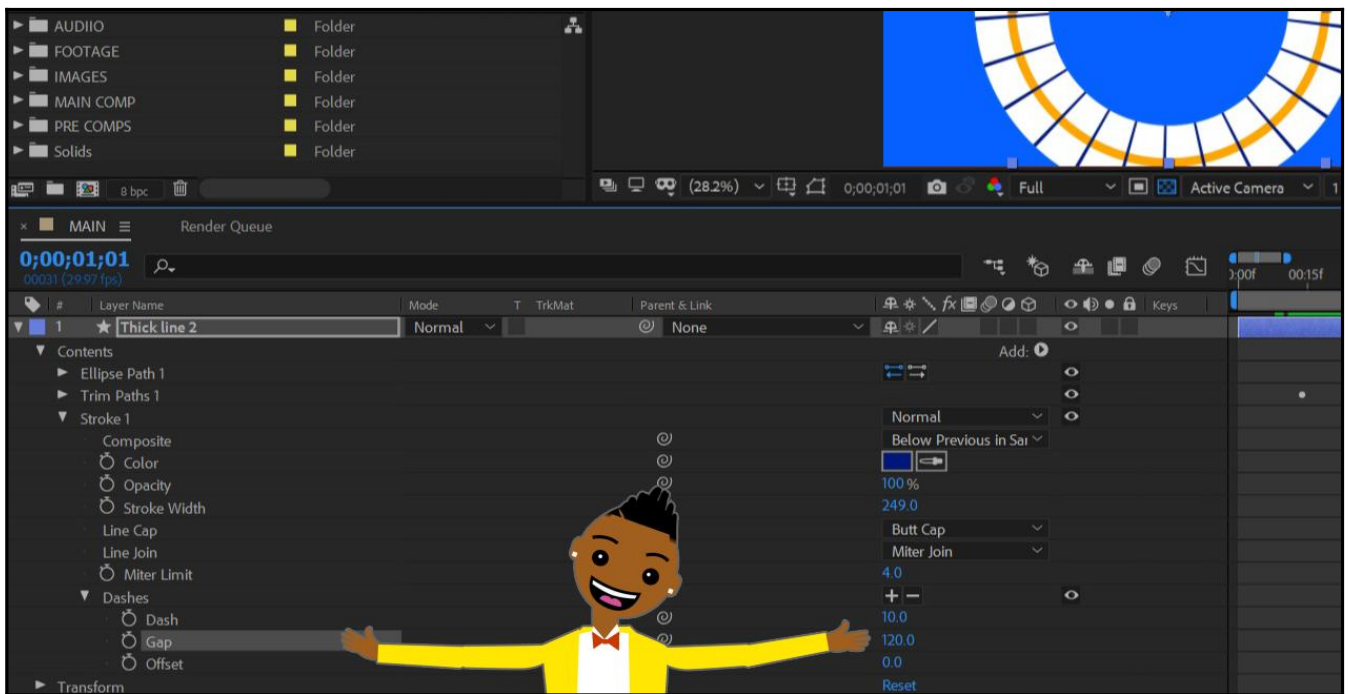
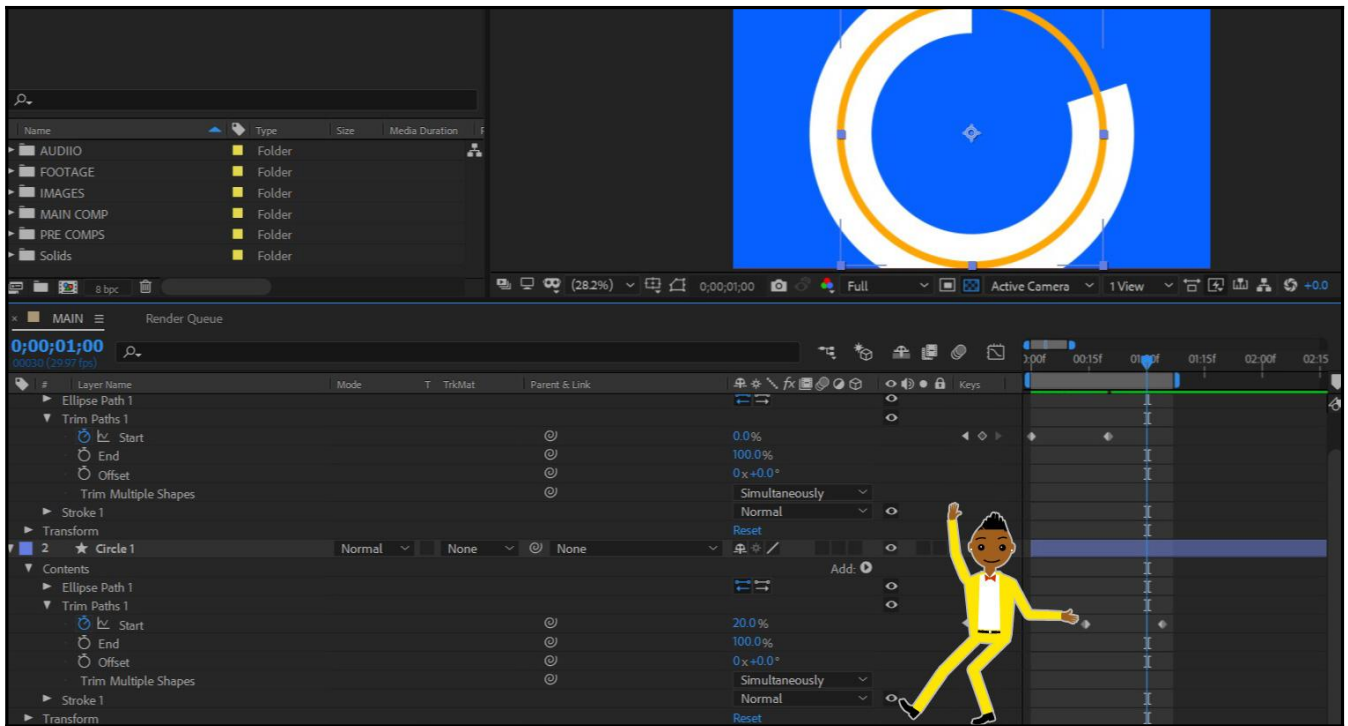


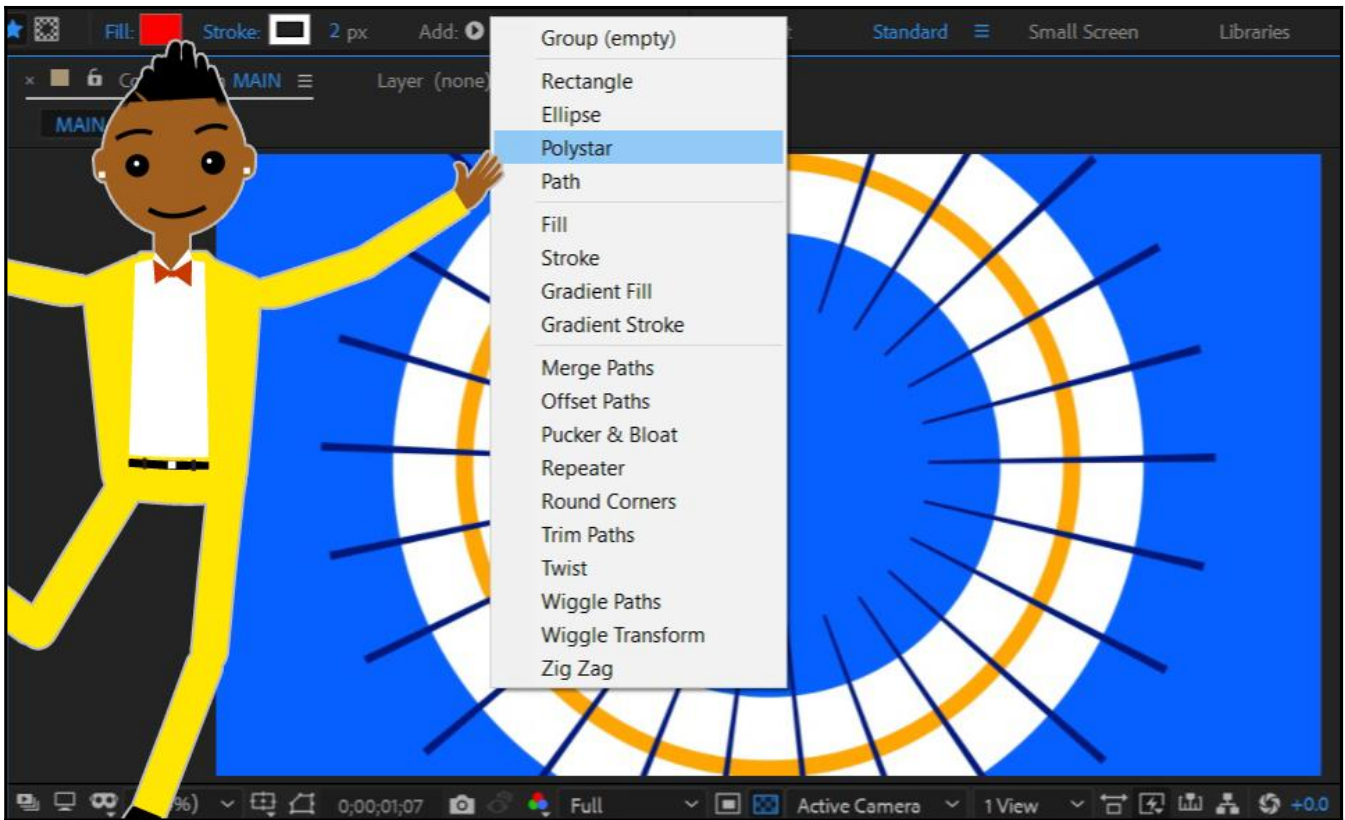


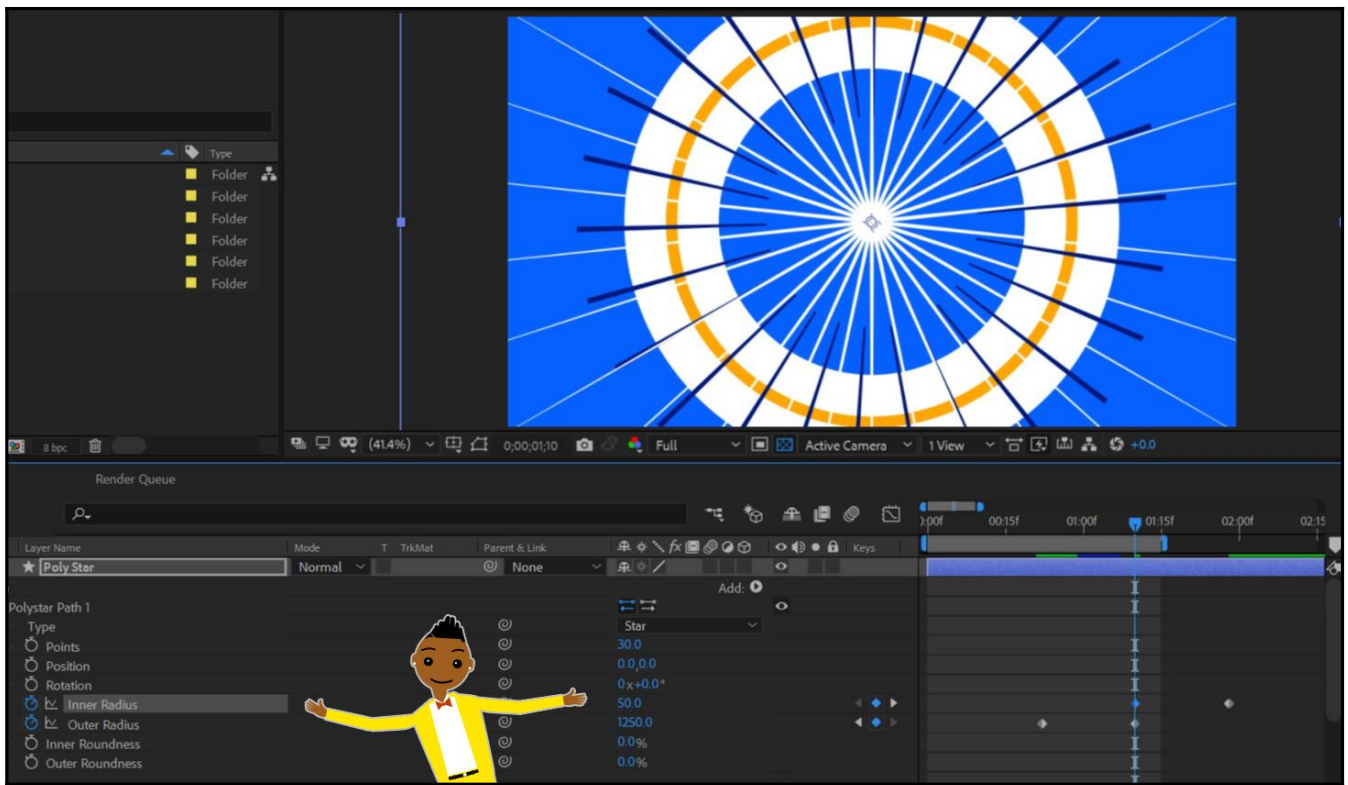
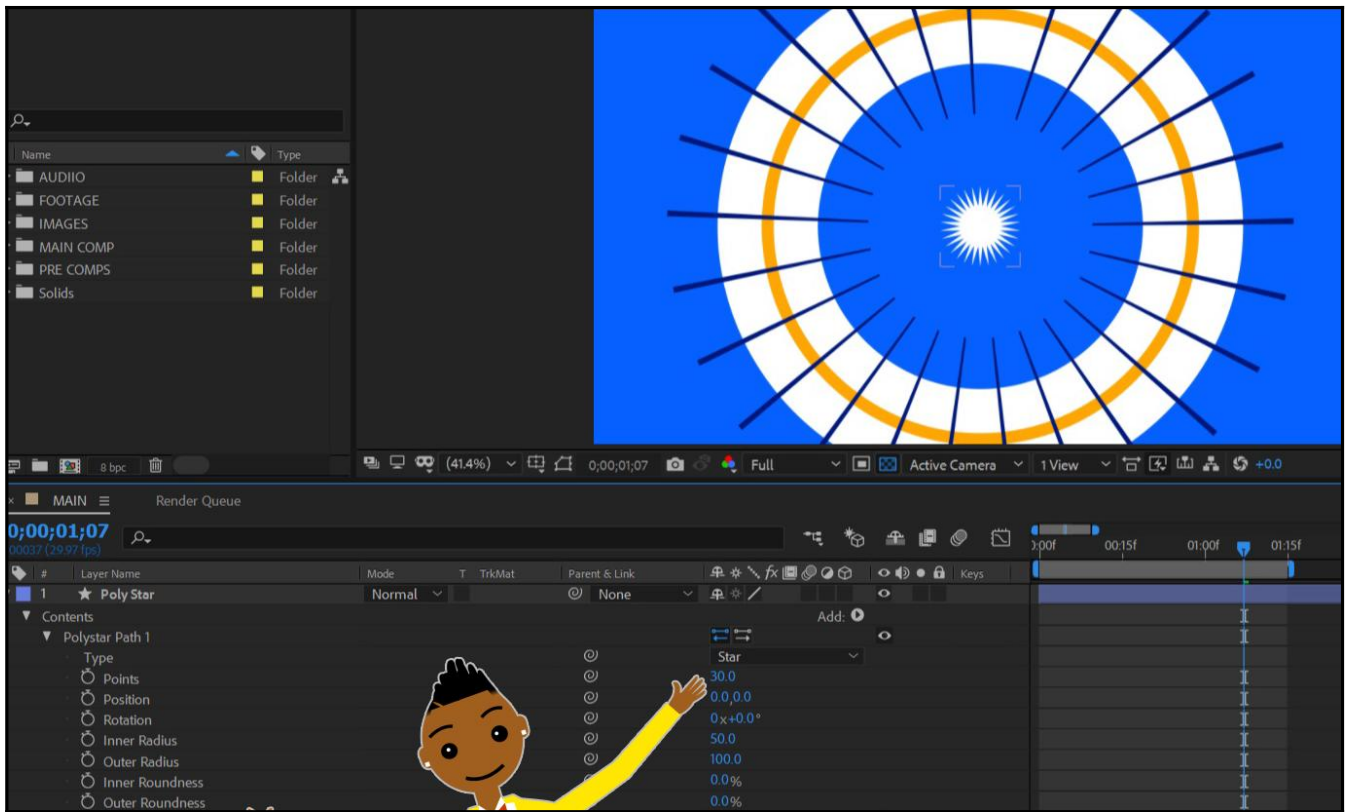
Chapter 3: Using Shape Layers to Create an Animated Lyric Video

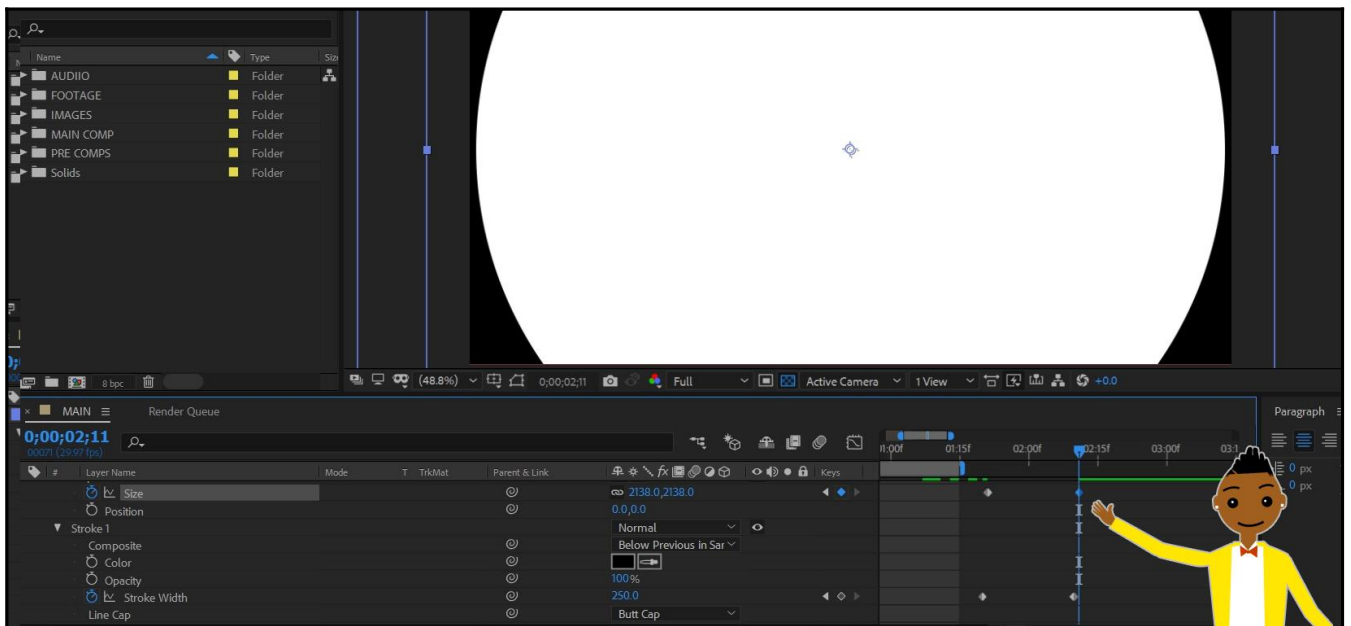
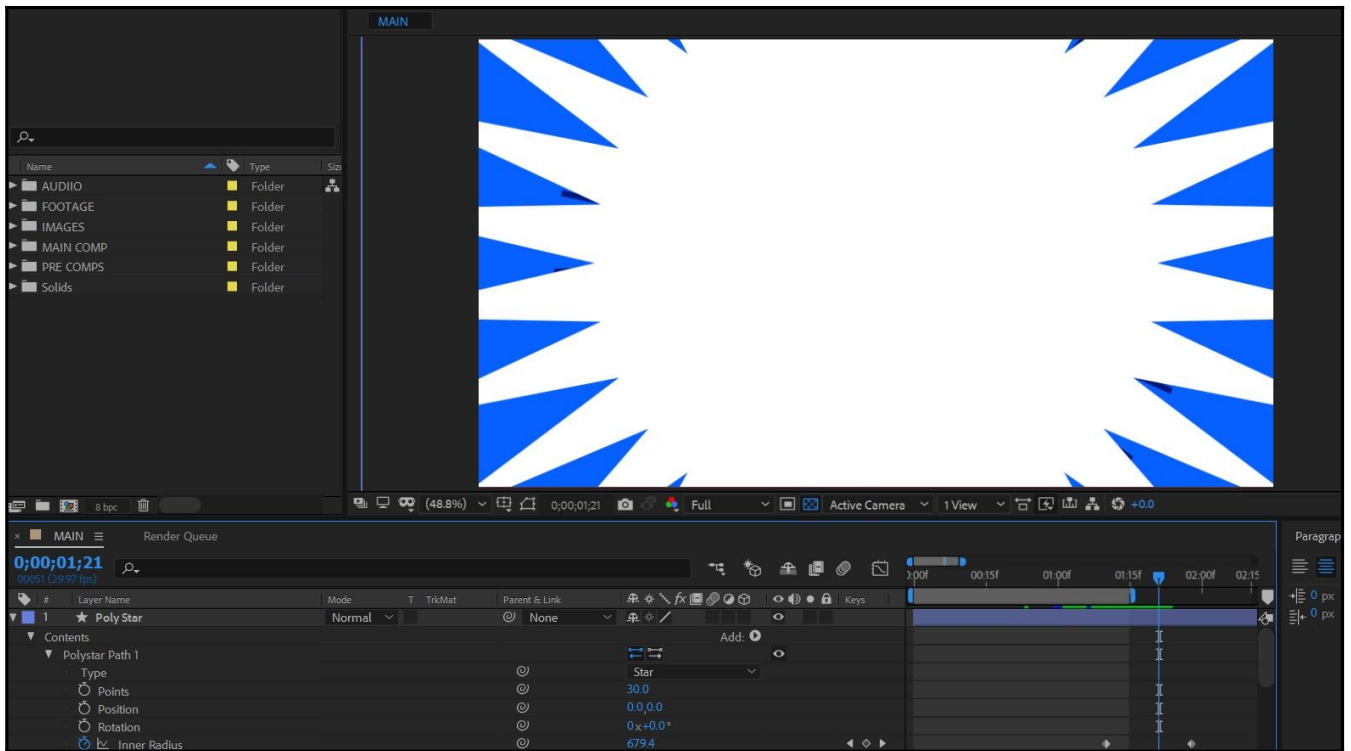


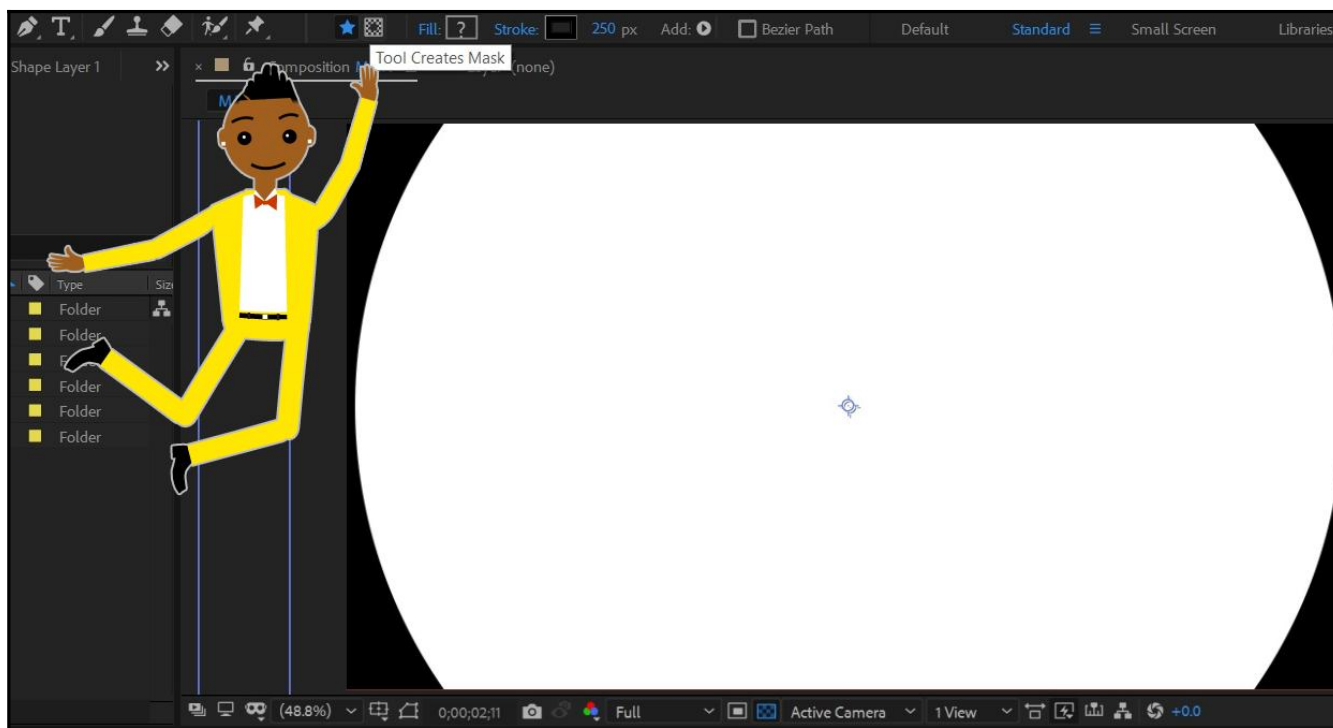




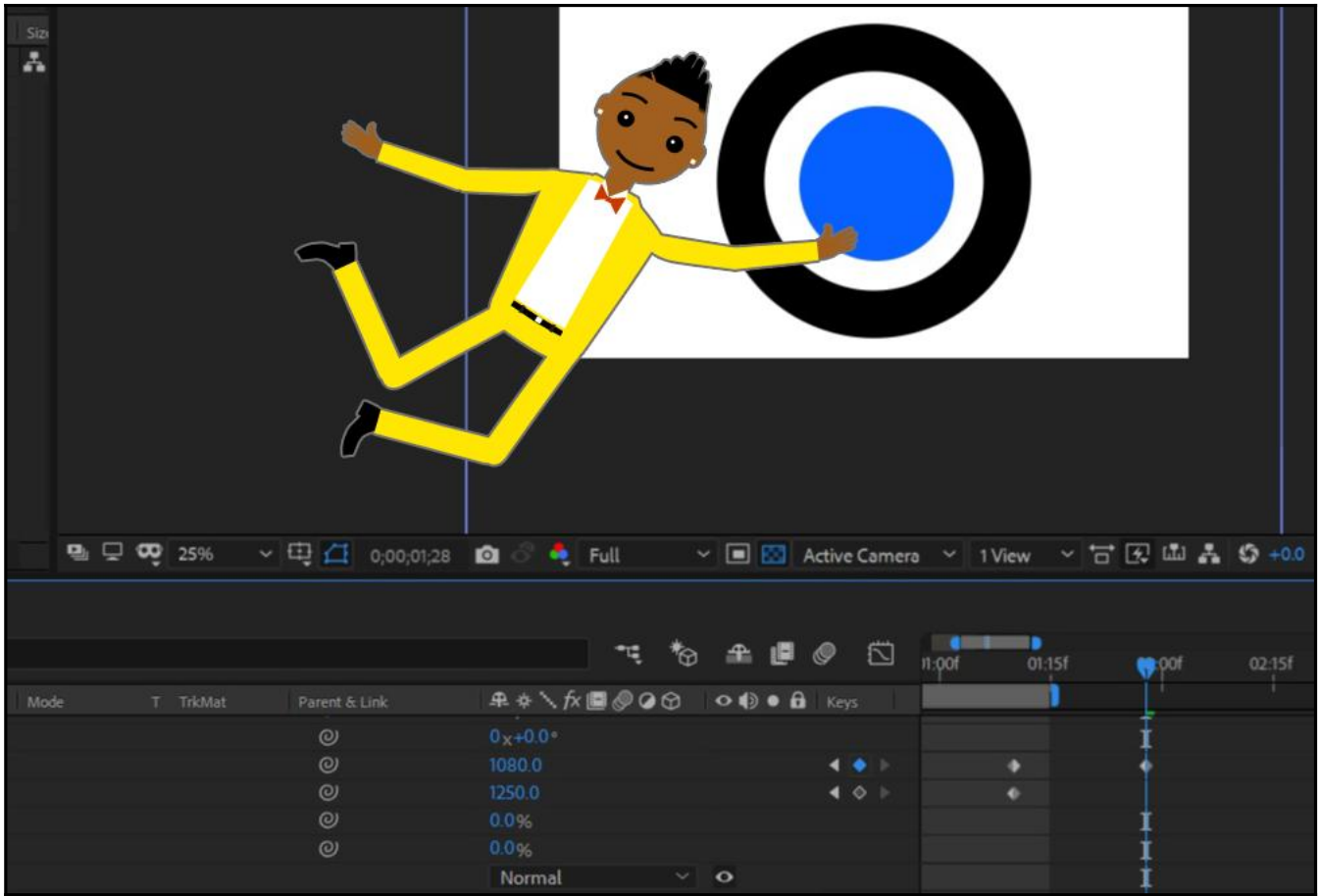


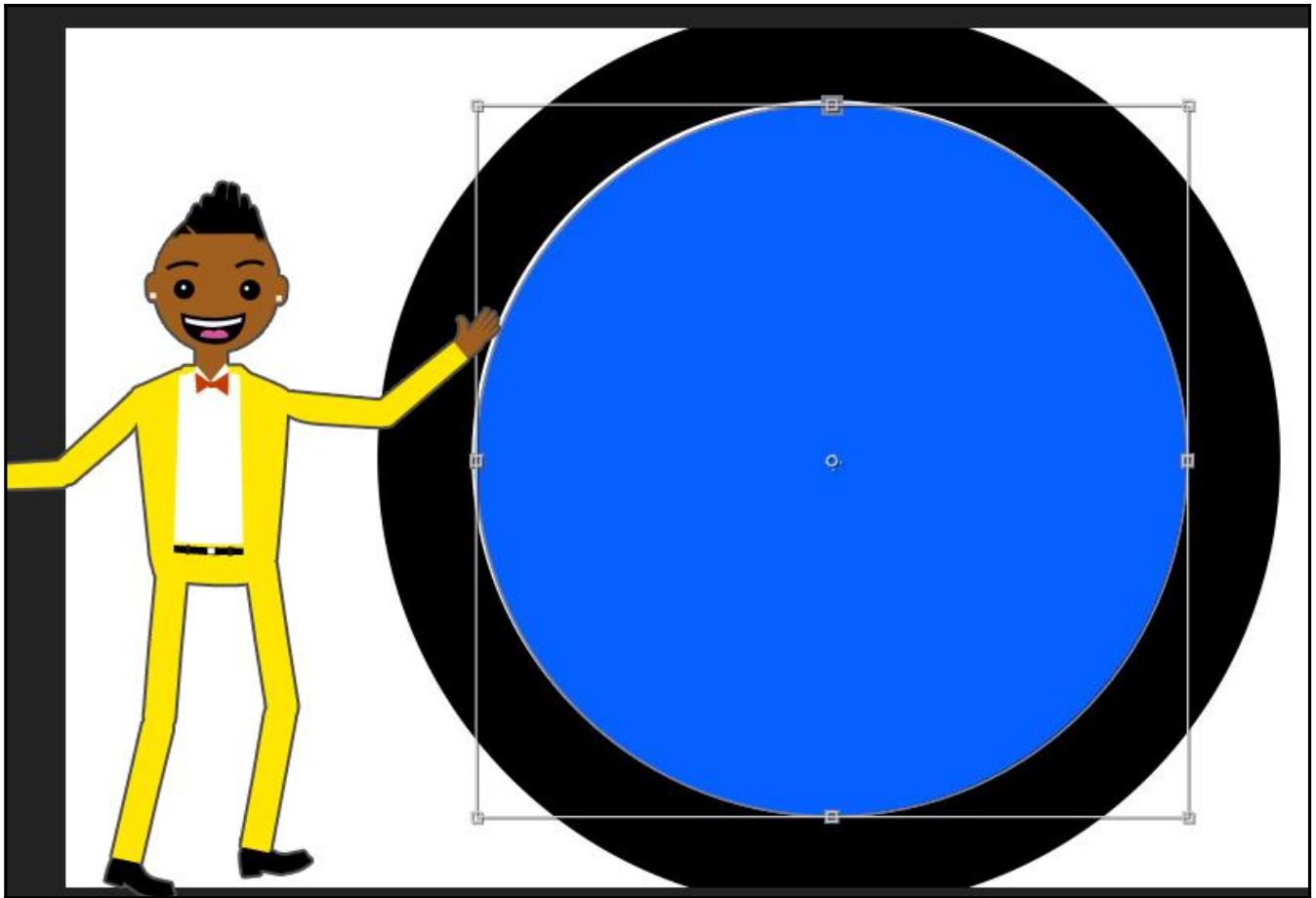


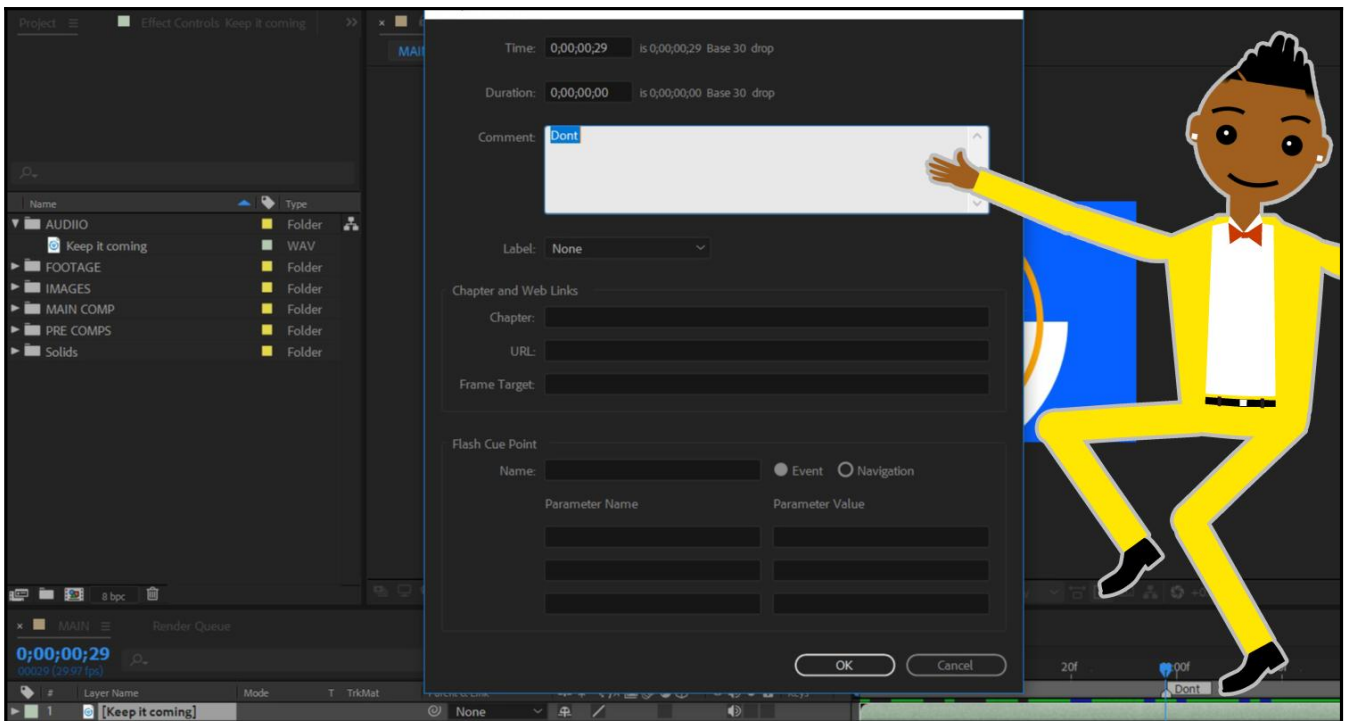
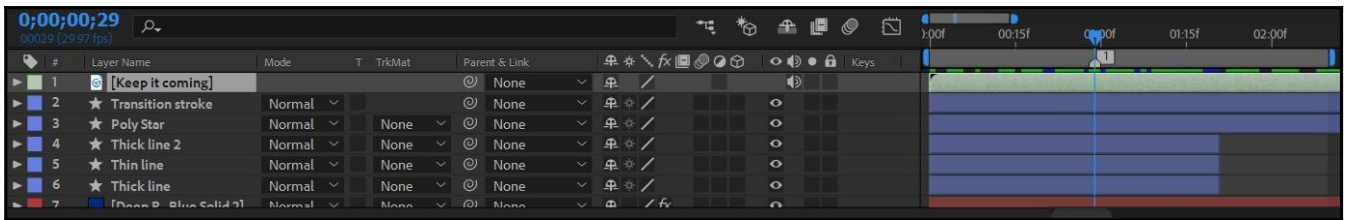
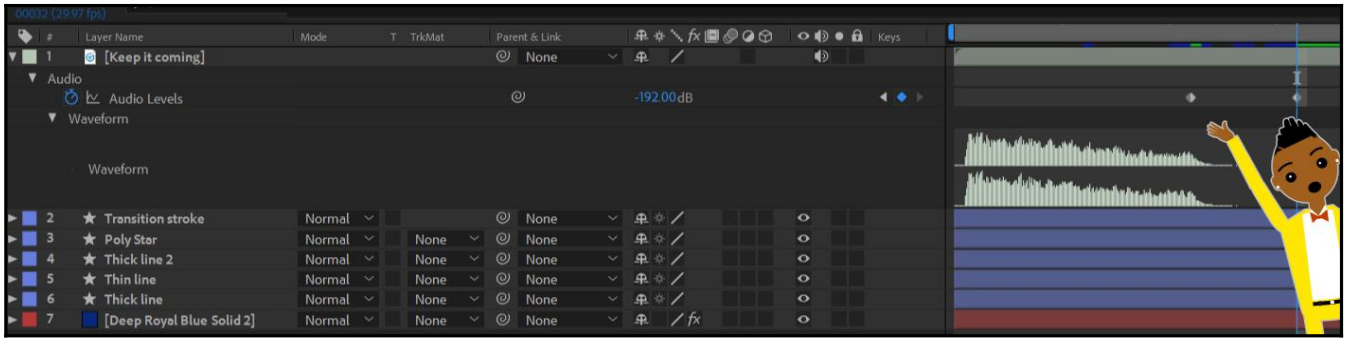




#	Layer Name	Mode	T	TrkMat	Parent & Link	FX	Keyframes	Keys	
1	★ Transition stroke	Normal			None				
2	★ Poly Star	Normal		None	None				
▶ Contents							Add: ▶		
▼ Masks									
	▼ Mask 1					Add	✓ Inverted		
	Mask Path				⊙	Shape...			
	Mask Feather				⊙	∞ 0.0,0.0 pixels			
	Mask Opacity				⊙	100%			
	Mask Expansion				⊙	0.0 pixels			
▶ Transform							Reset		

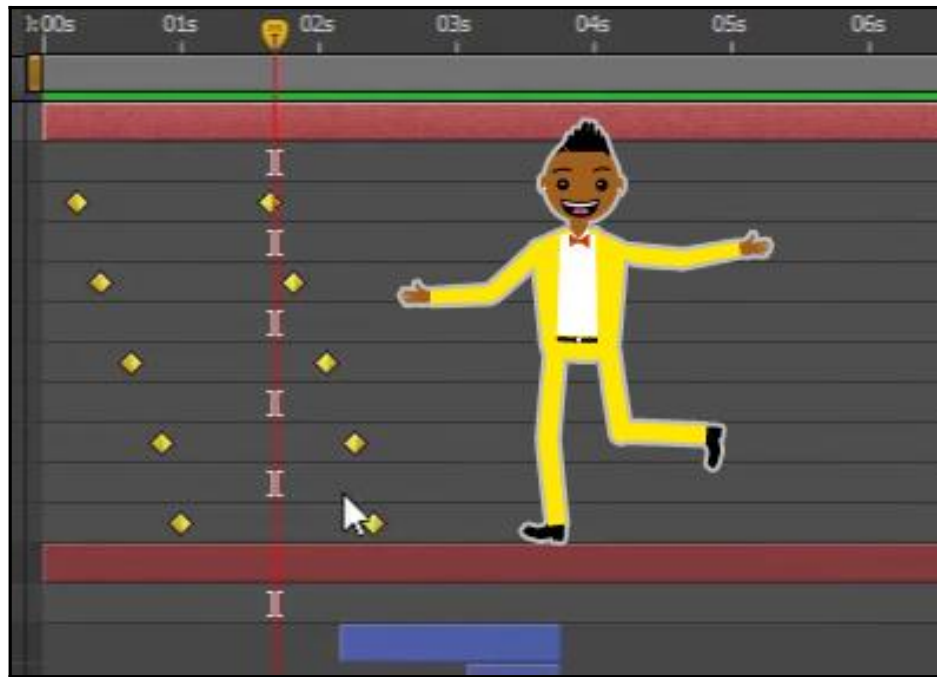


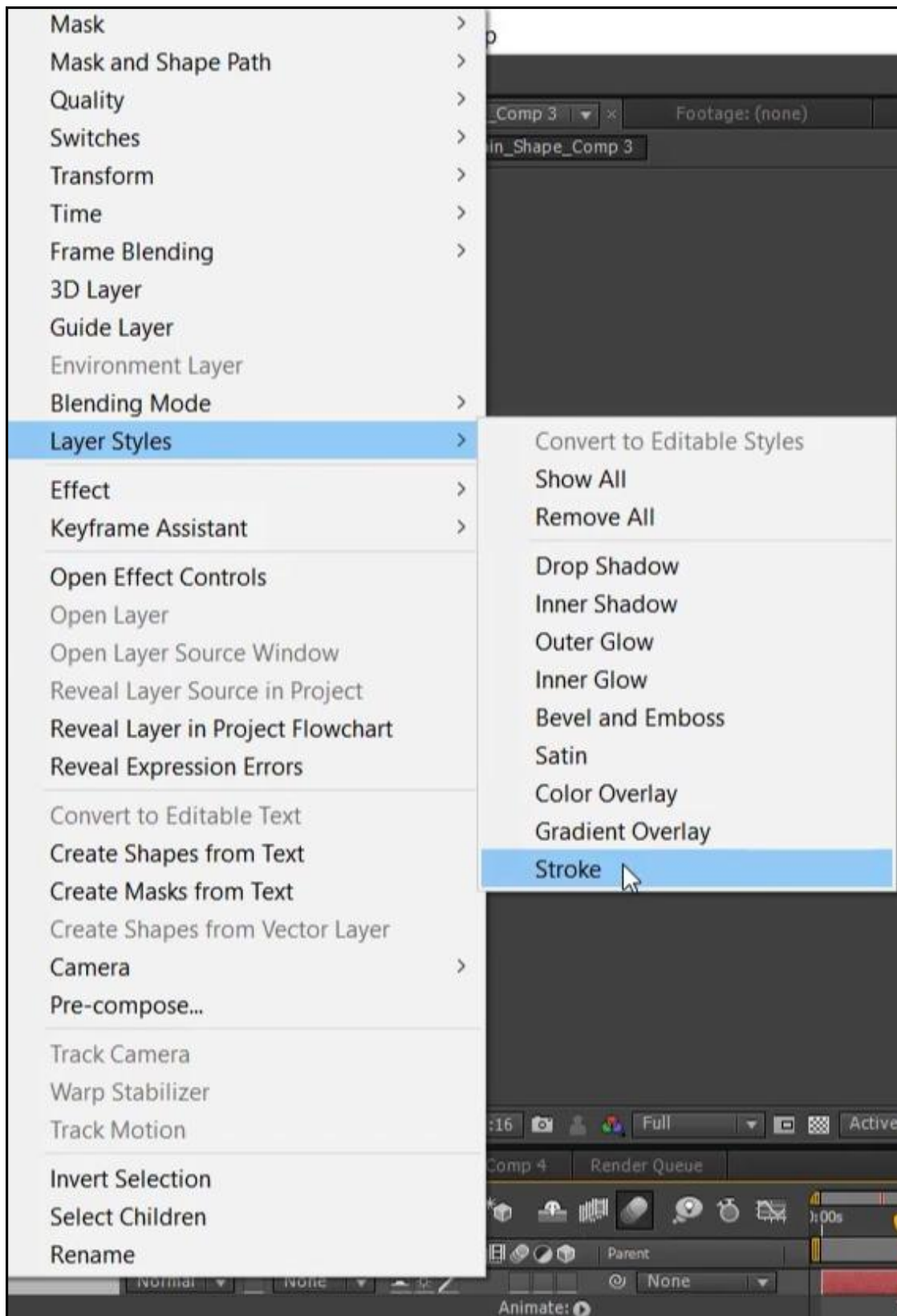


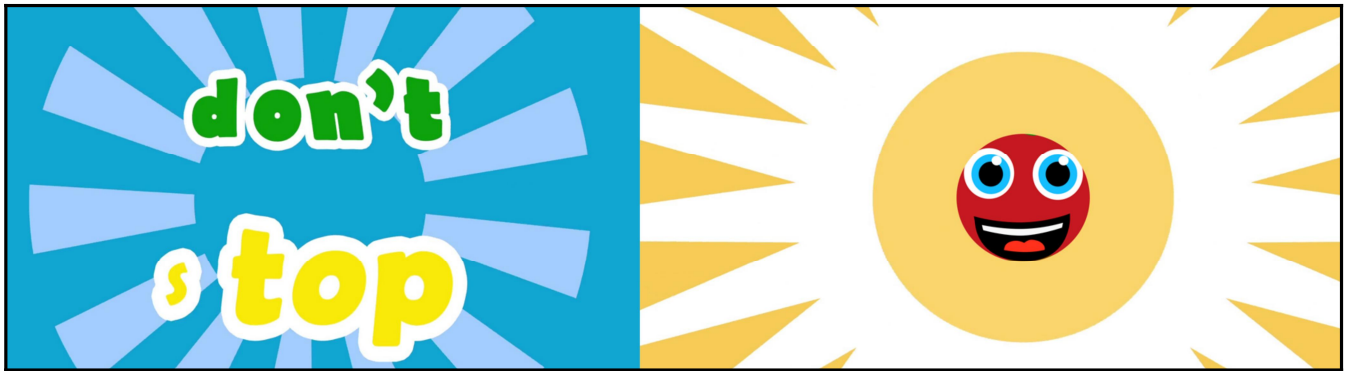




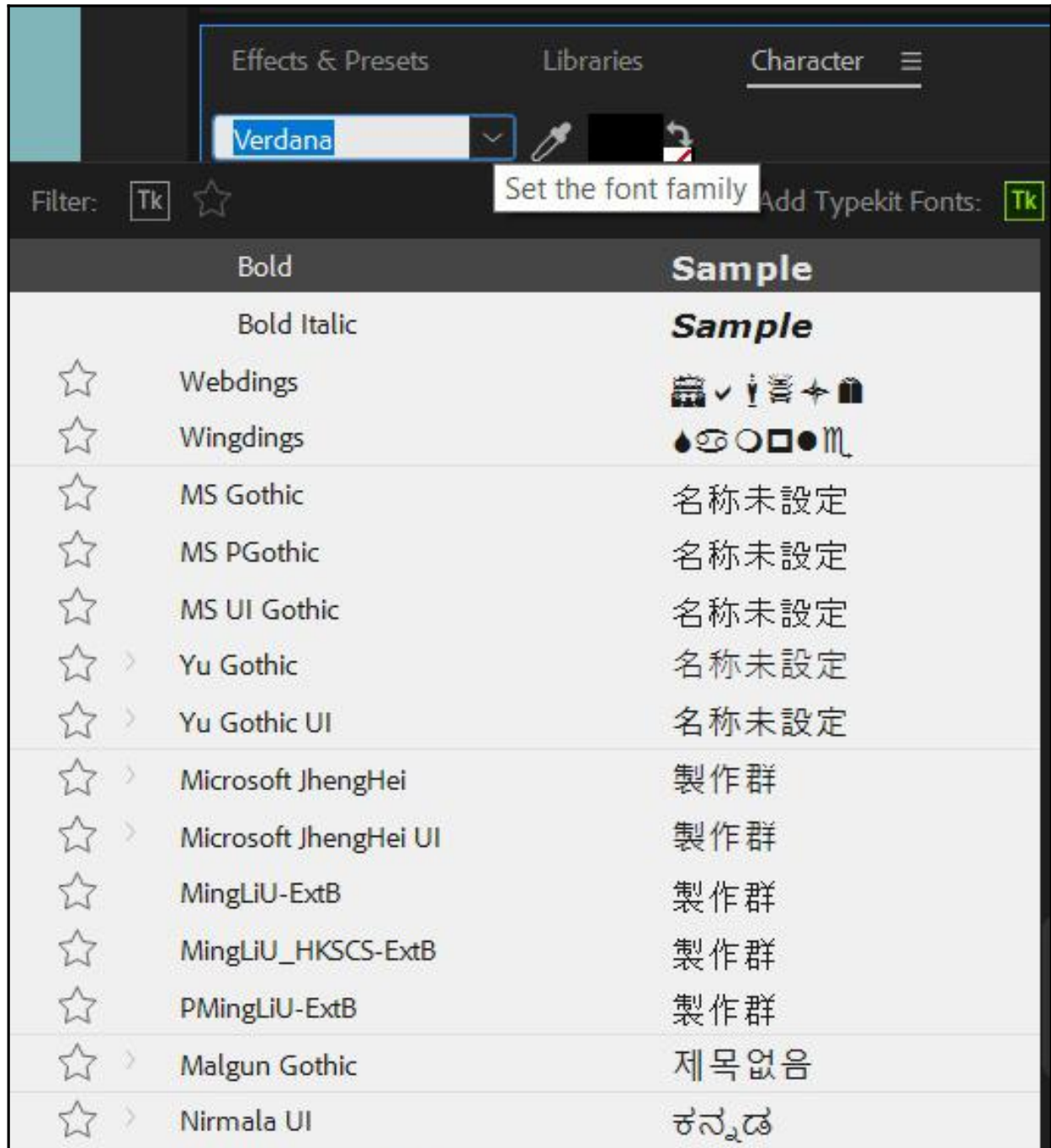




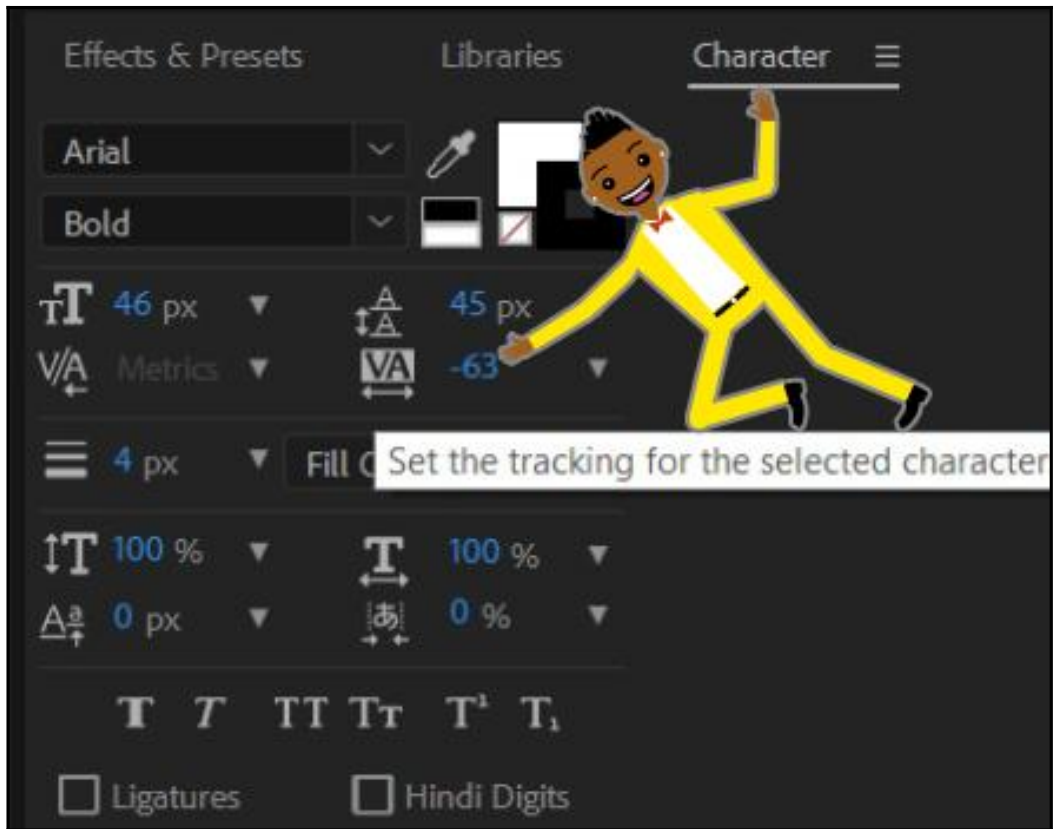


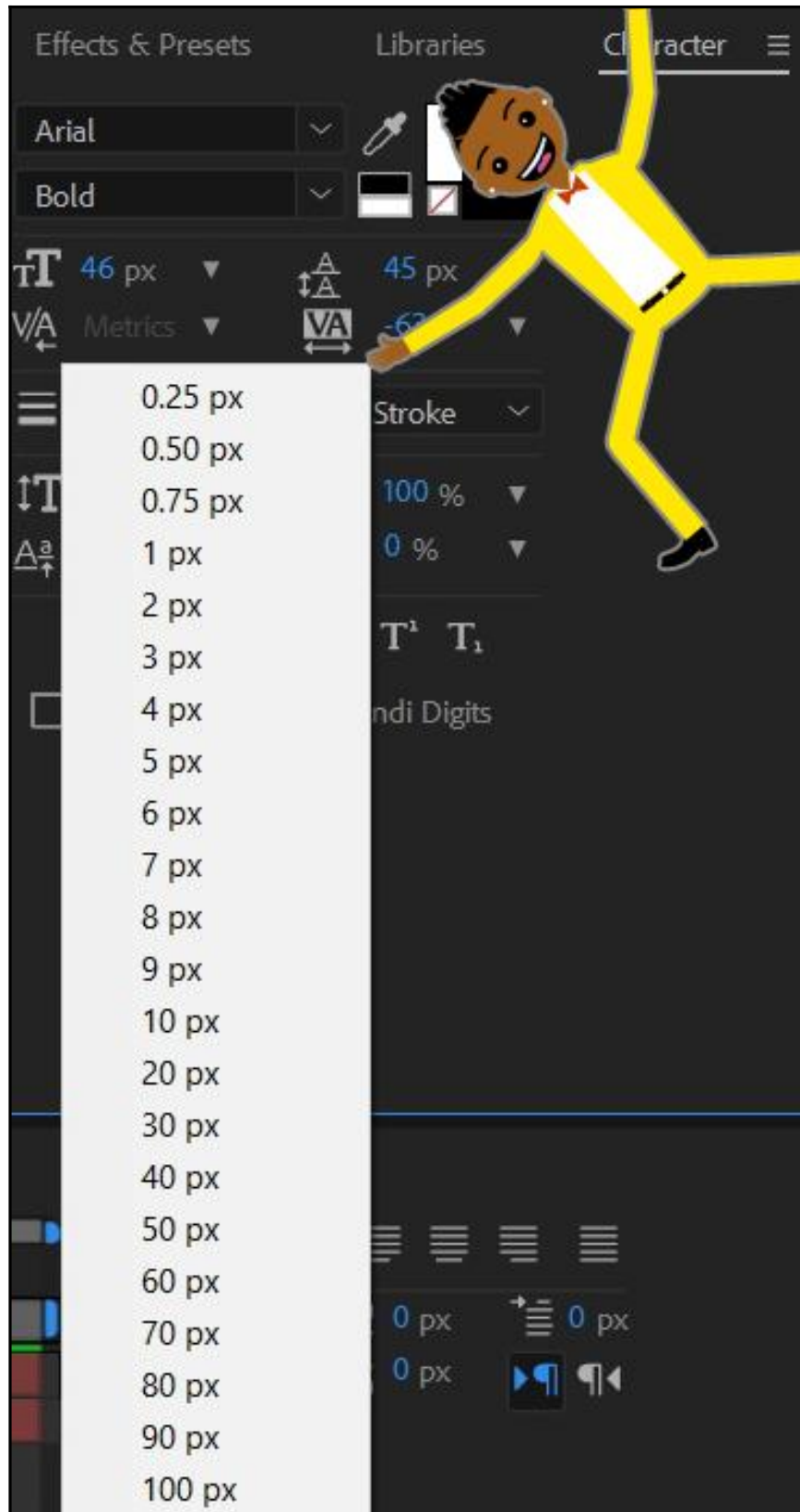


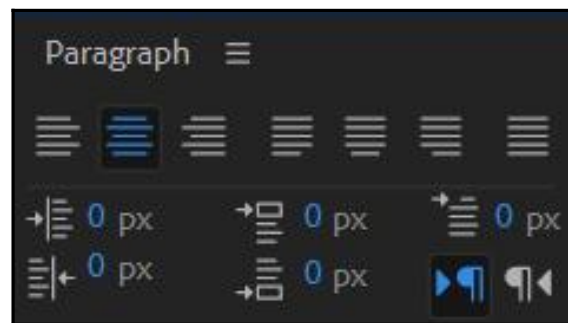
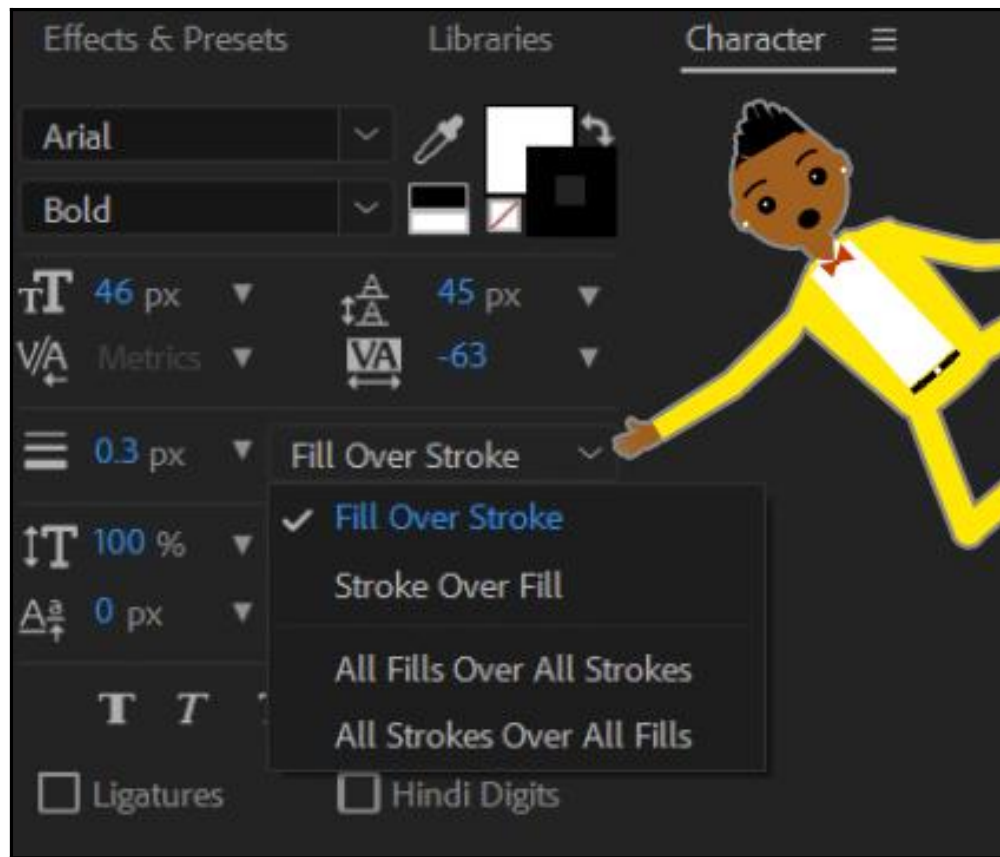
Chapter 4: Creating an Infographic with Character Animator

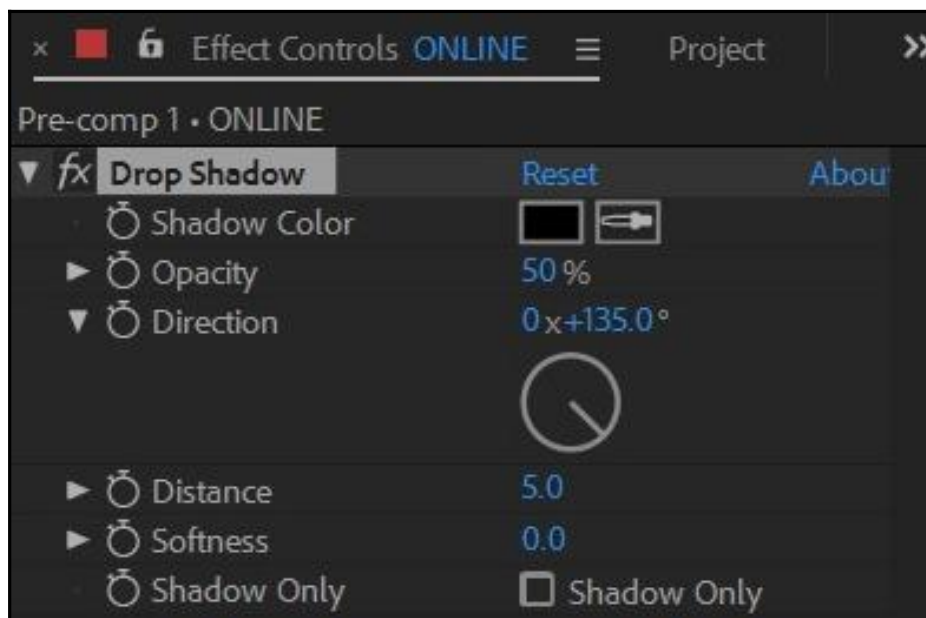
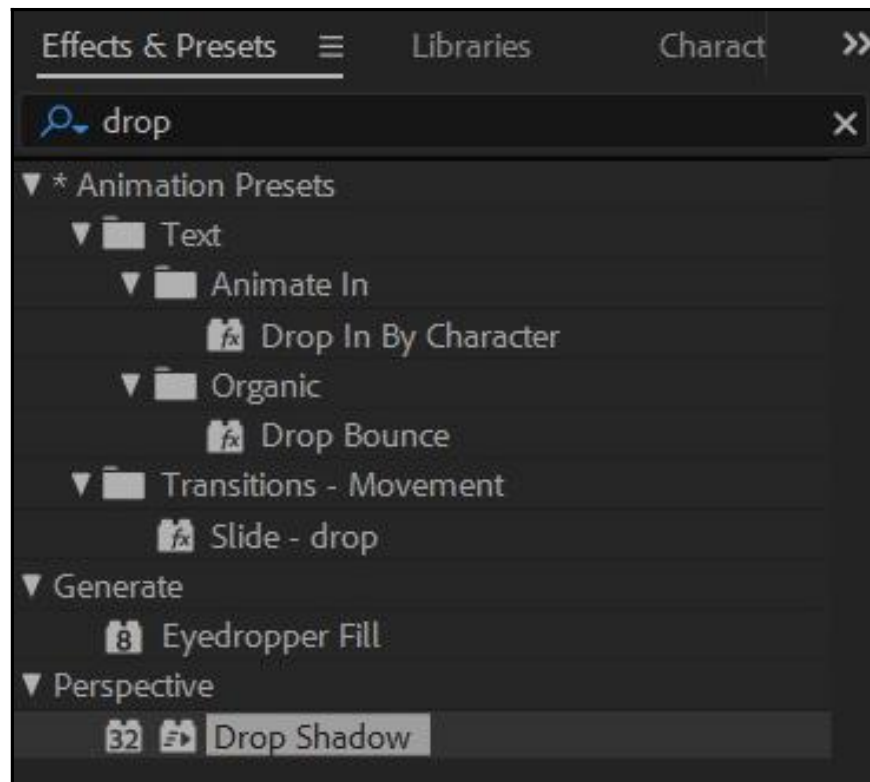


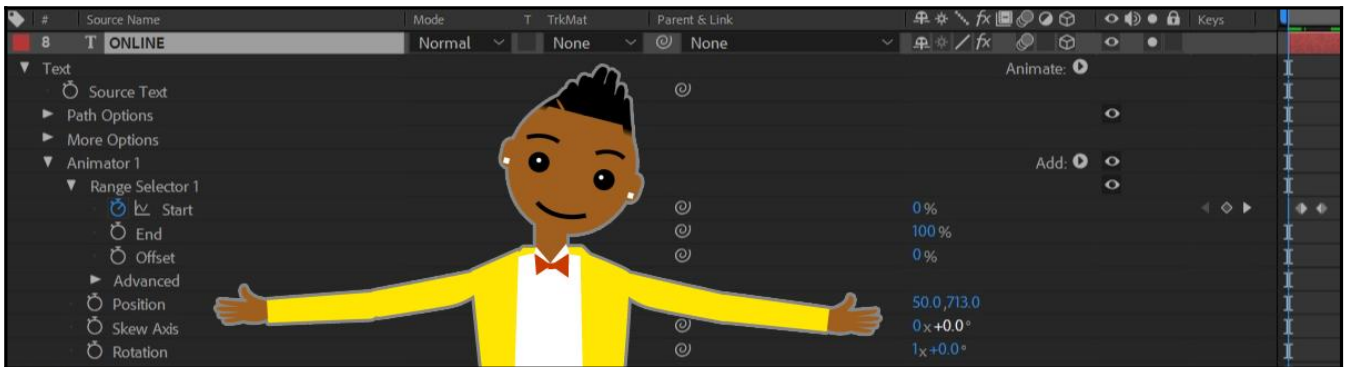
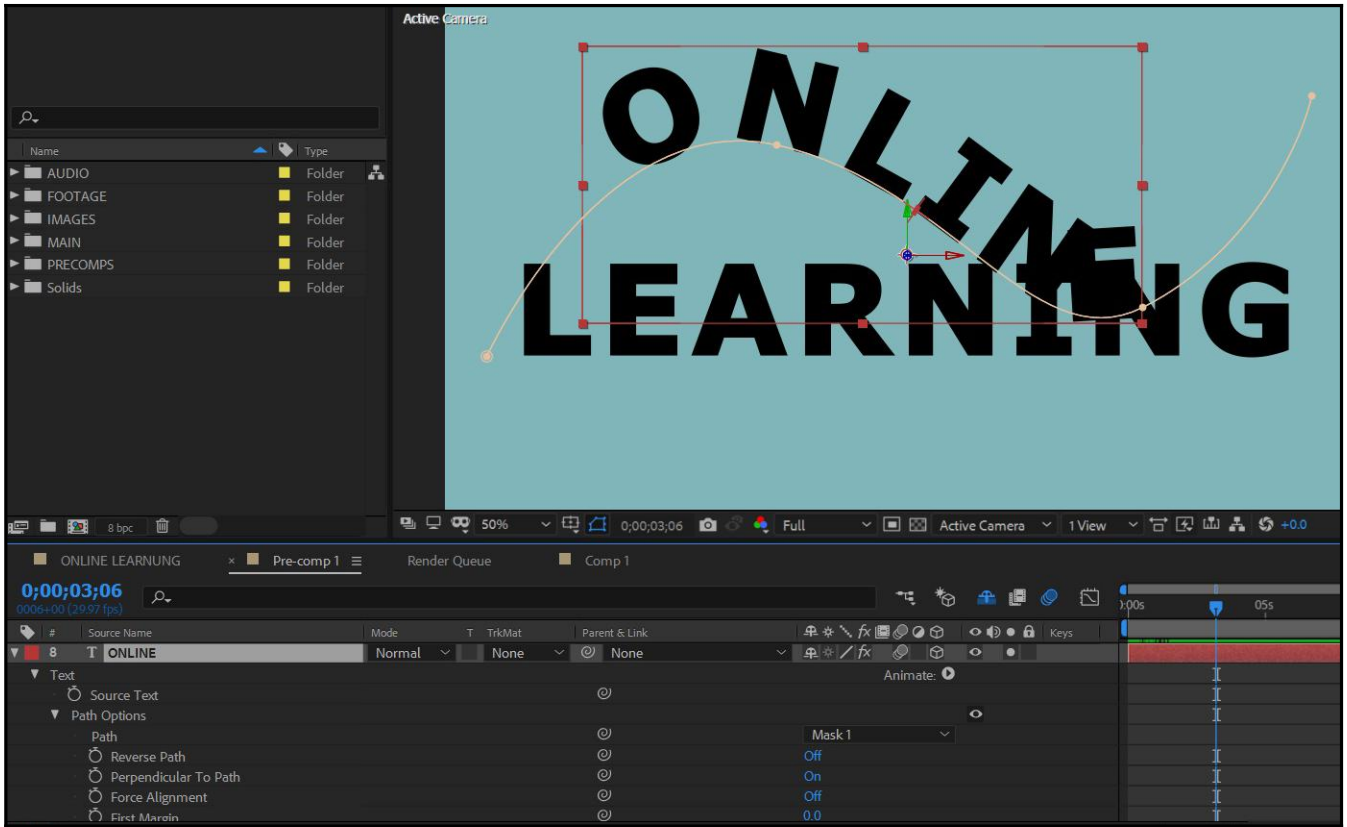


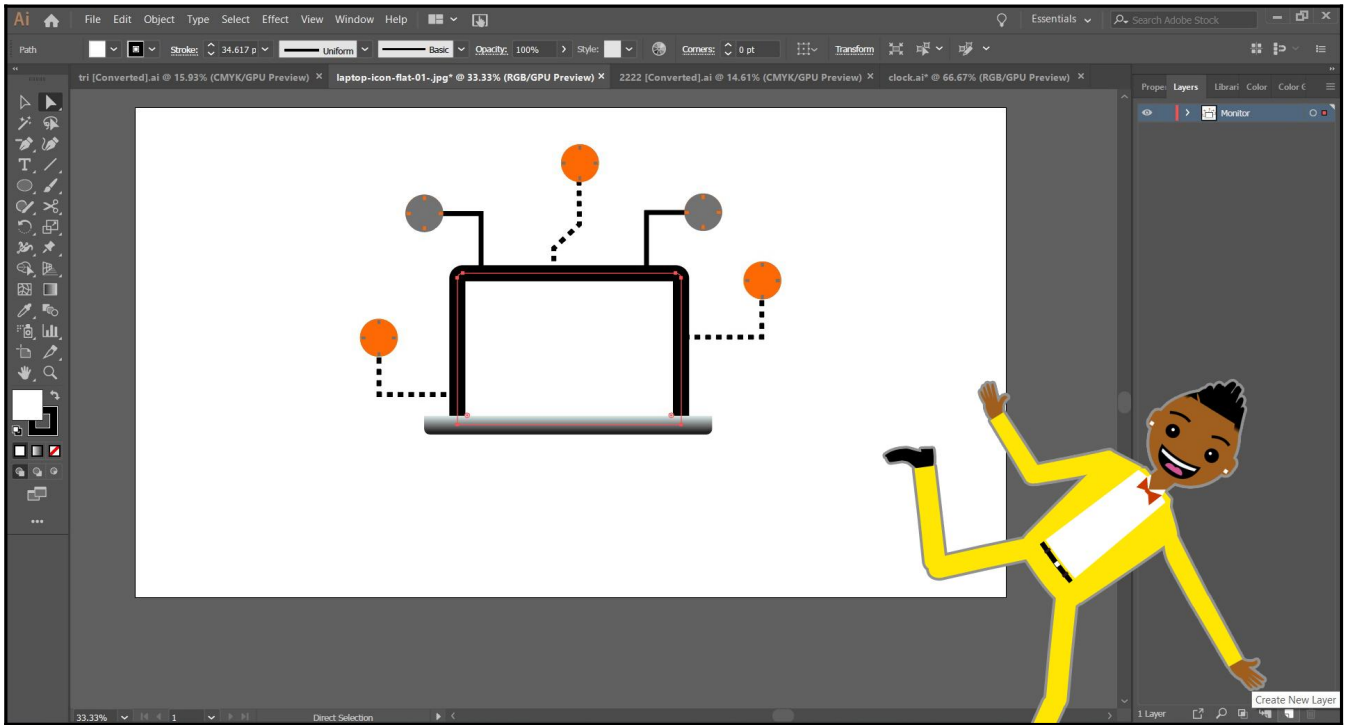


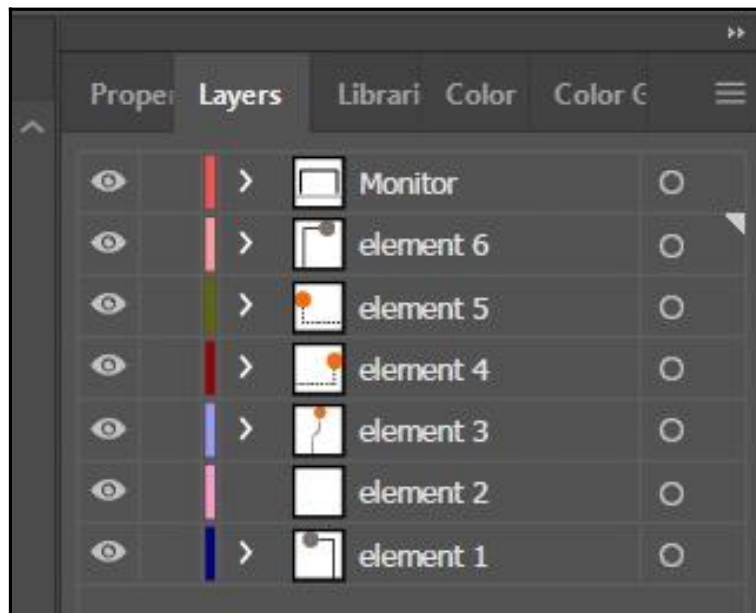
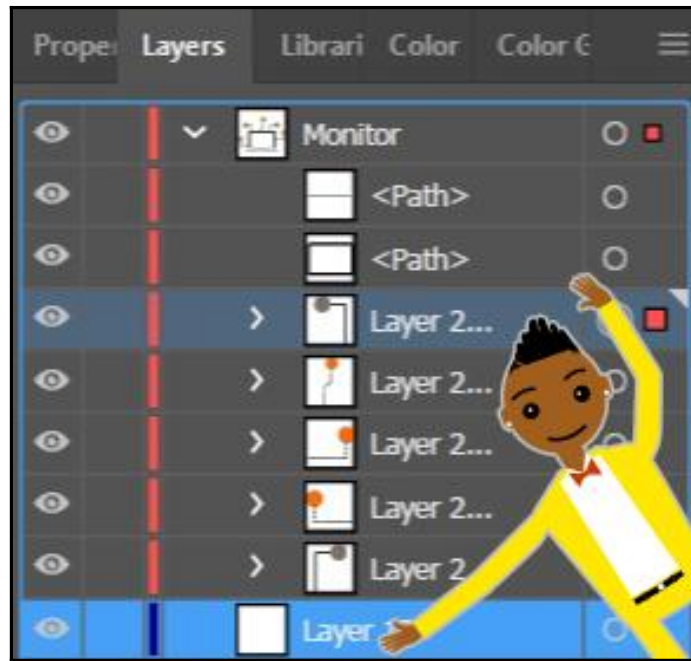




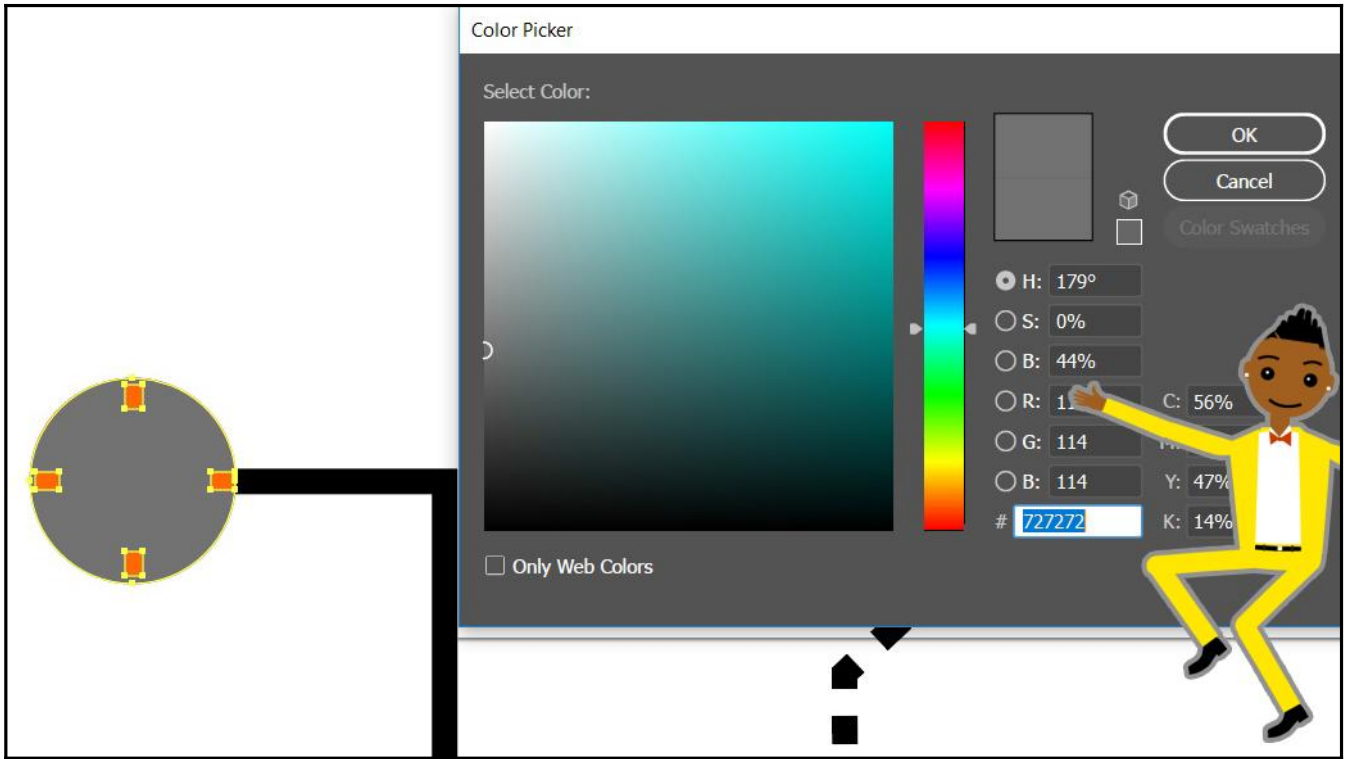


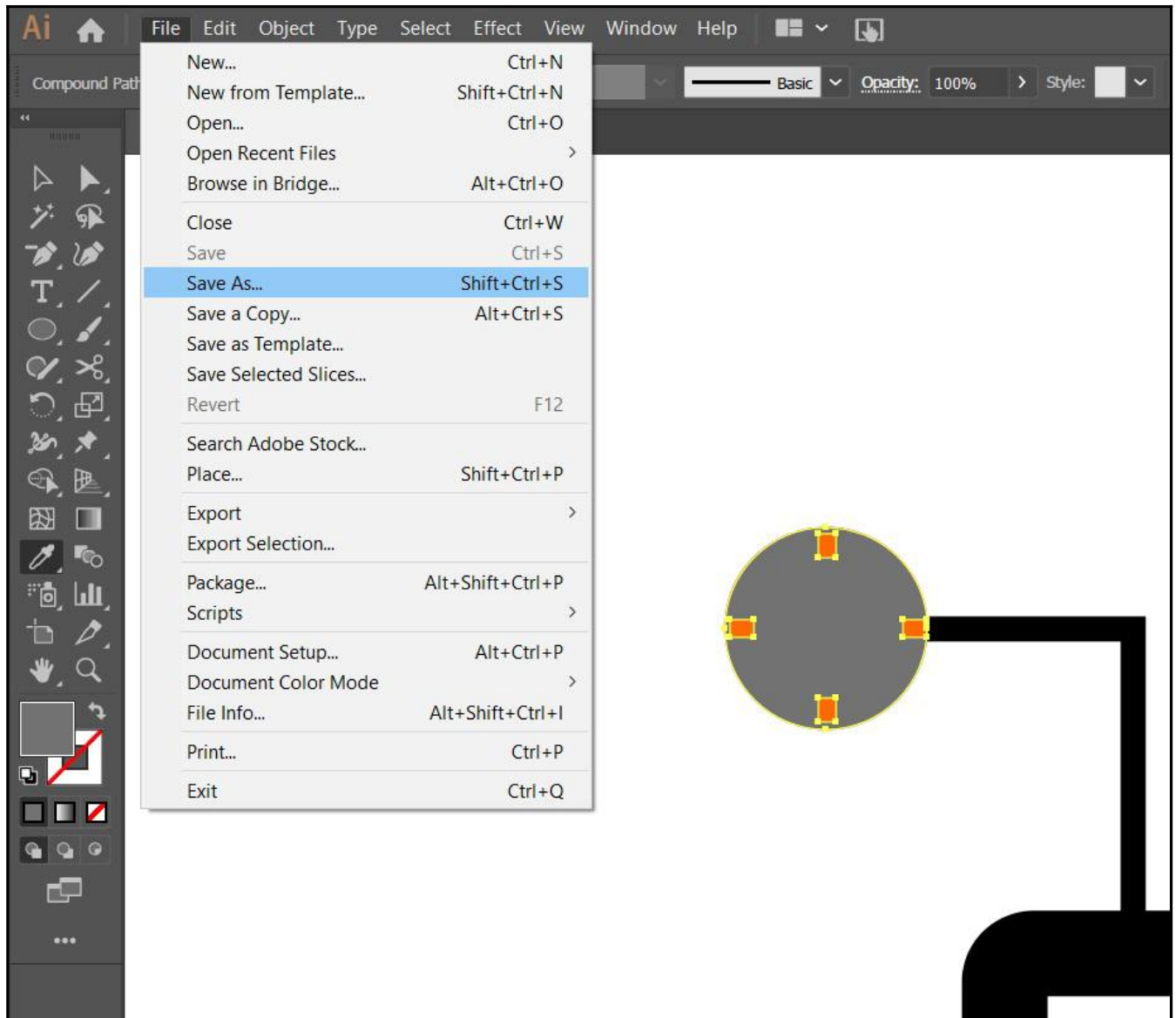


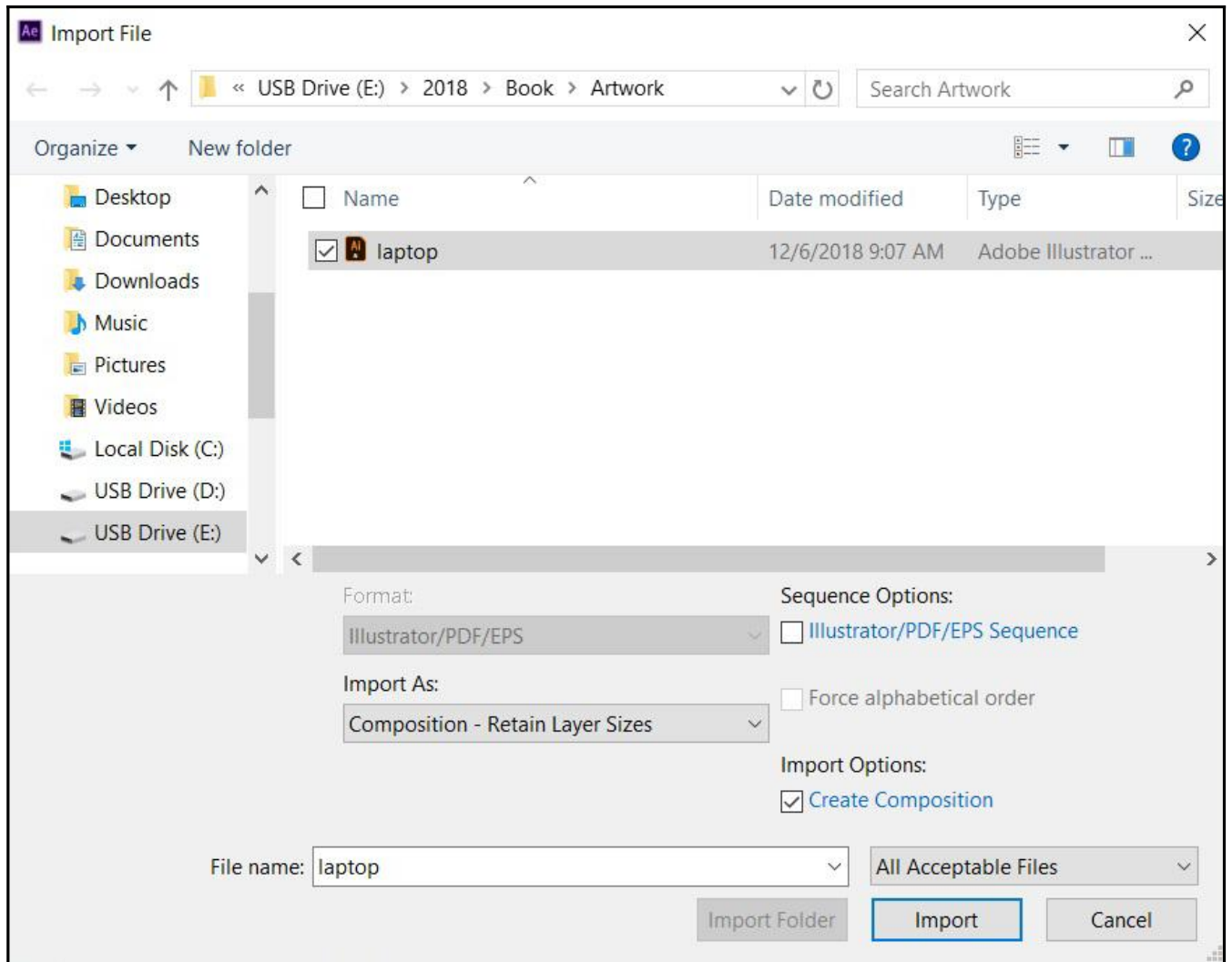


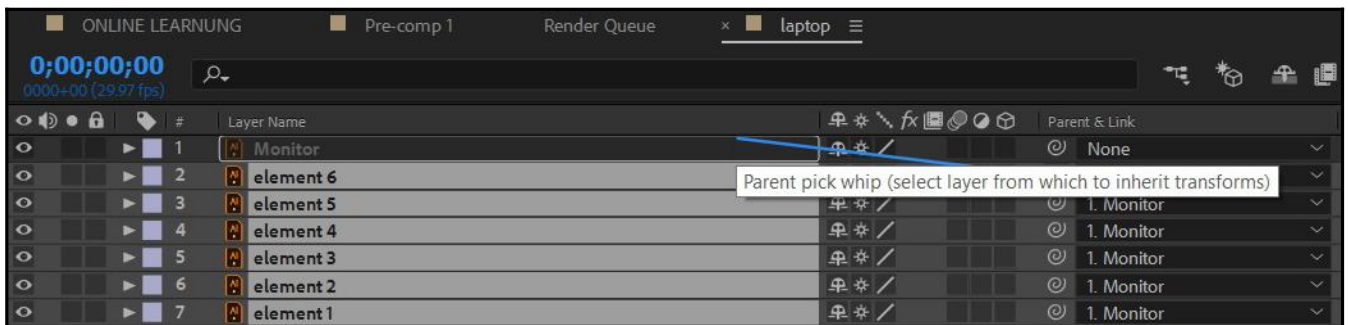
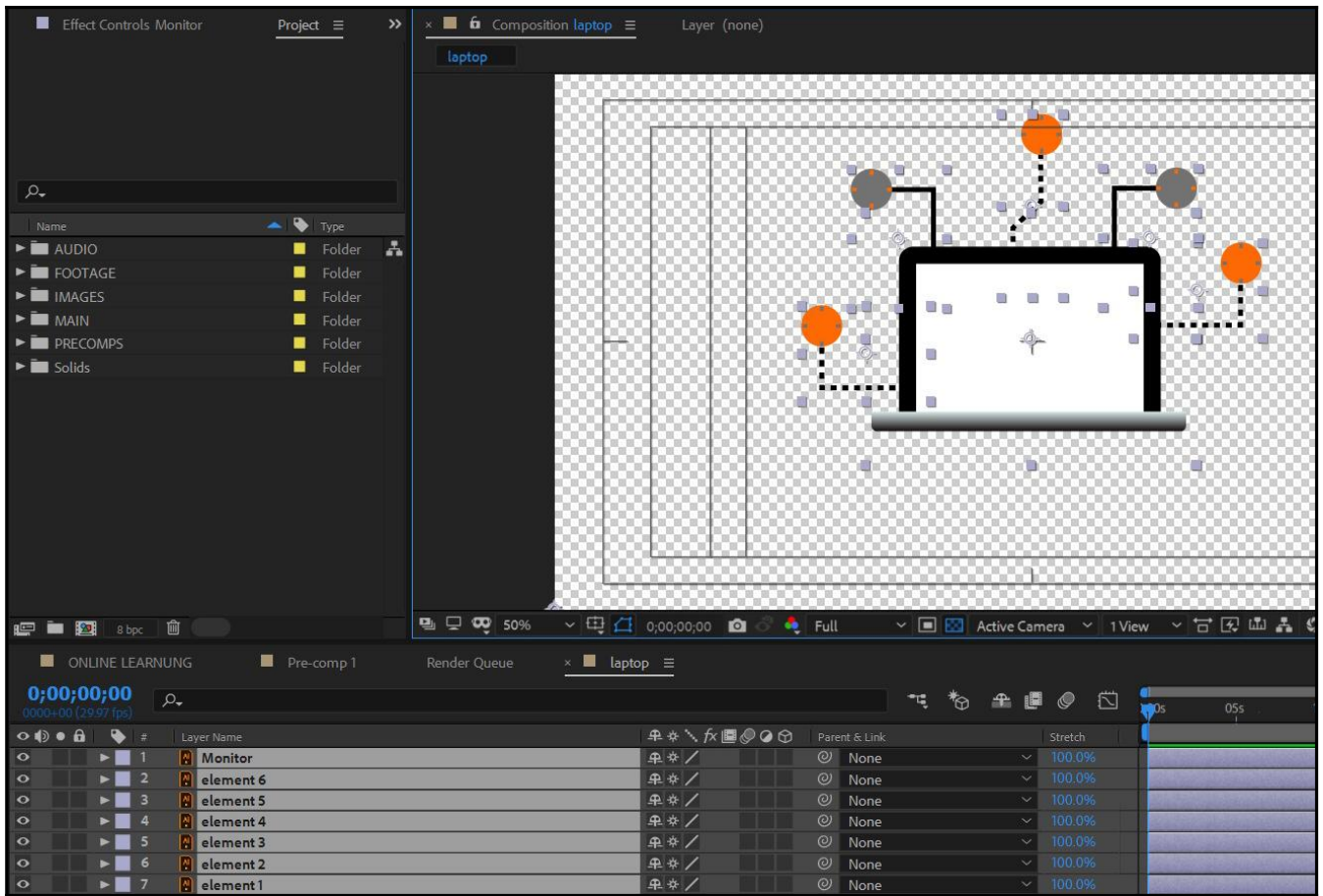




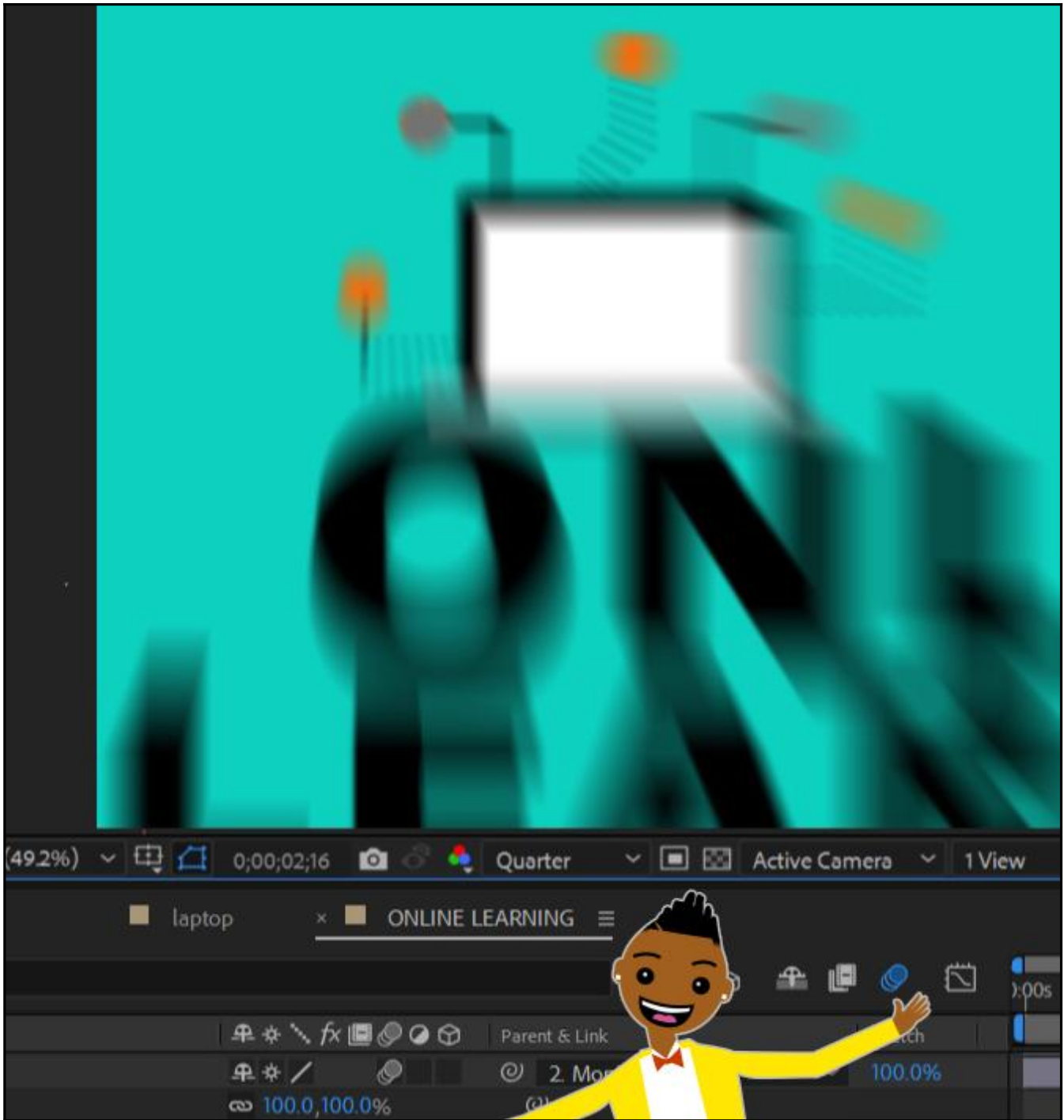


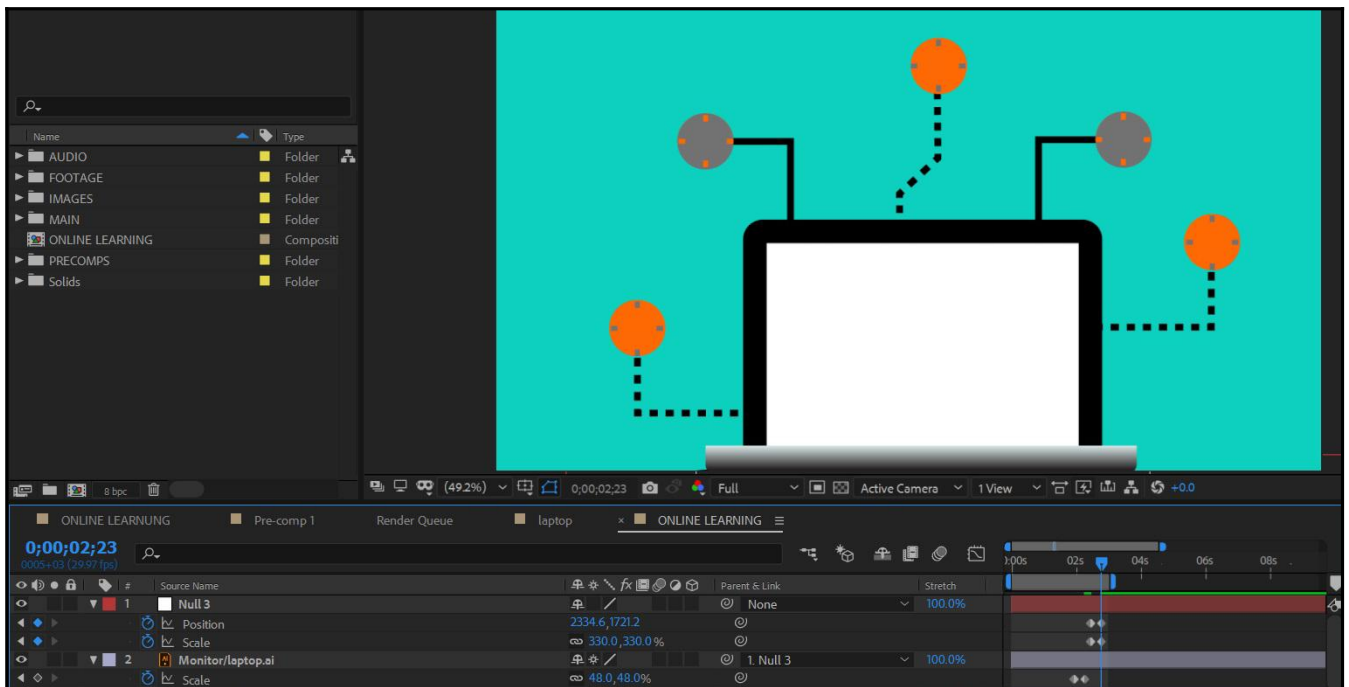
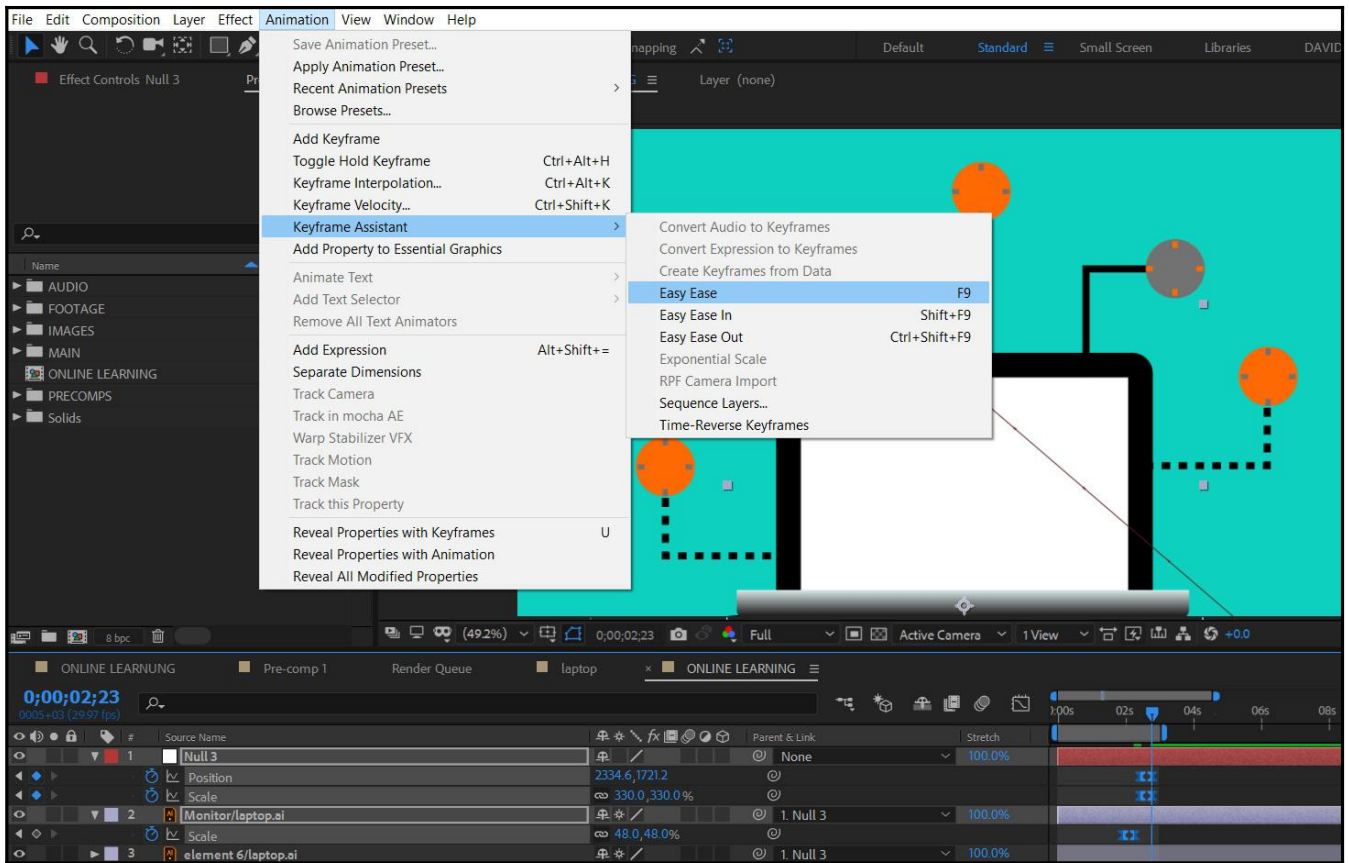


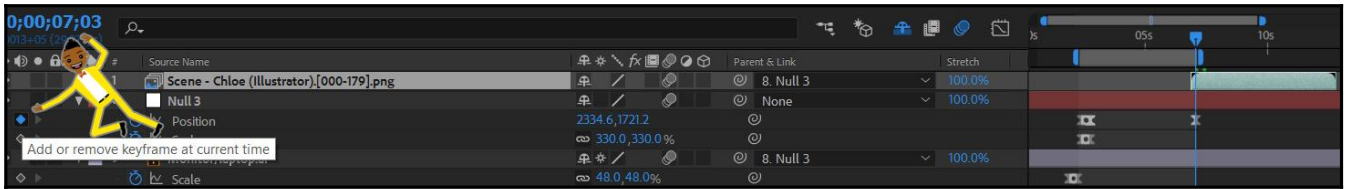


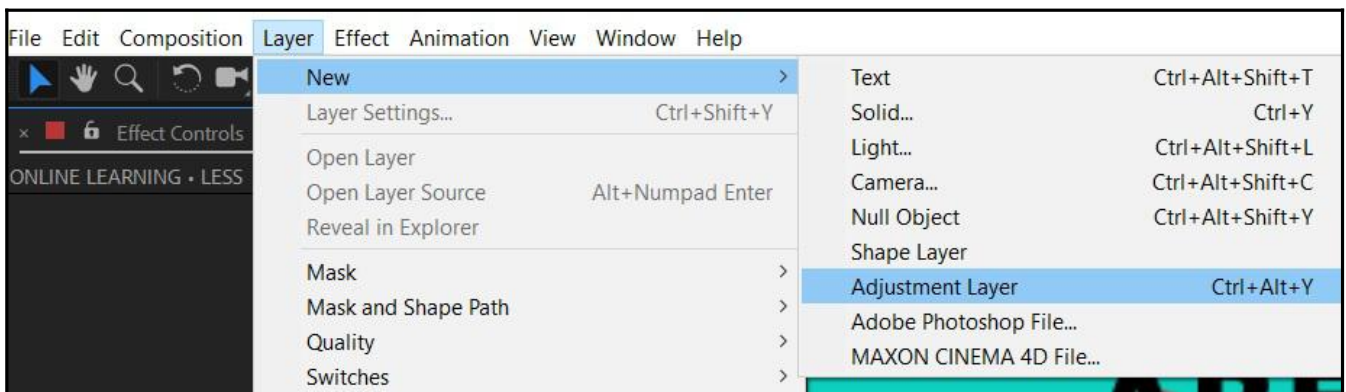
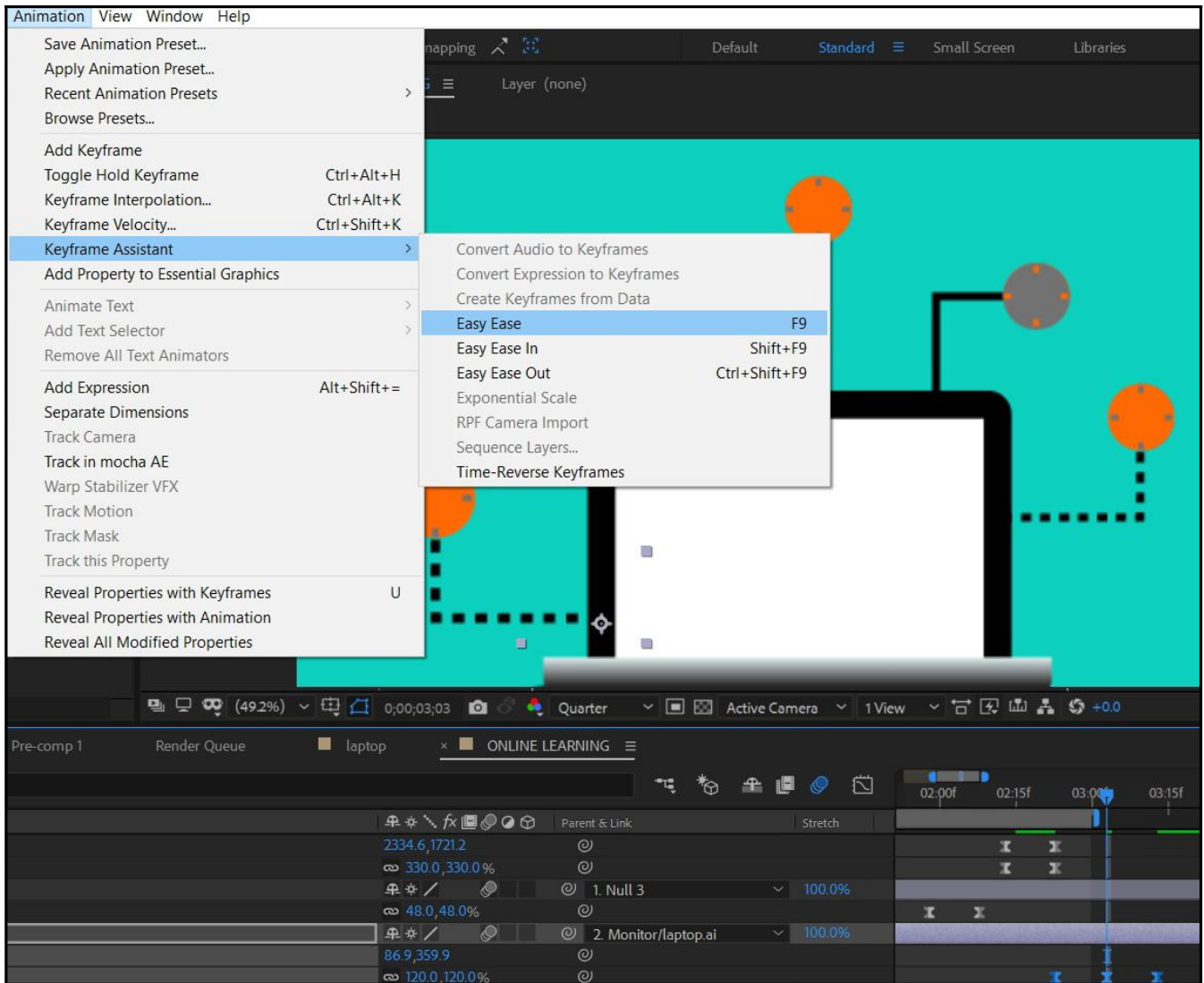


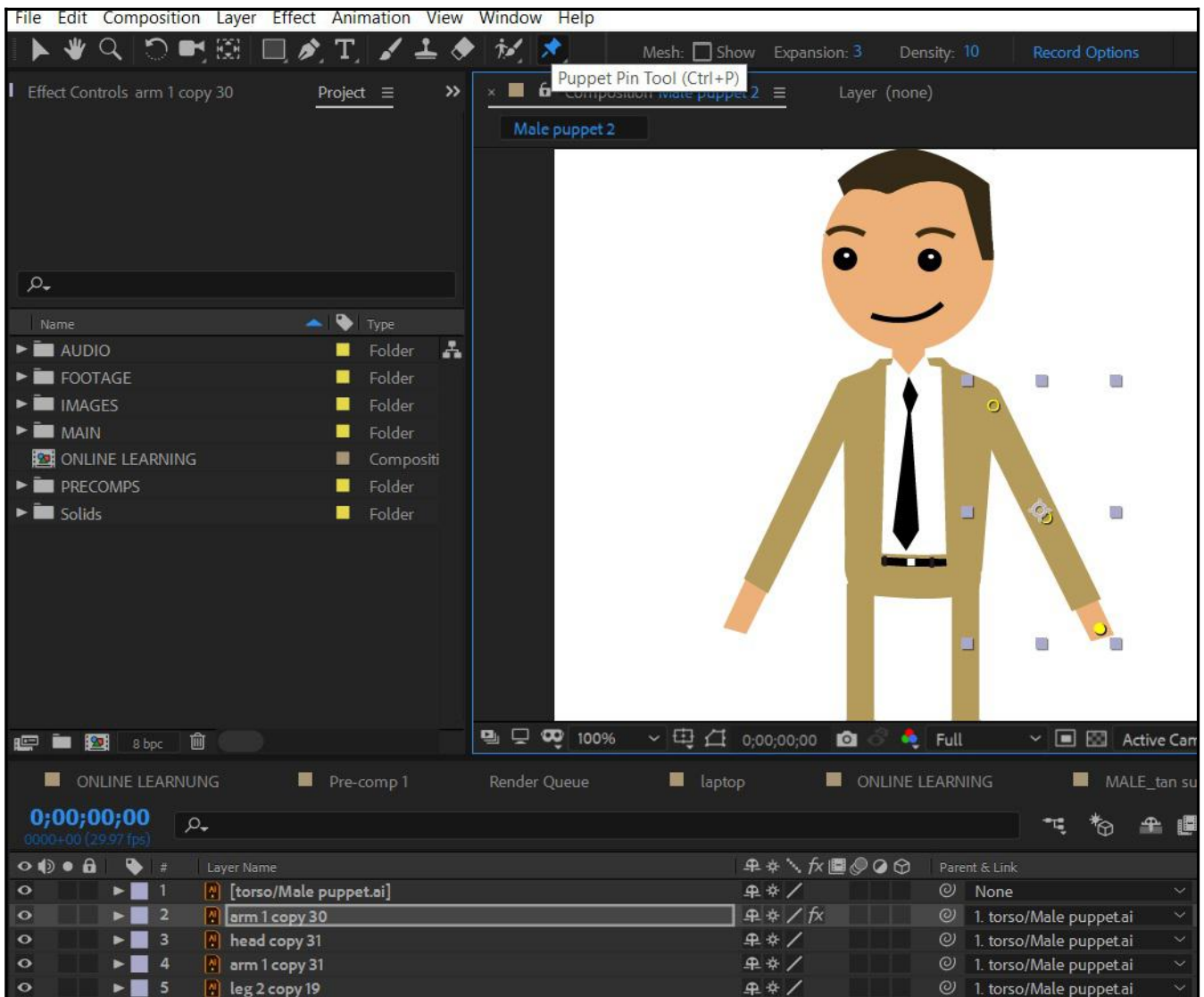
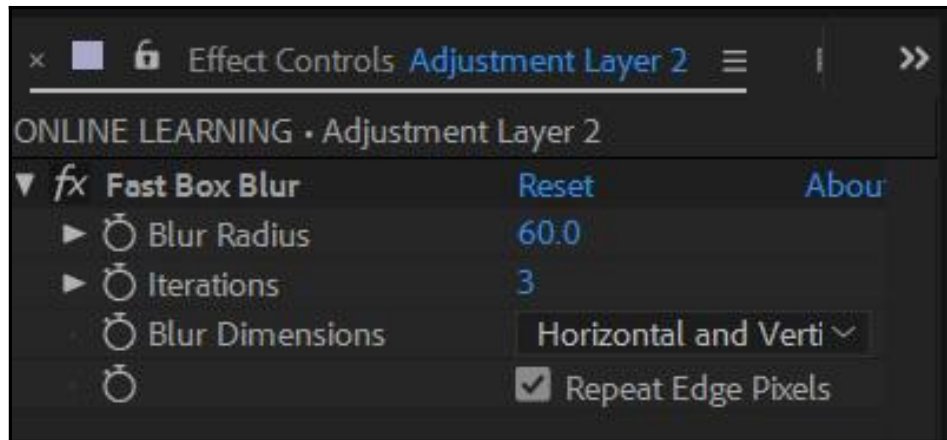


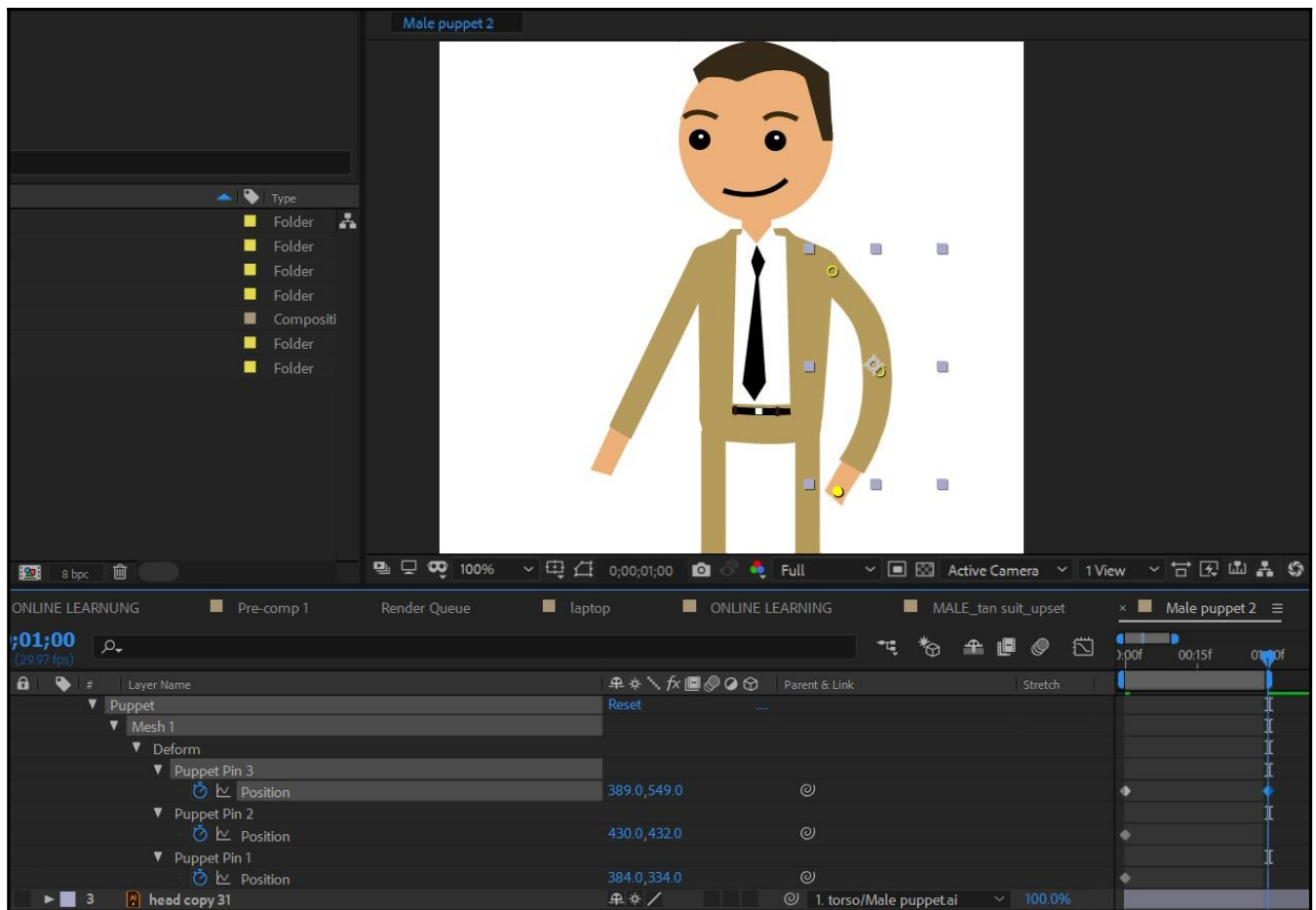


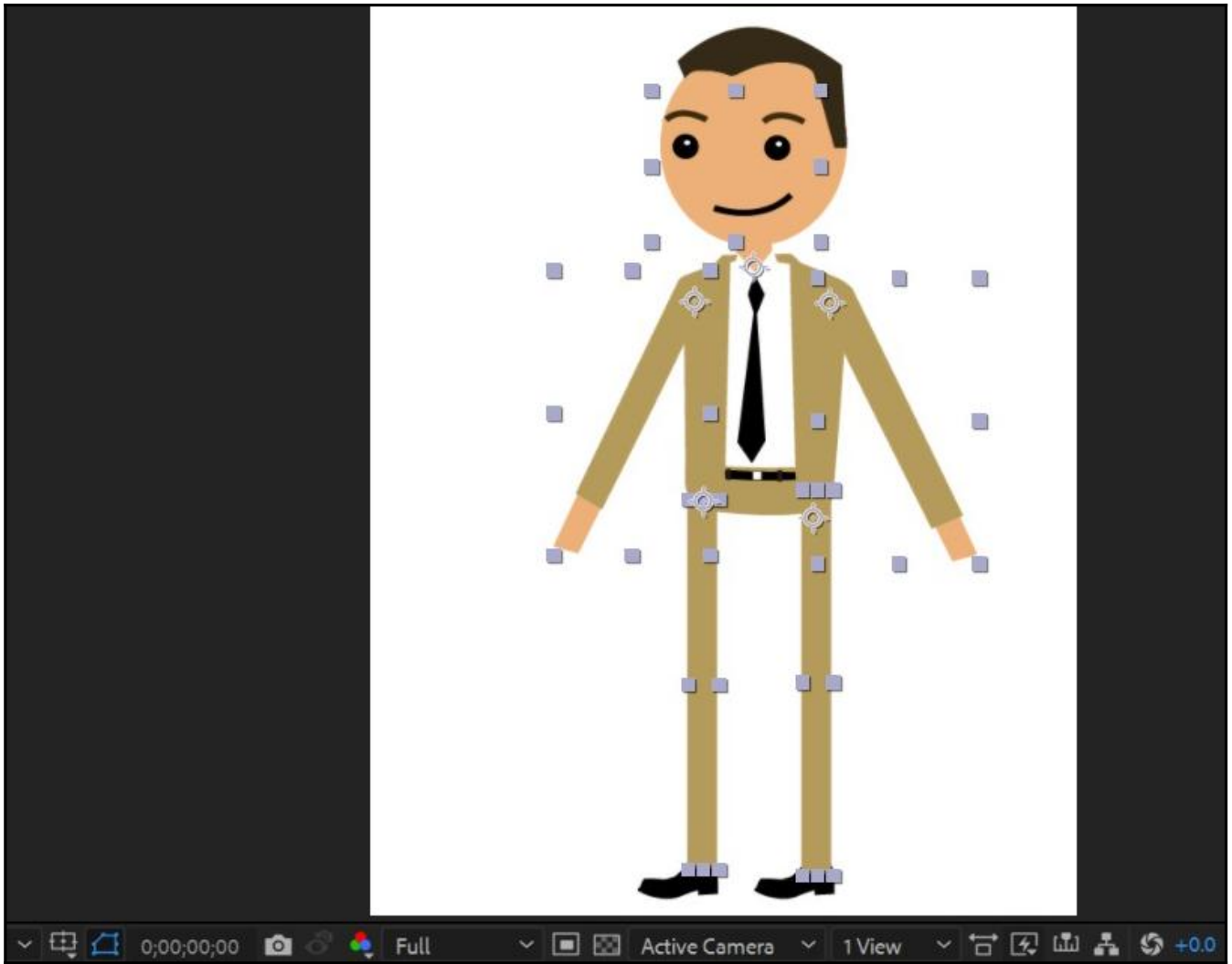












Character Animator Project 6 – Adobe Character Animator
 File Edit Scene Puppet Timeline Window Help Version

Start Rig Record Stream

Start Here!
 New to Character Animator? Enter Dr. Funkenstein's lab and learn the basics in this interactive tutorial.

Watch Video Tutorials
 From beginner walkthroughs to more advanced techniques, learn more about what's possible in Character Animator with these video tutorials.

Template Puppets

Blank Face (Photoshop)
Blank Face (Illustrator)
 Simple face template for making your own puppets. Just add your art to the blank layers.

Chloe (Photoshop)
Chloe (Illustrator)
 Basic character with expressive face and draggable arms.

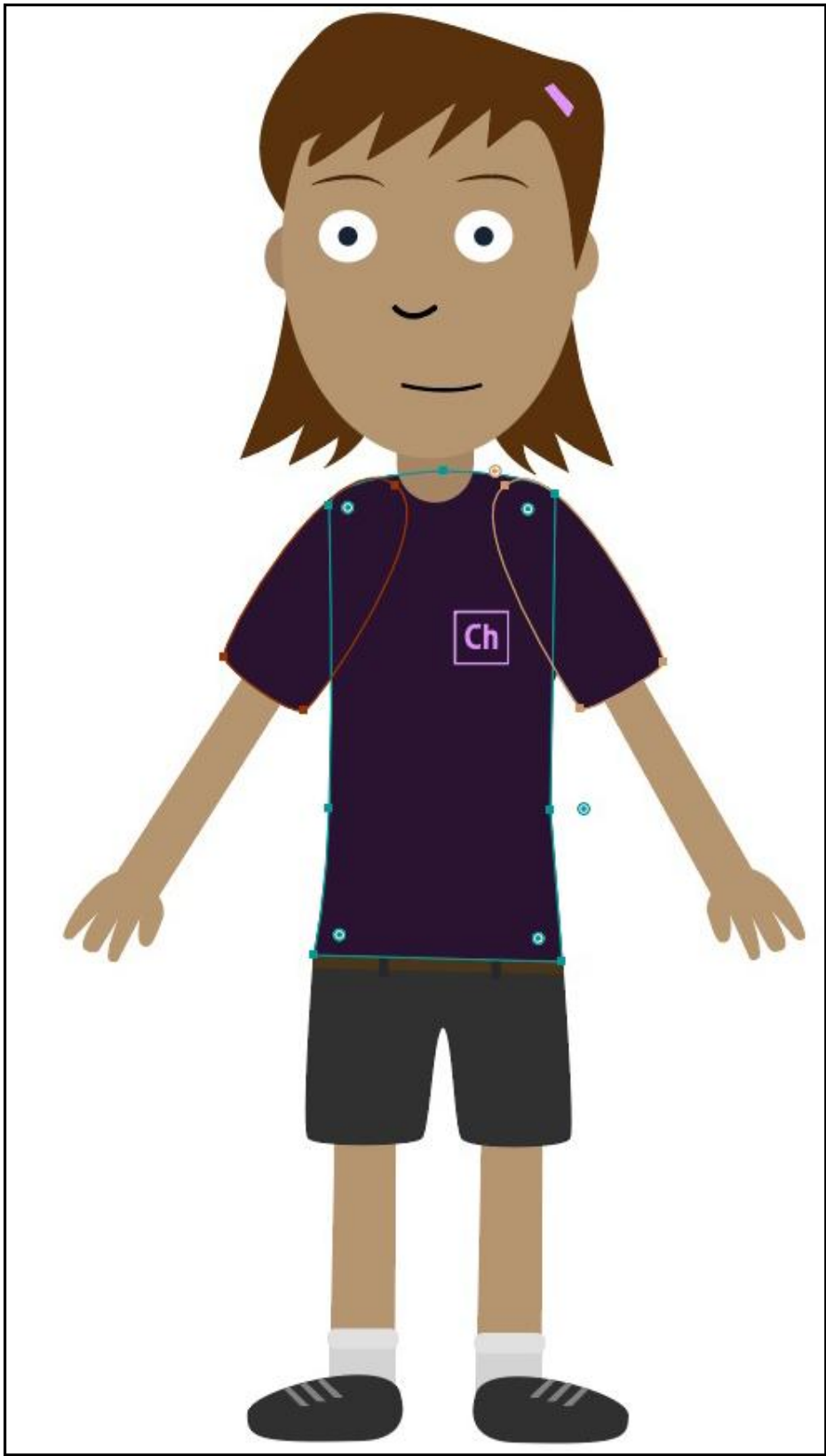
Dr. Applesmith
 Clay animation character with head turning.

Walkbot
 Profile-view robot with a walk cycle, nutcracker jaw, and blinking lights.

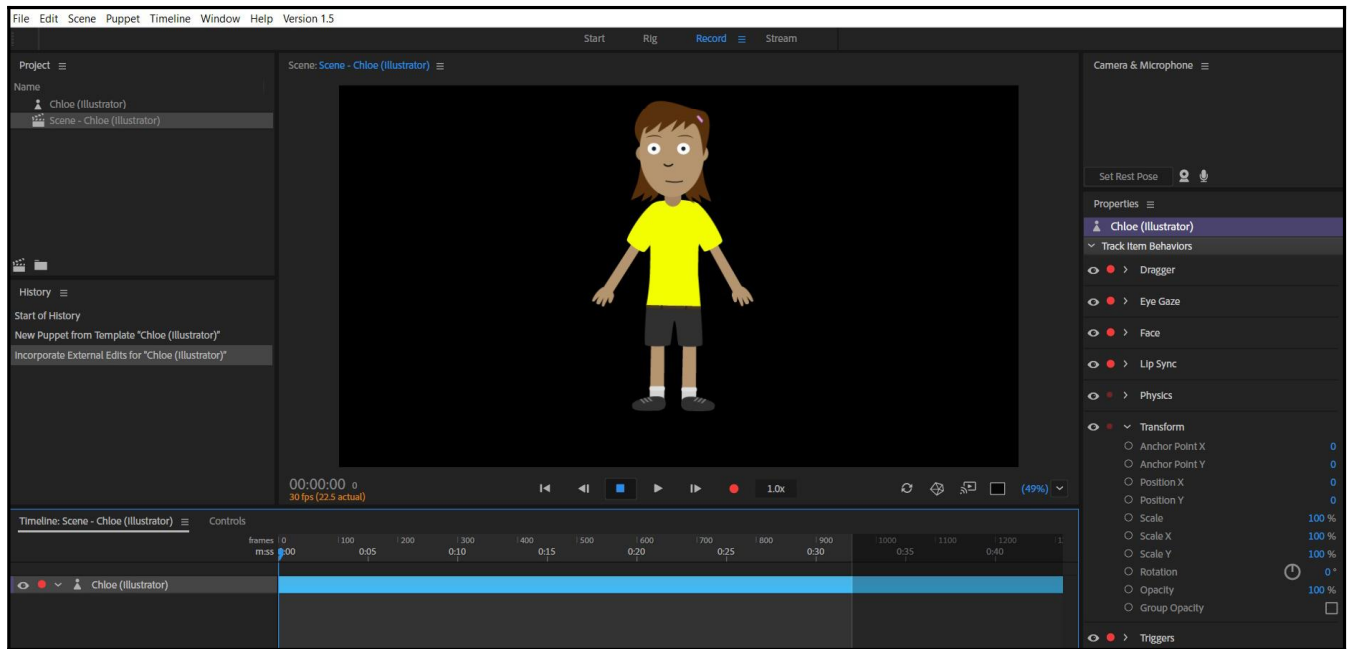
What's New Help Forums Provide Feedback

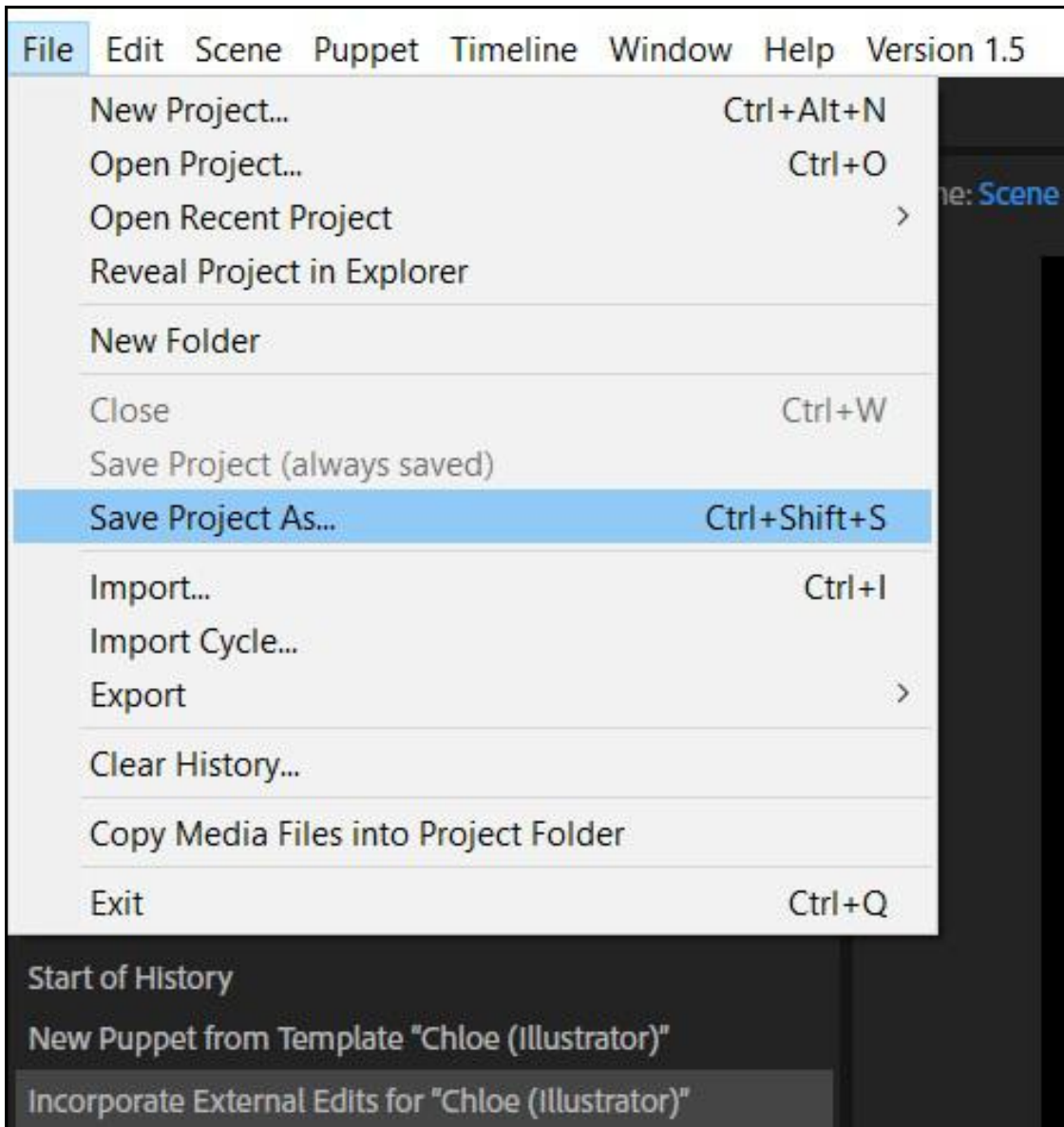
New Project... Open Project...

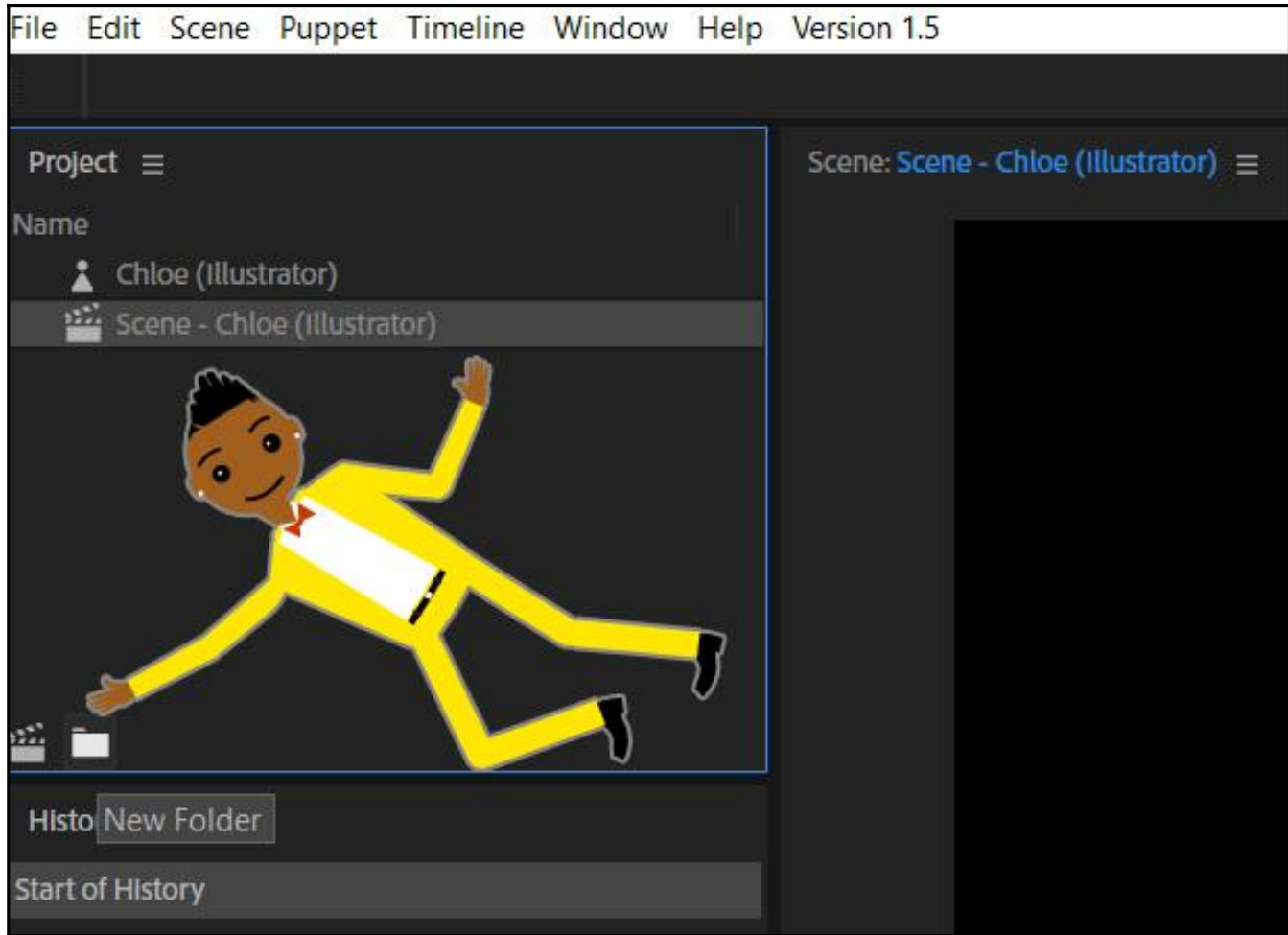


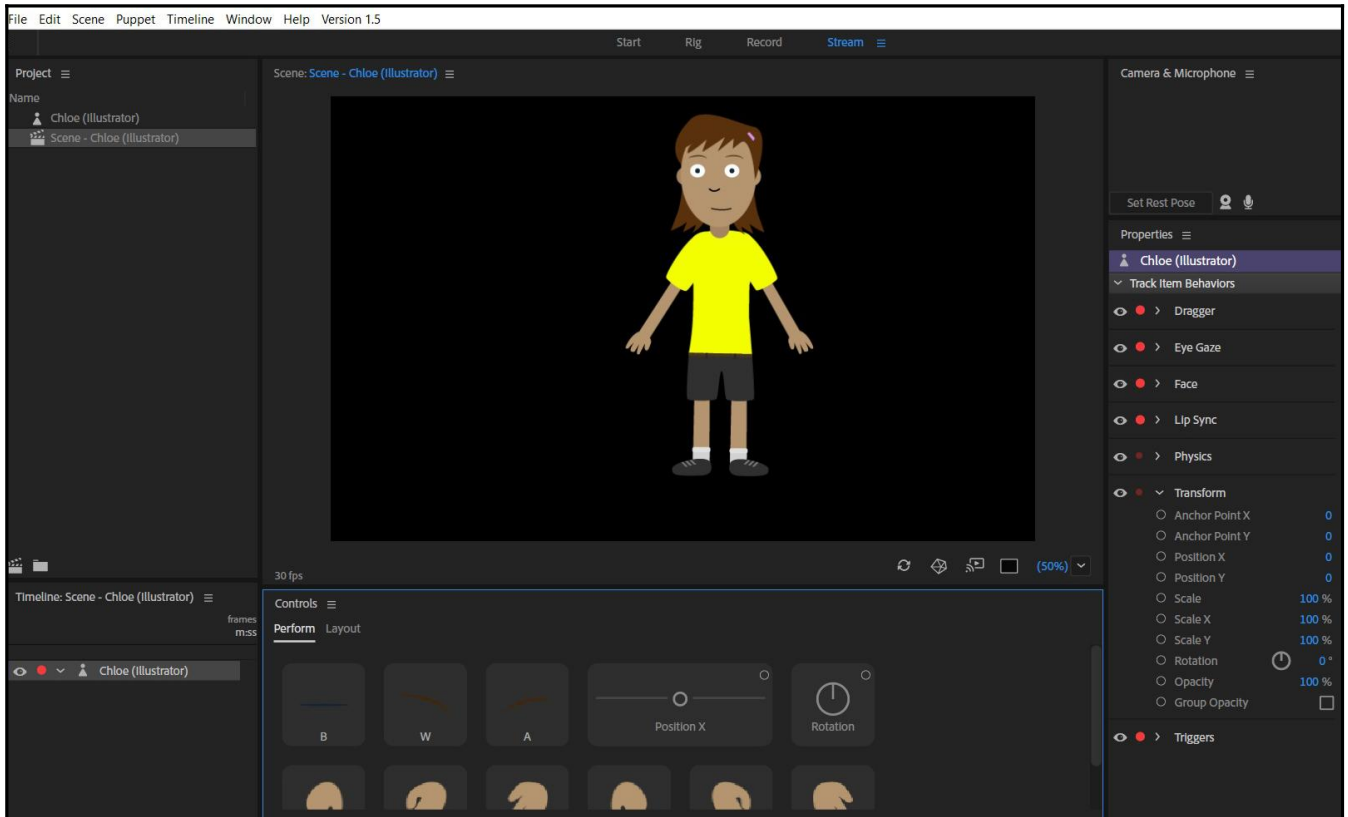
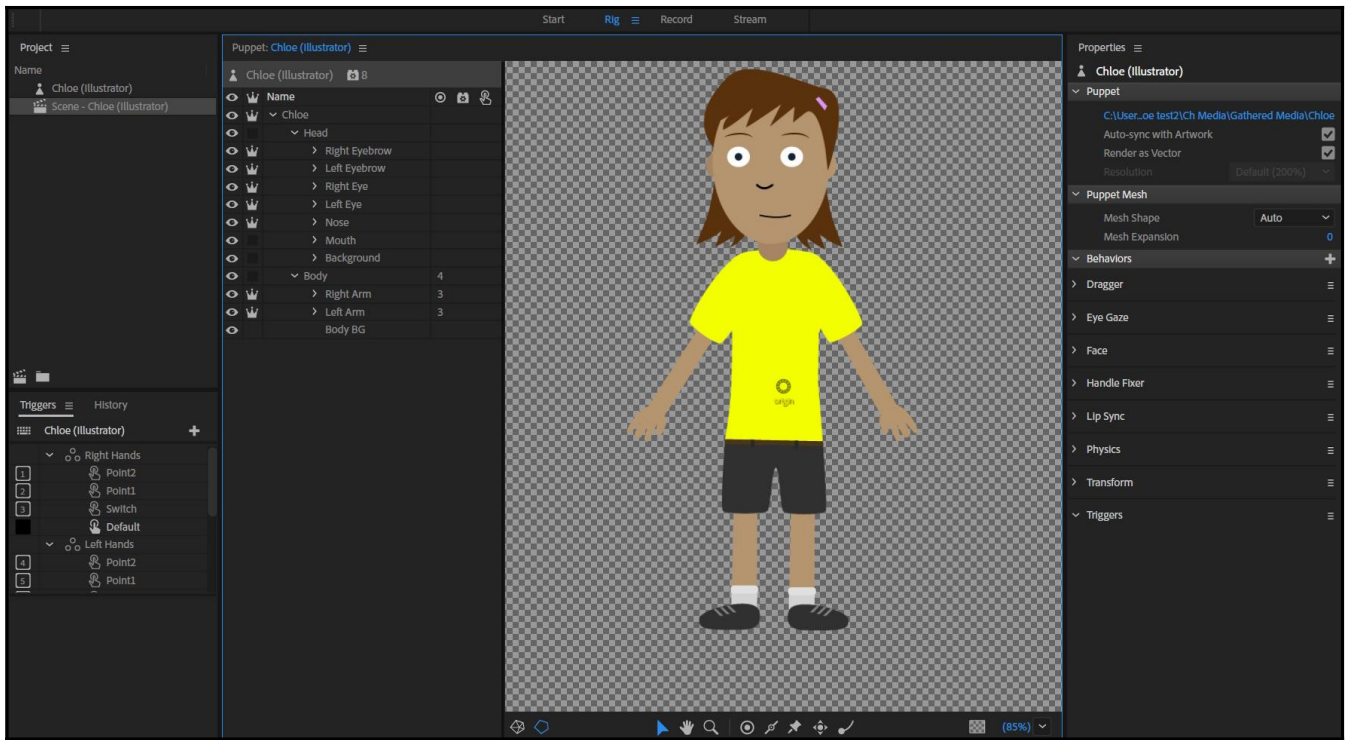














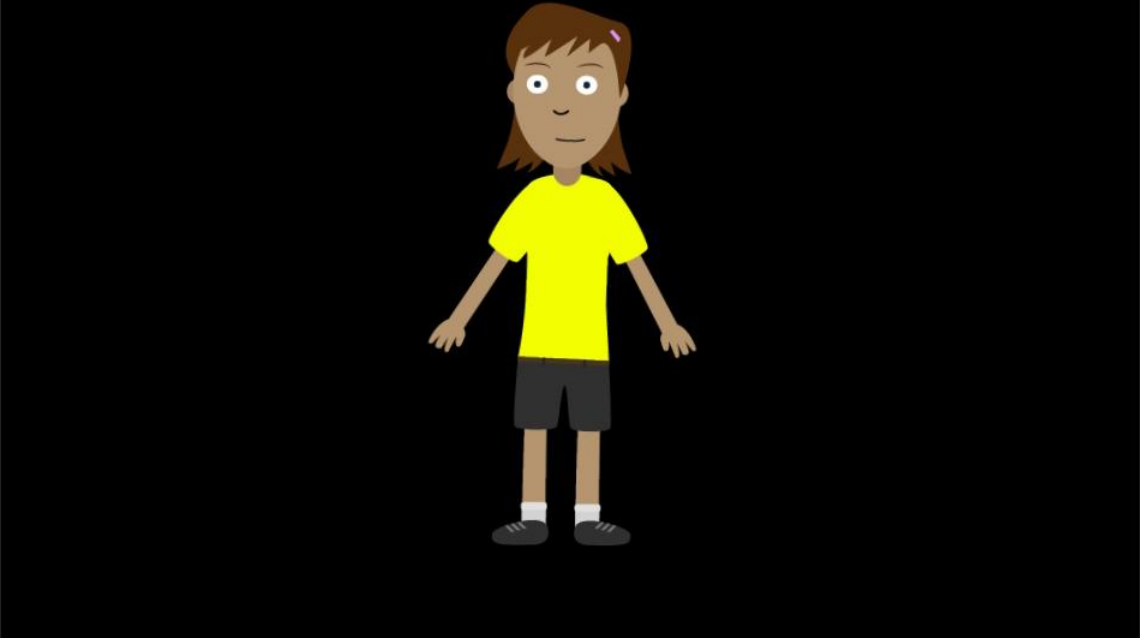
Properties 

 Scene - Chloe (Illustrator)


Scene

Frame Rate	29.97 fps
Duration	6 sec
Width	1,920 px
Height	1,080 px




Scene: Scene - Chloe (Illustrator) 

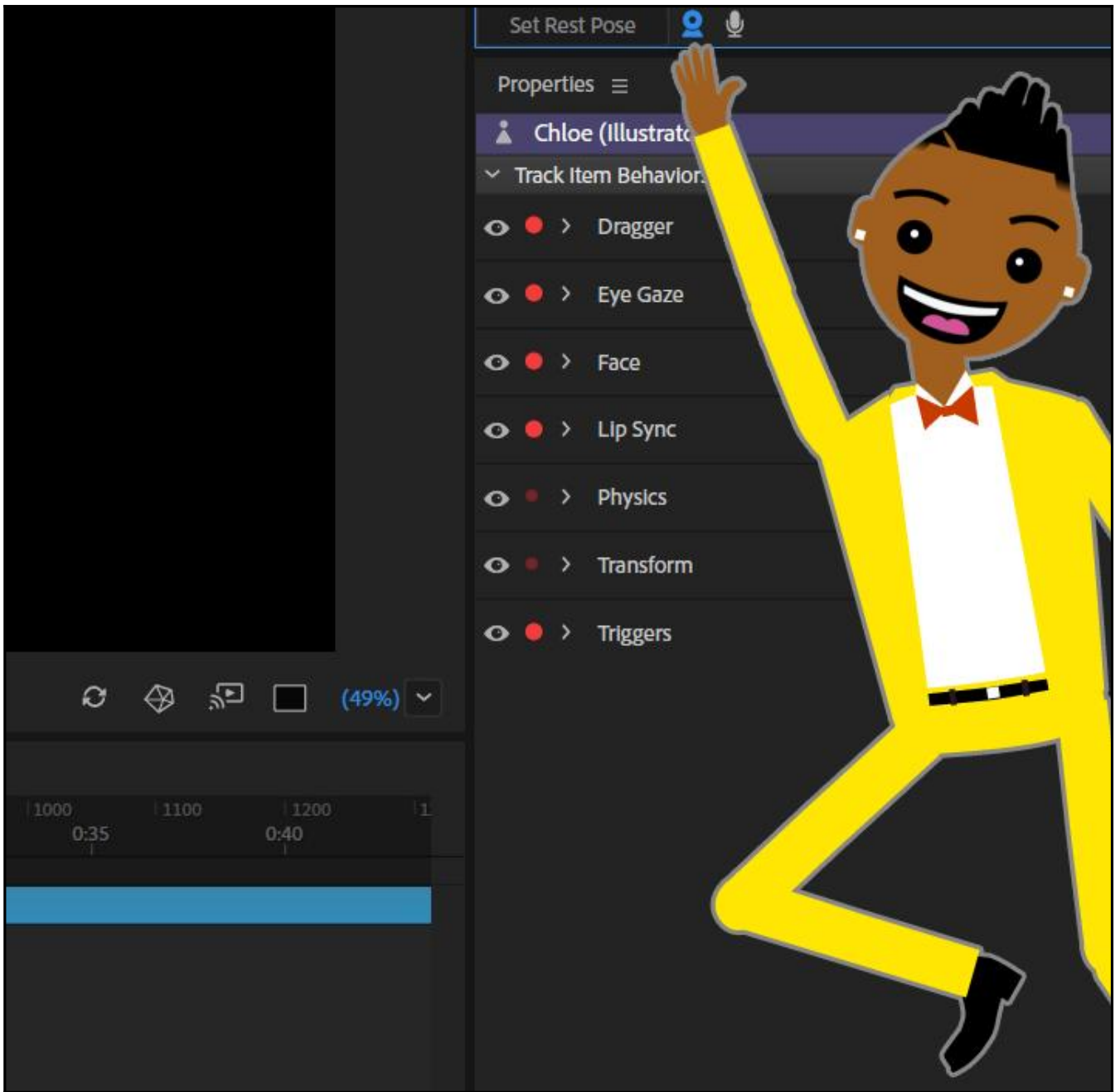


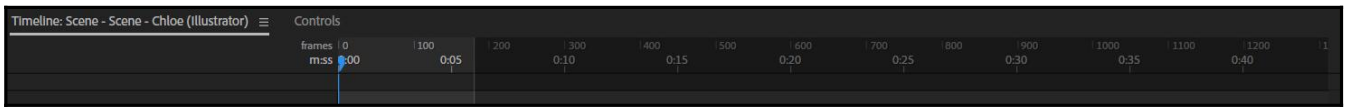
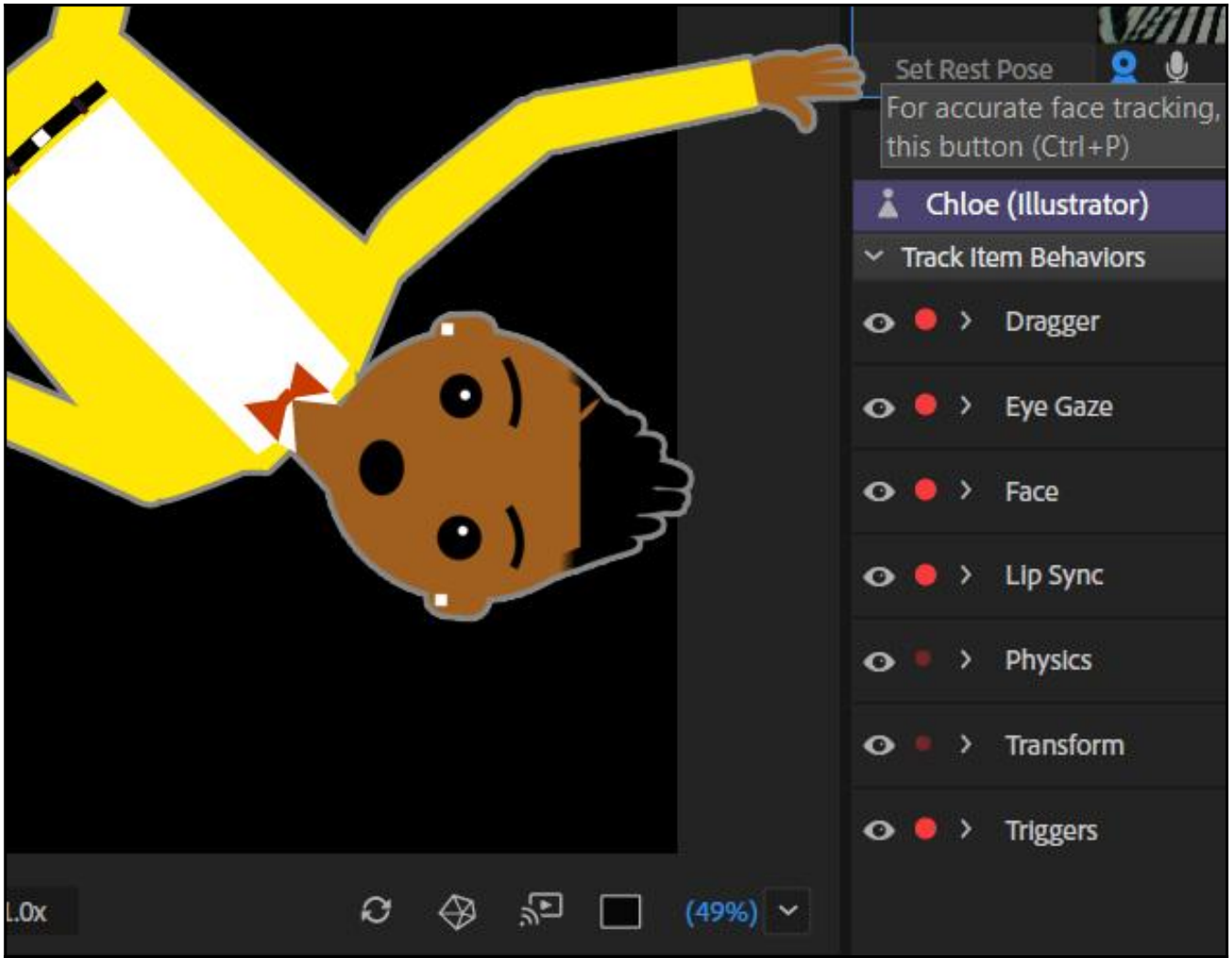
00:00:00 
30 fps

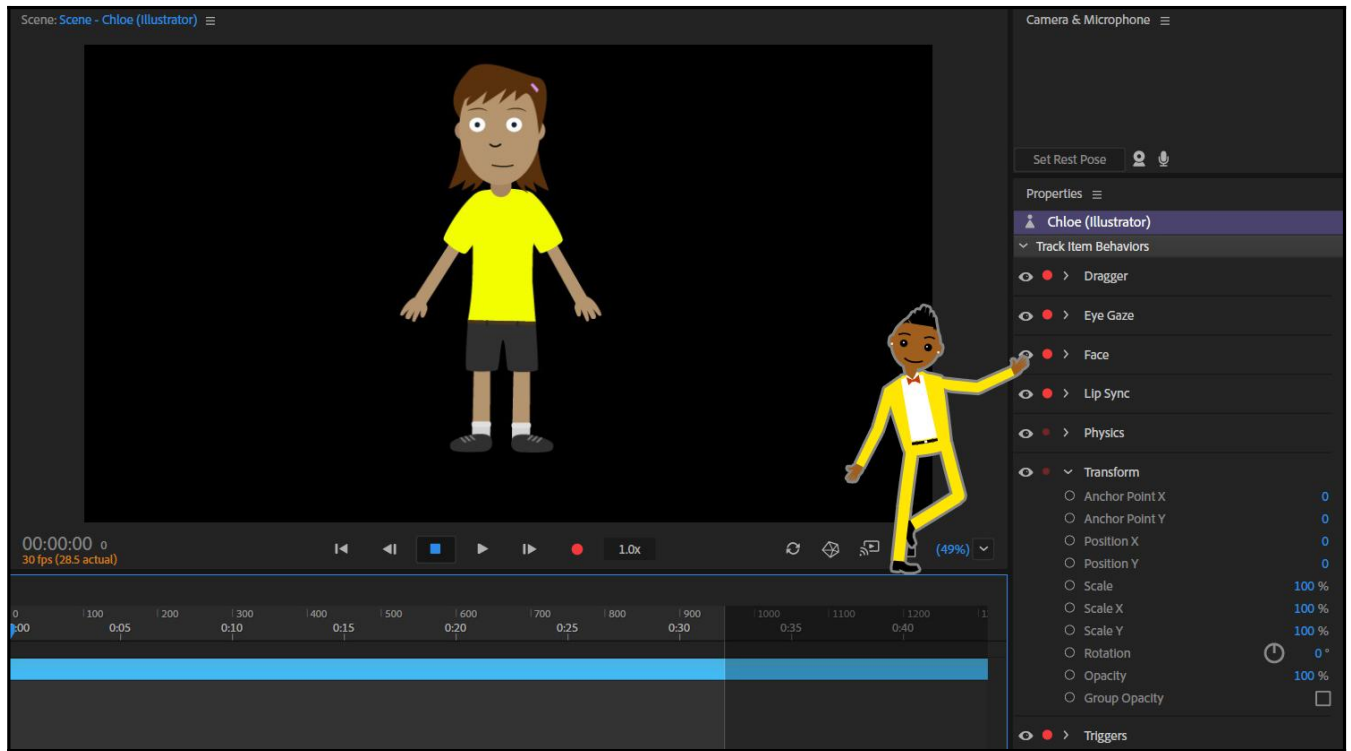
   1.0x

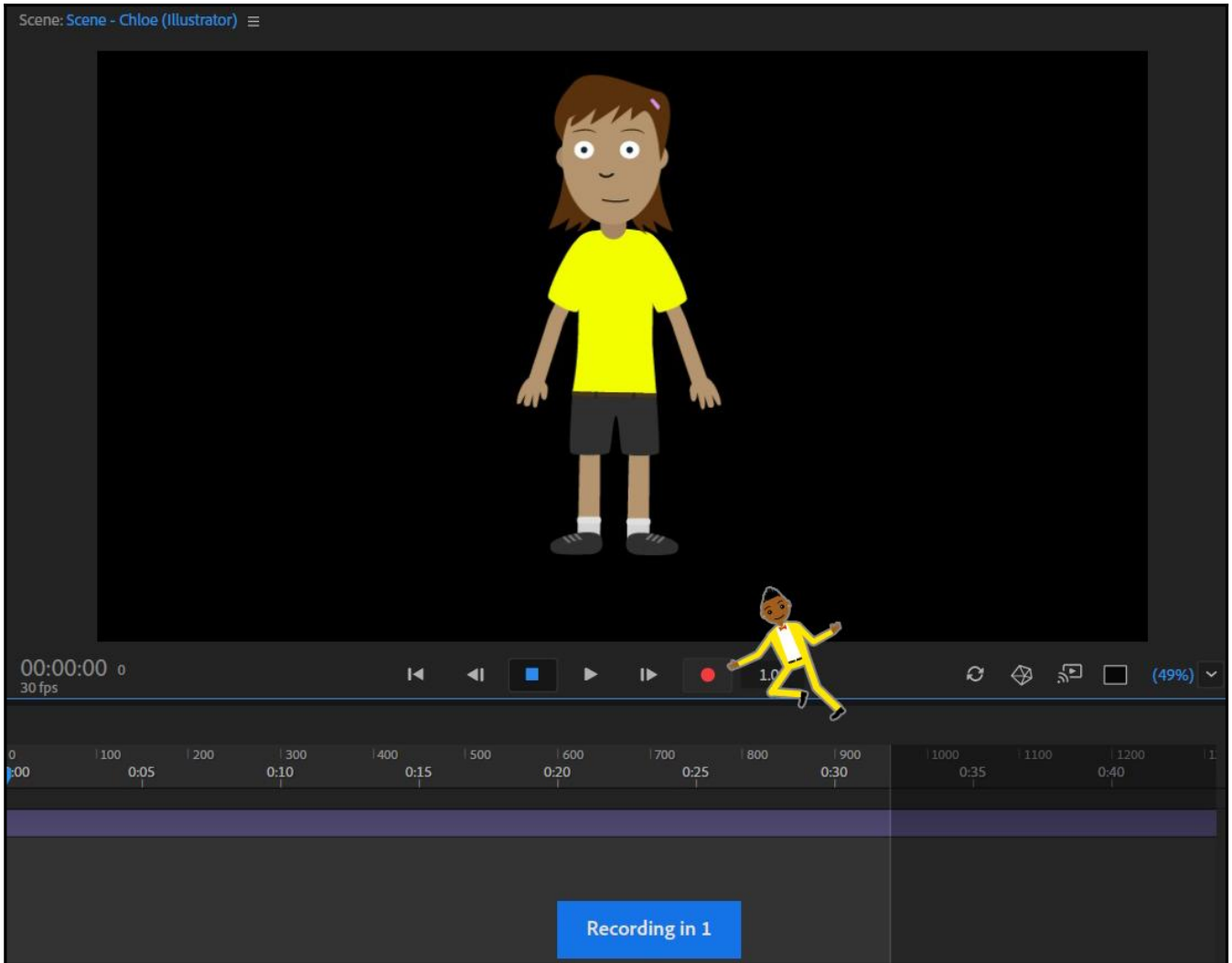
Record (Ctrl+R)

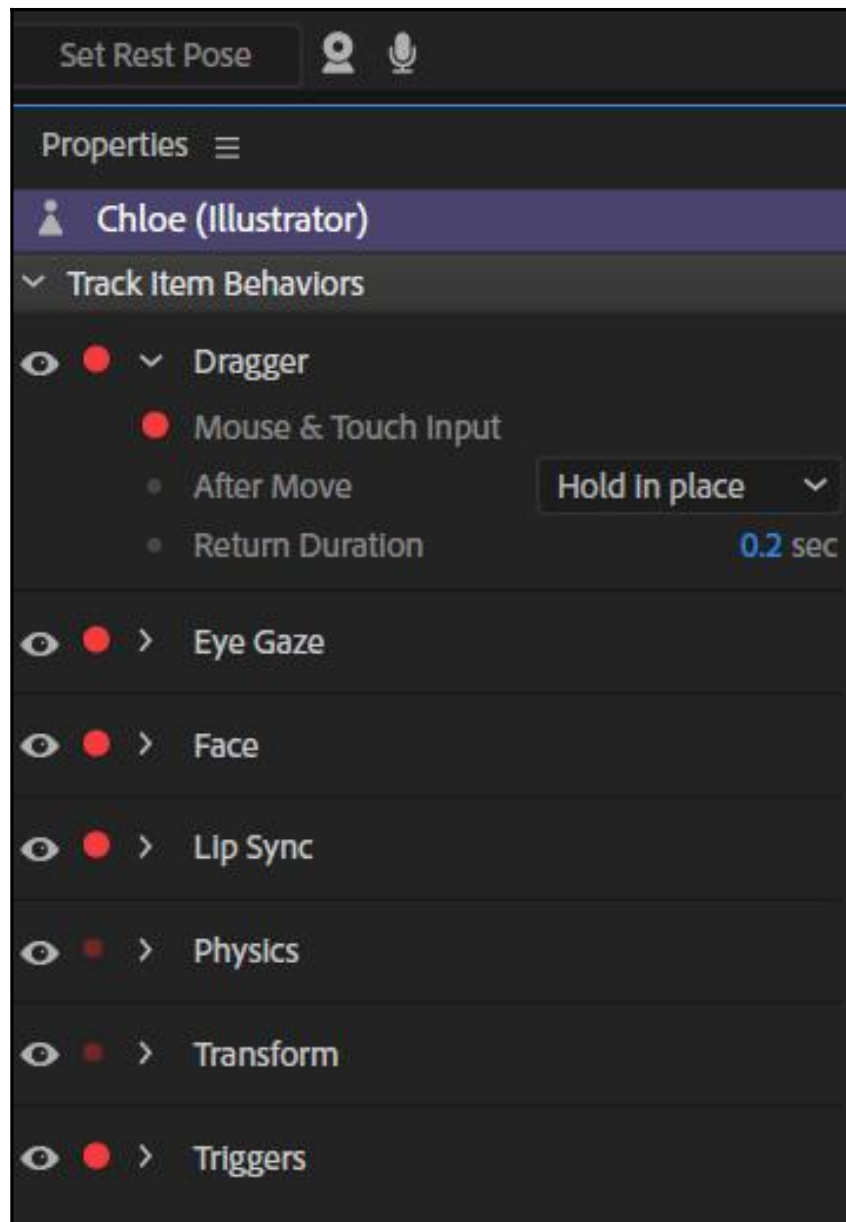
    (49%) 

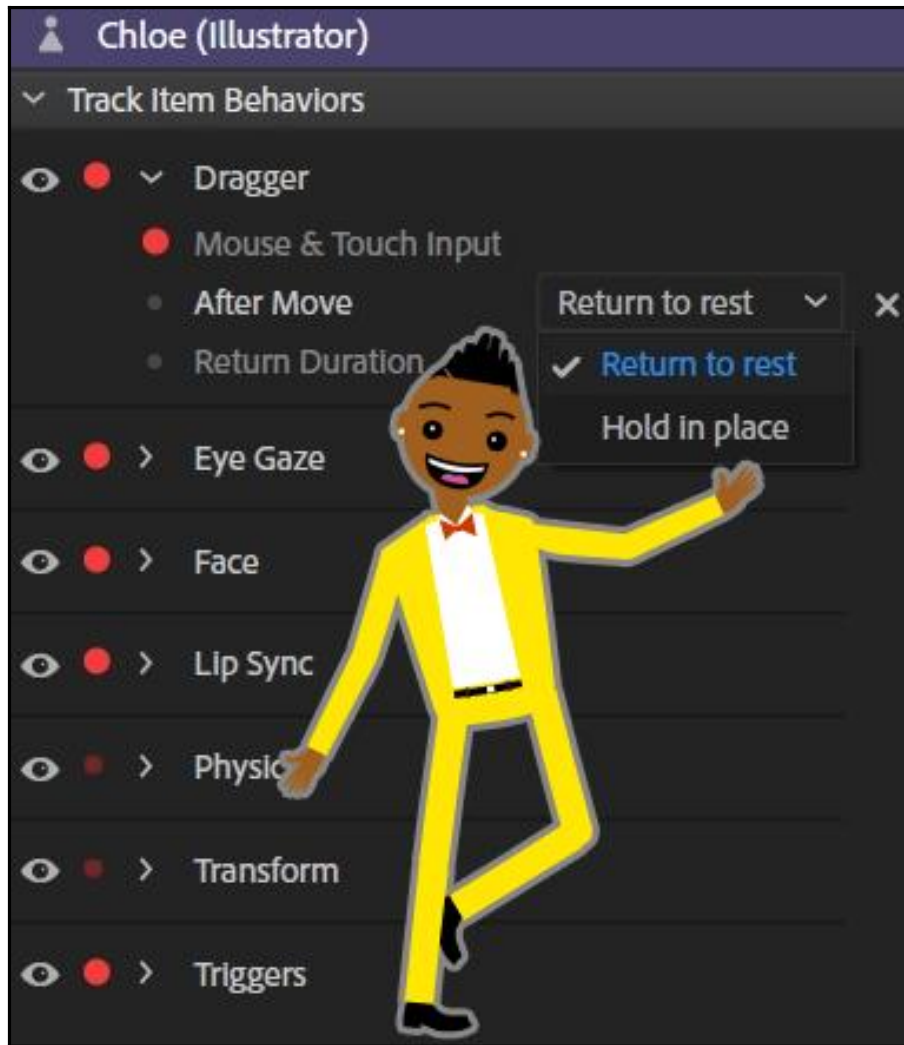


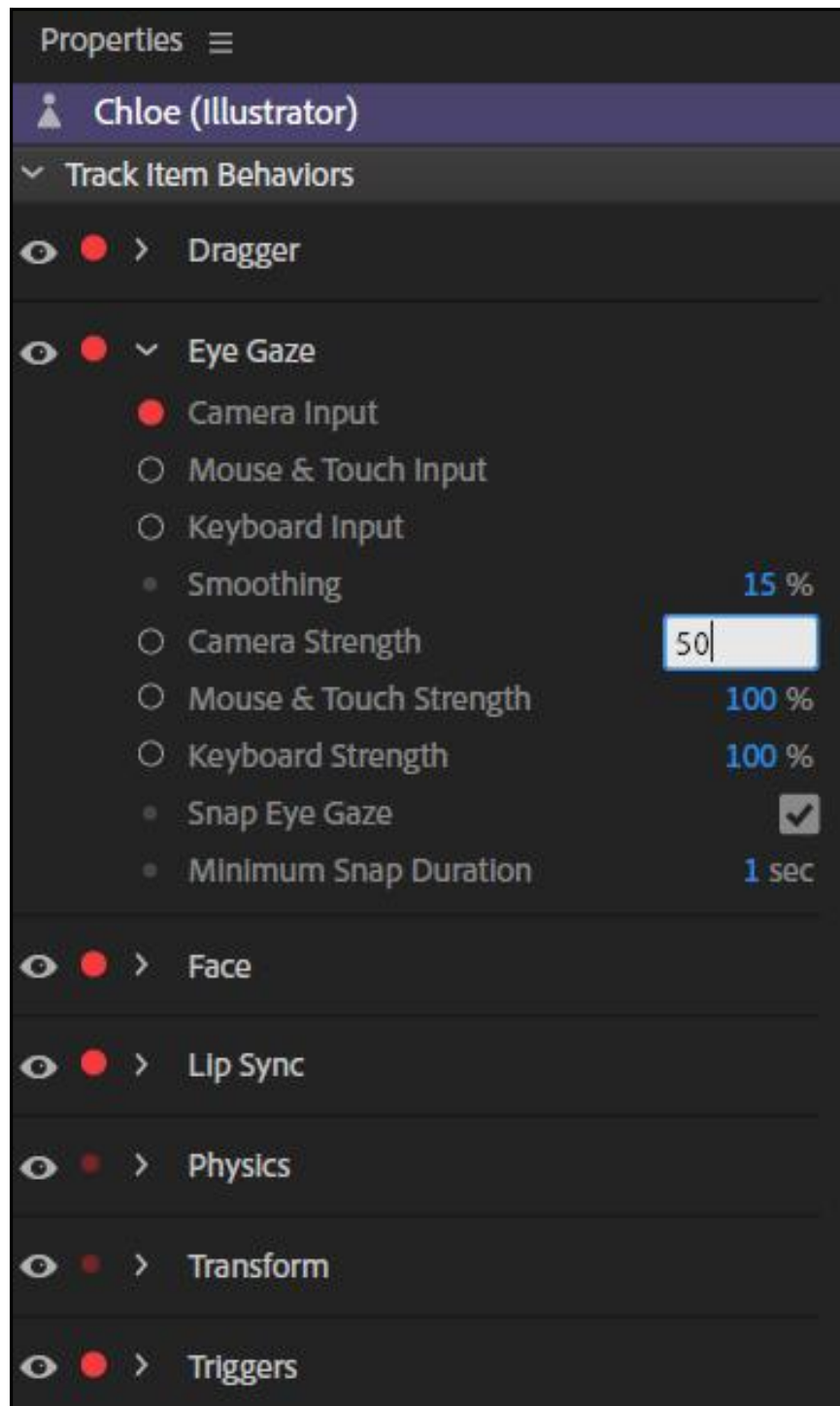


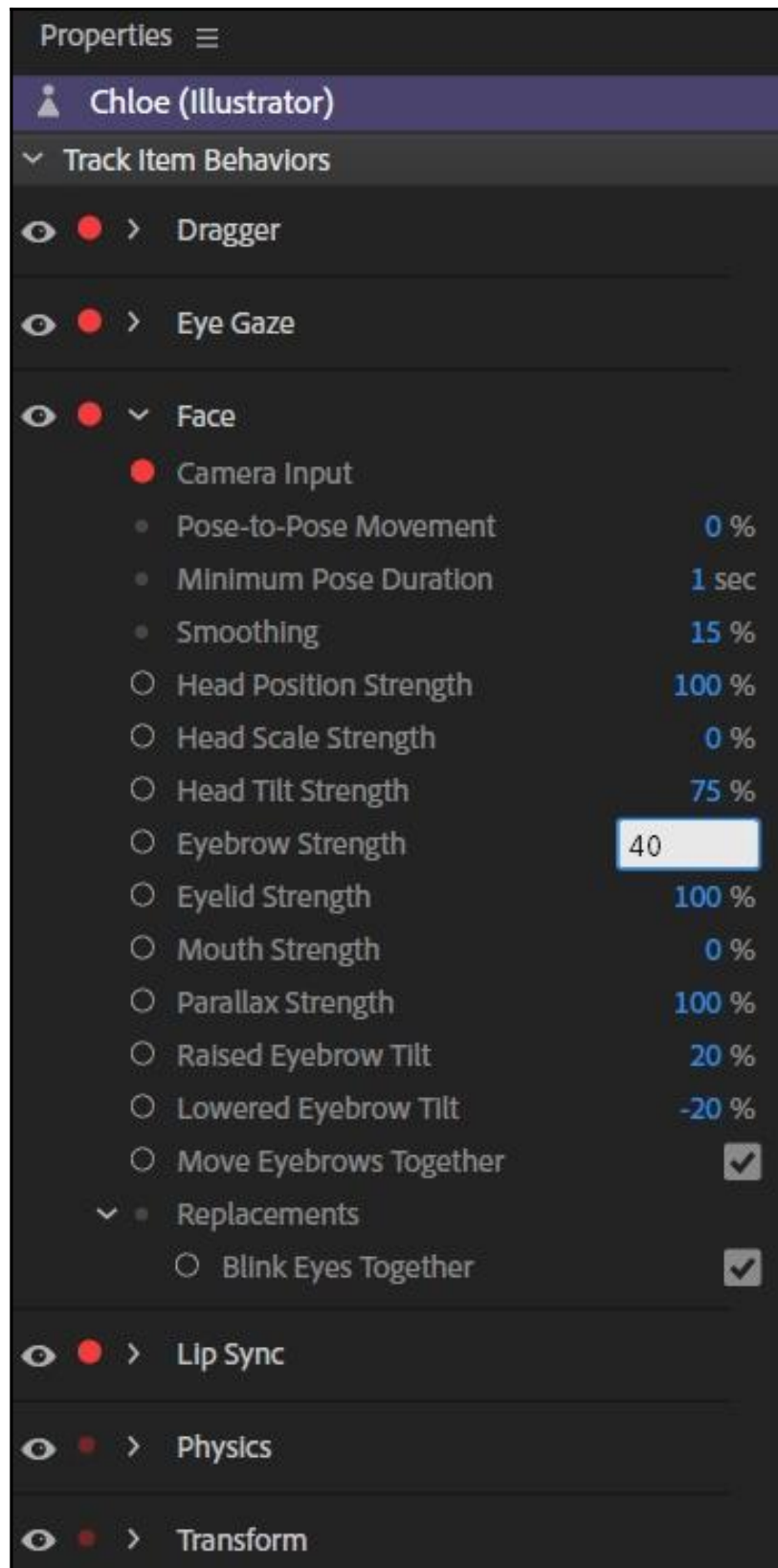


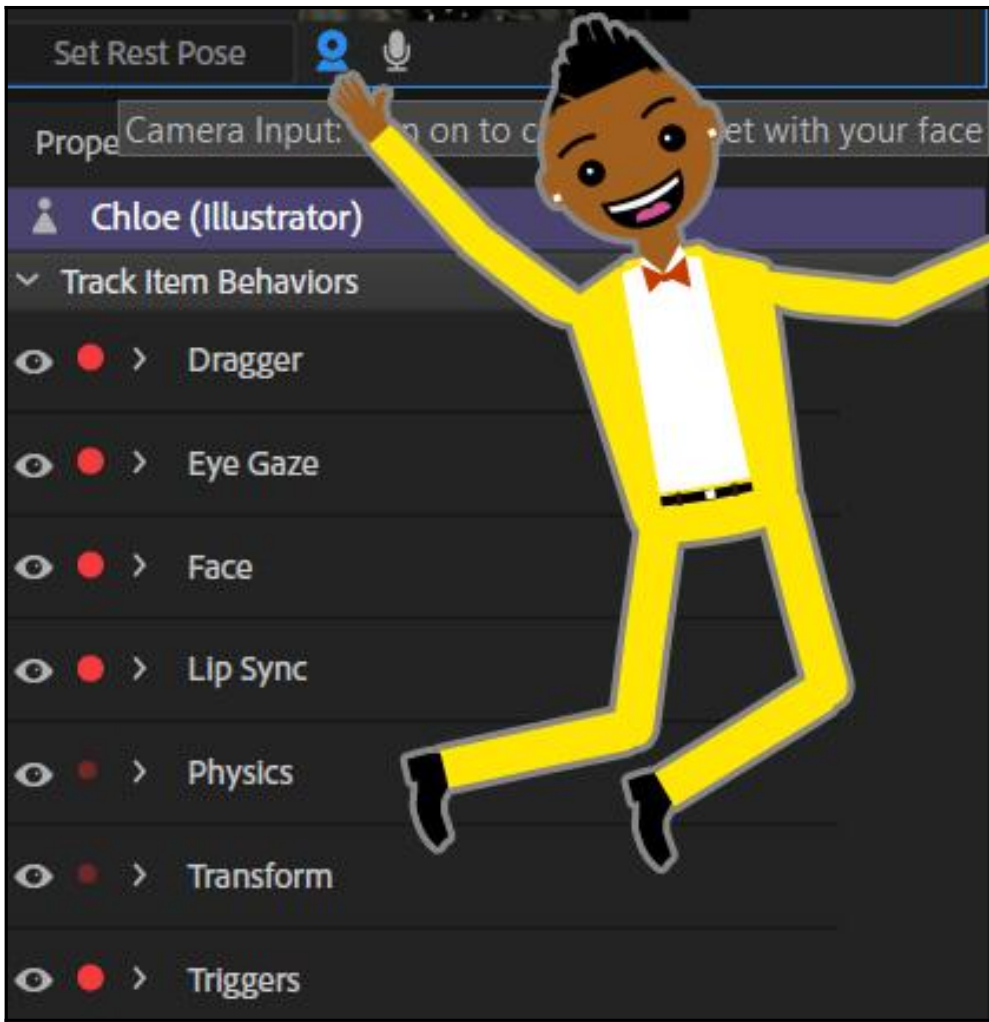


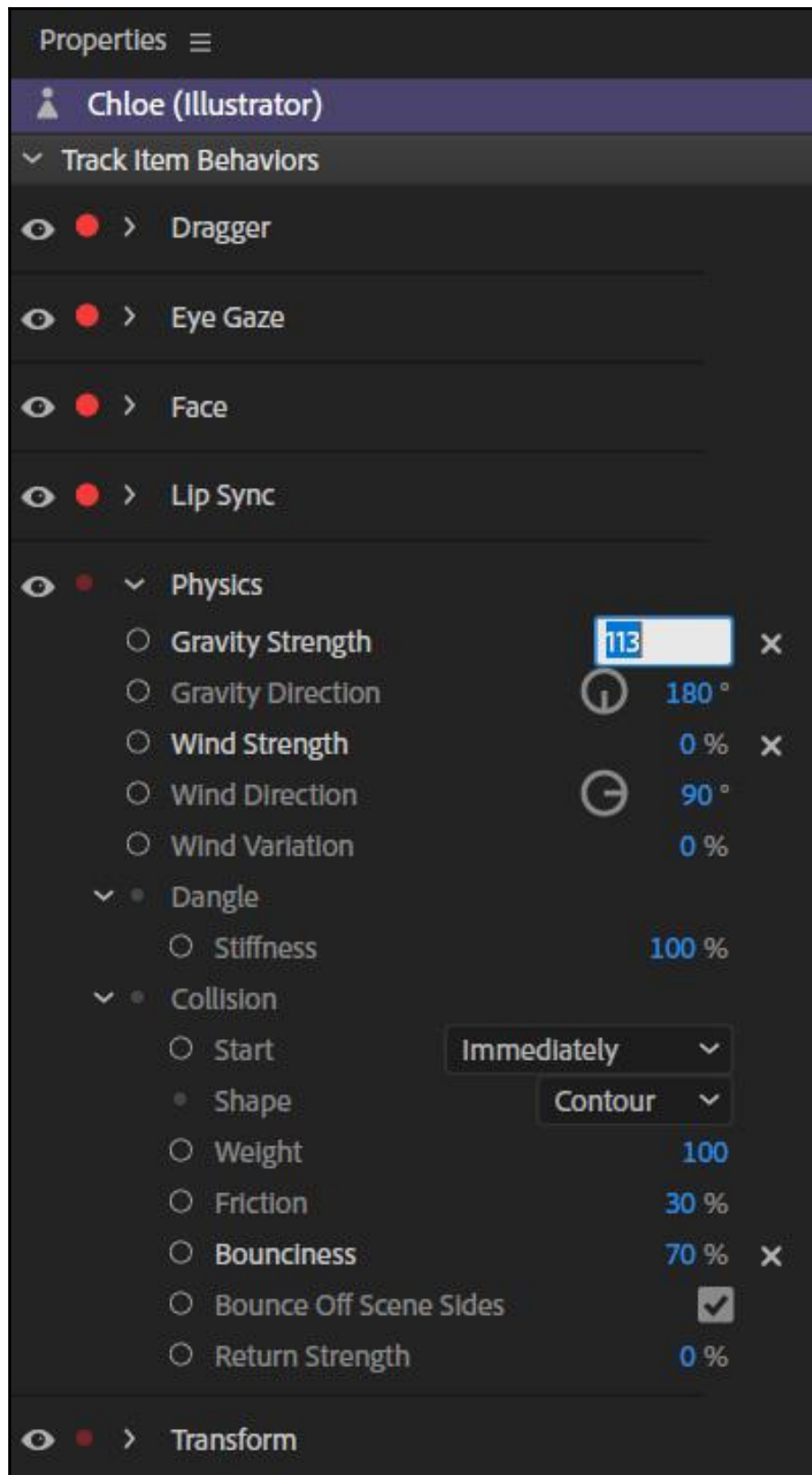


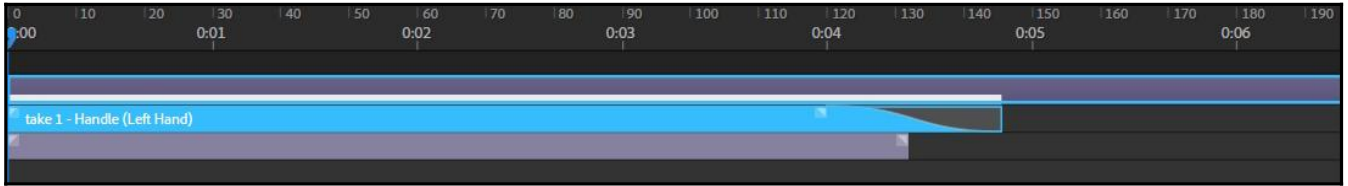
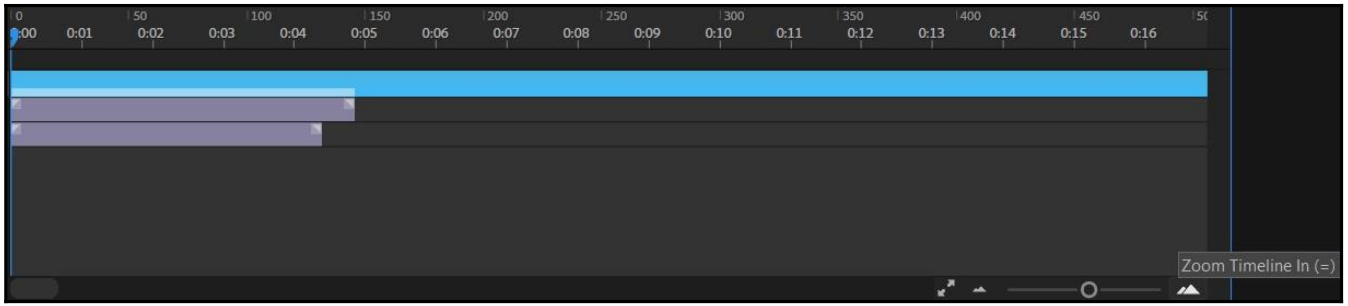


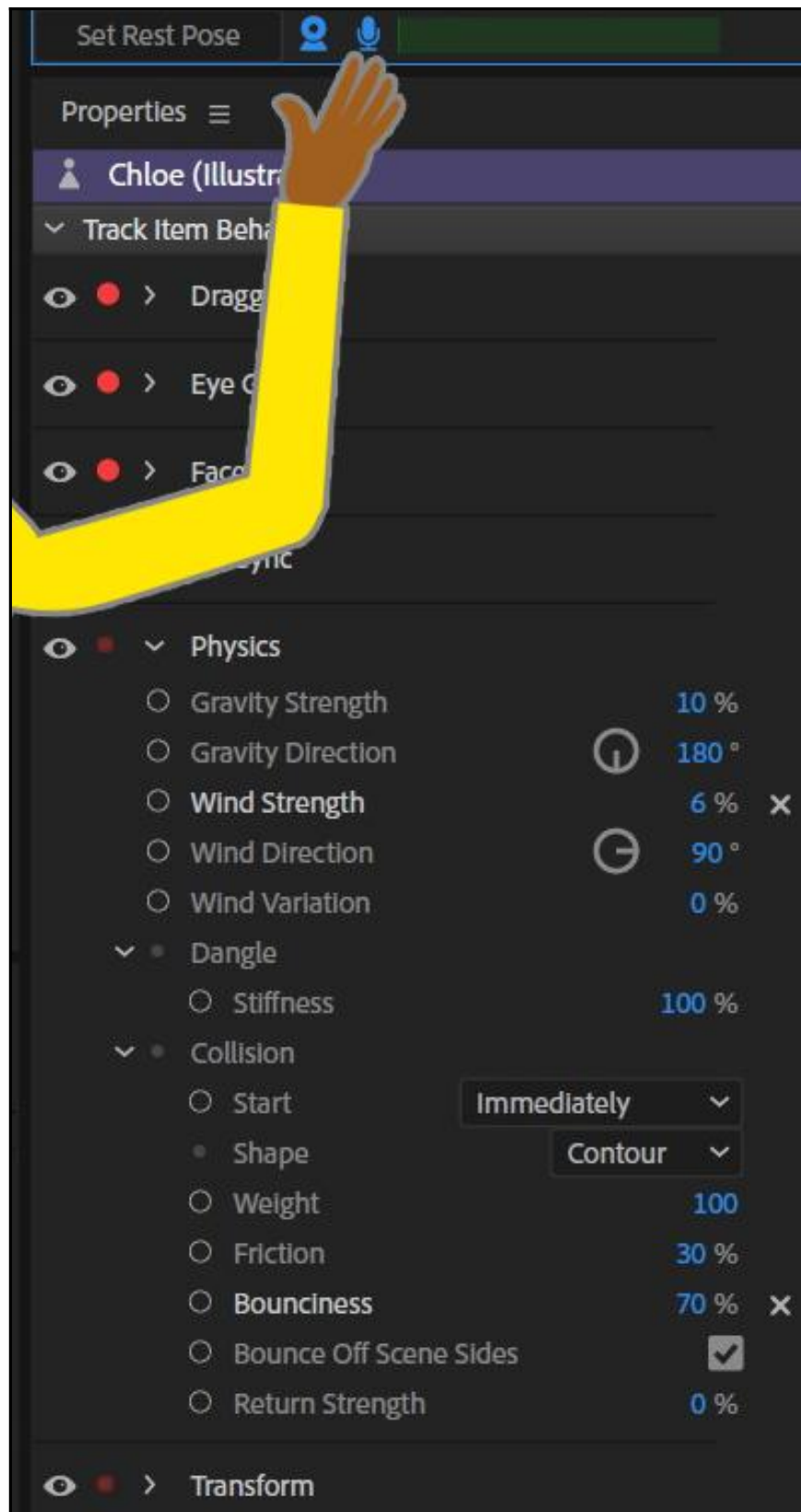












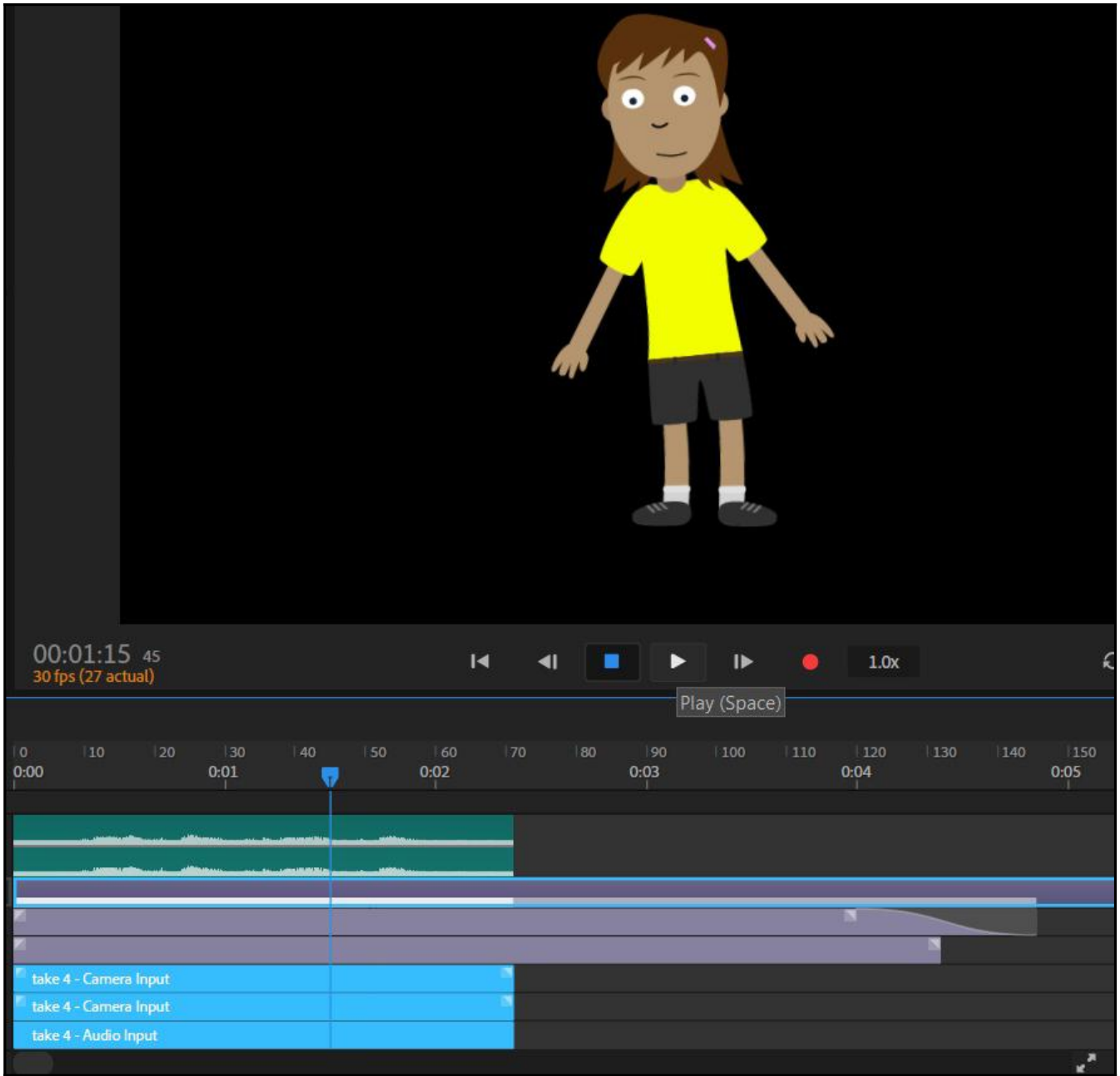
Timeline: Scene - Chloe (Illustrator) ≡ Controls


frames | 0 | 10 | 20 | 30 | 40 | 50 | 60 | 70 | 80 | 90
m:ss | 0:00 | | | 0:01 | | | 0:02 | | | 0:03


🔊 + take 4 - Audio

👁️ 🔴 ▾ 👤 Chloe (Illustrator)

👁️	Dragger	Handle (Left Hand)	
		Handle (Right Hand)	
👁️	Eye Gaze	Camera Input	take 4 - Camera Input
👁️	Face	Camera Input	take 4 - Camera Input
👁️	Lip Sync	Audio Input	take 4 - Audio Input





Properties 

 Scene - Chloe (Illustrator)

▼ Scene

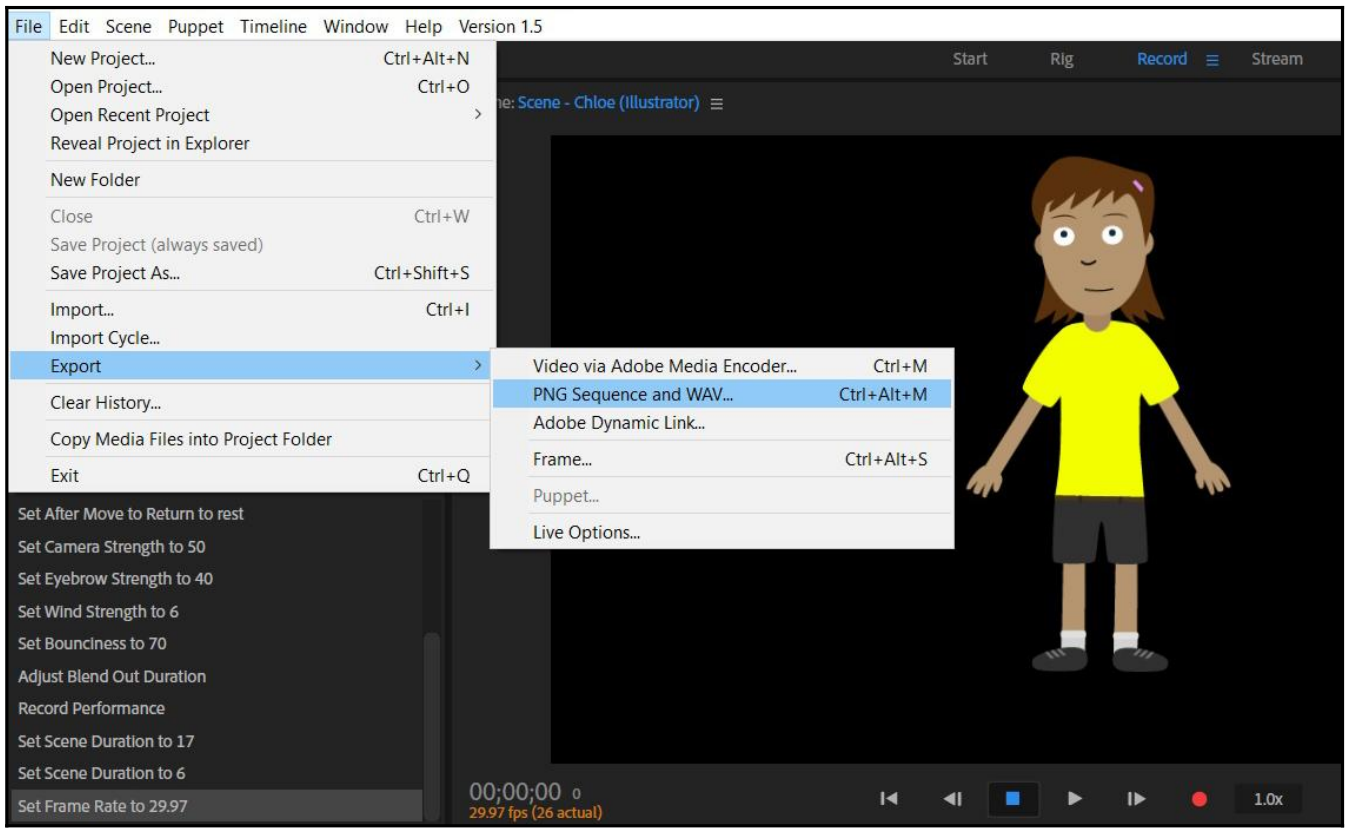
Frame Rate	30 fps
Duration	6 sec
Width	1,920 px
Height	1,080 px

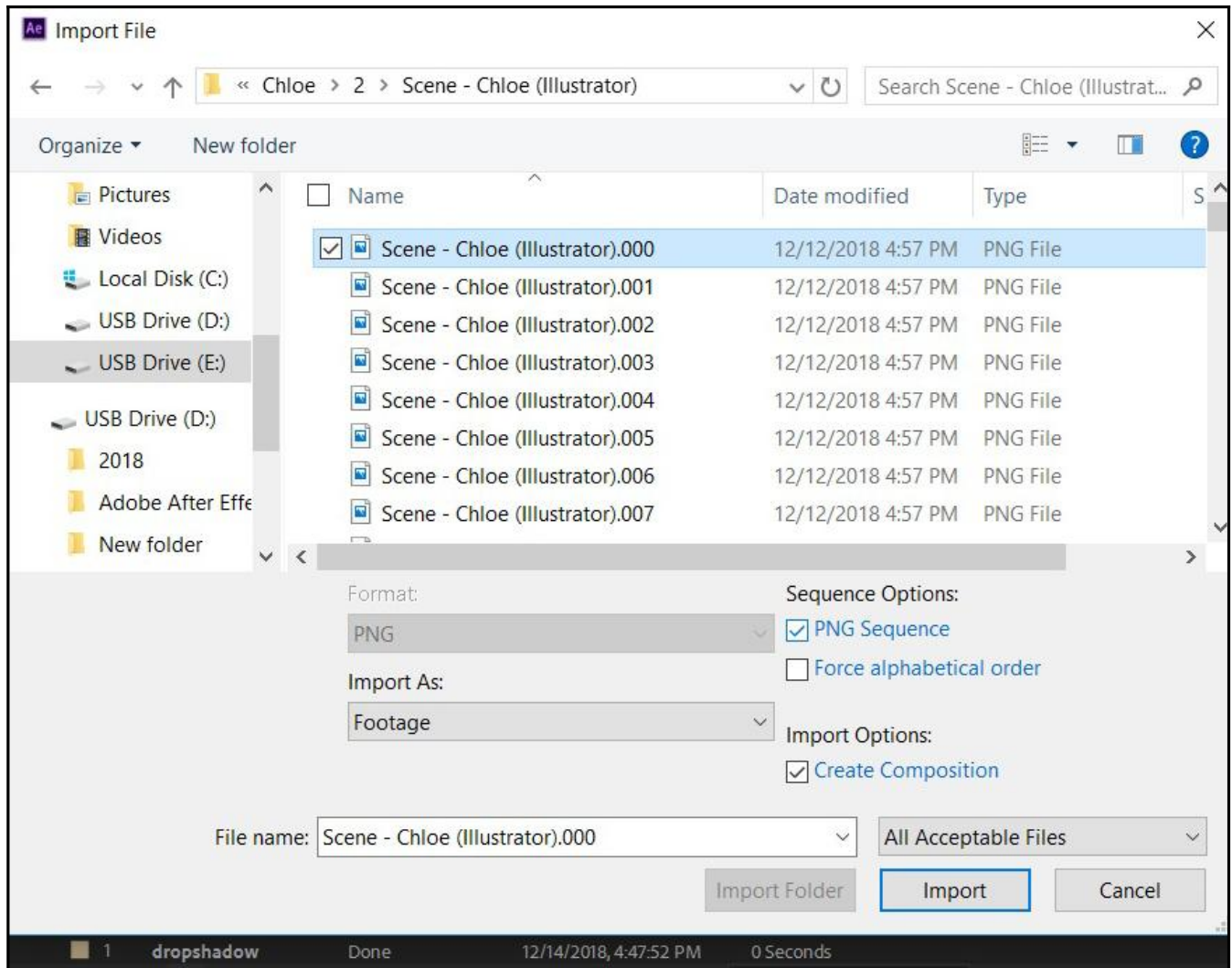
Properties 

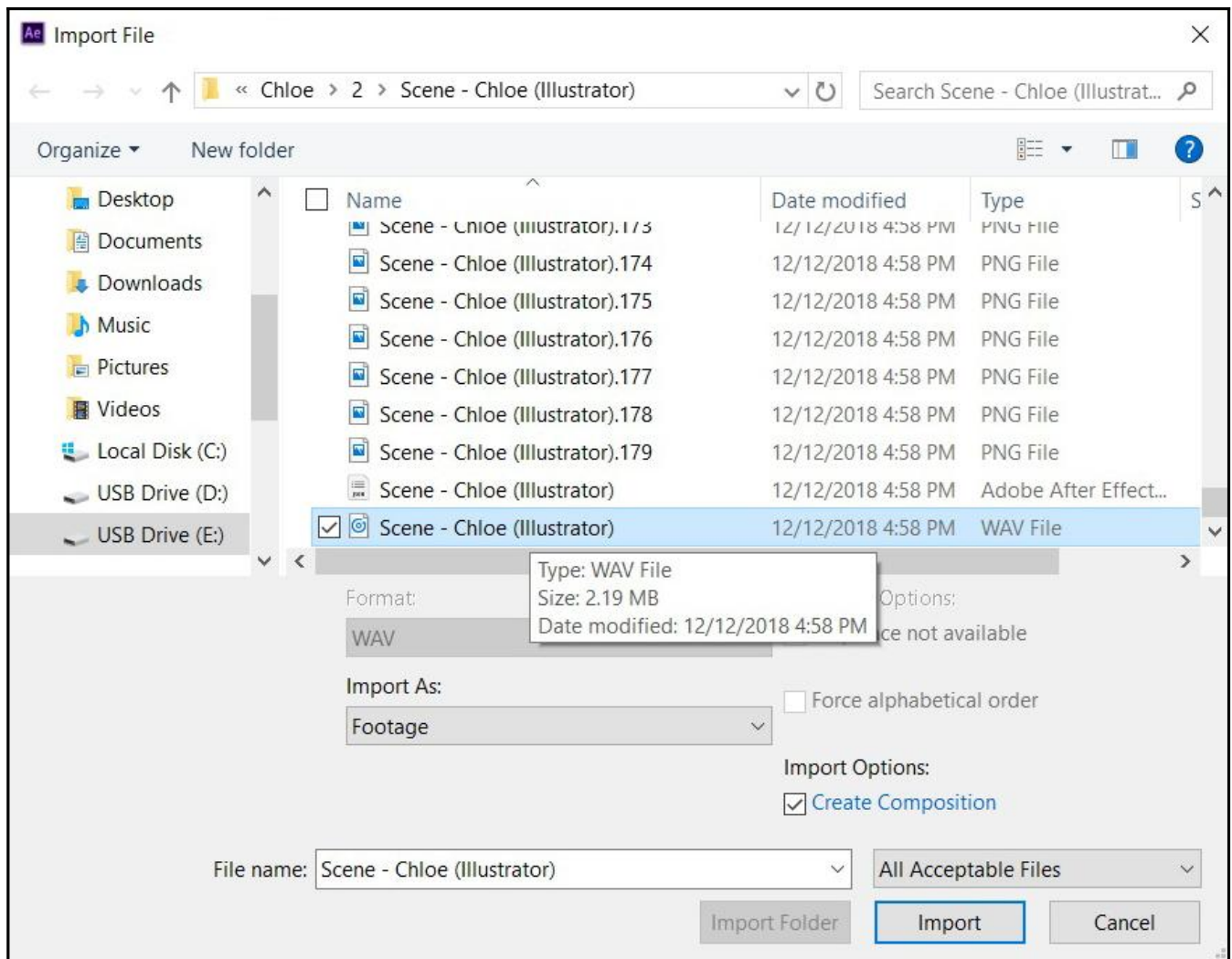
 Scene - Chloe (Illustrator)

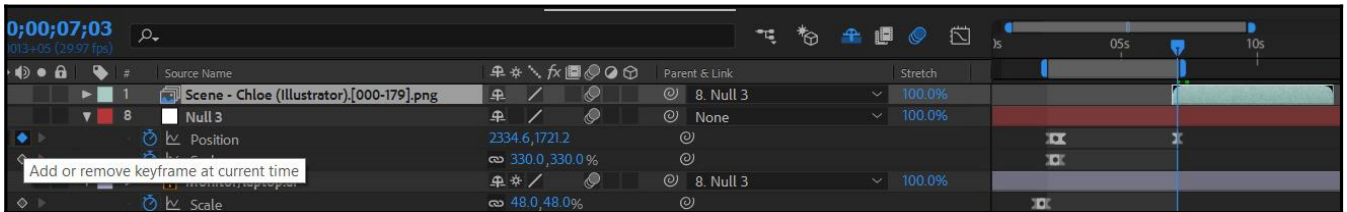
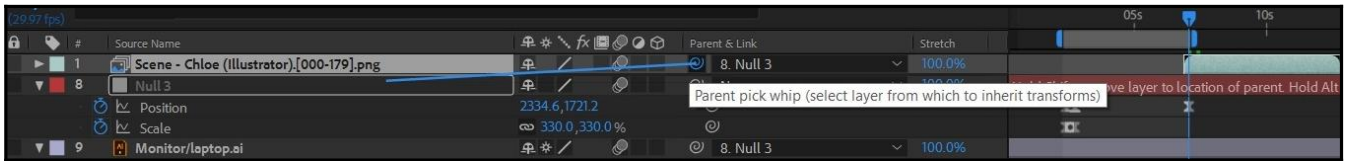
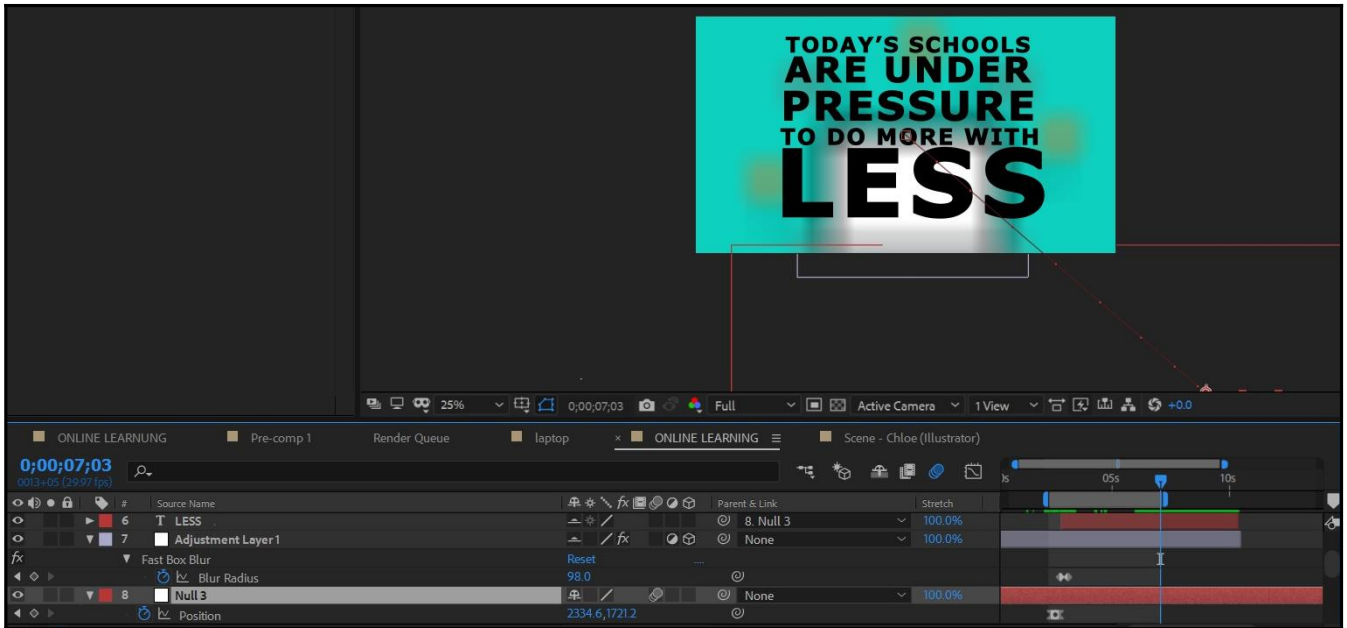
▼ Scene

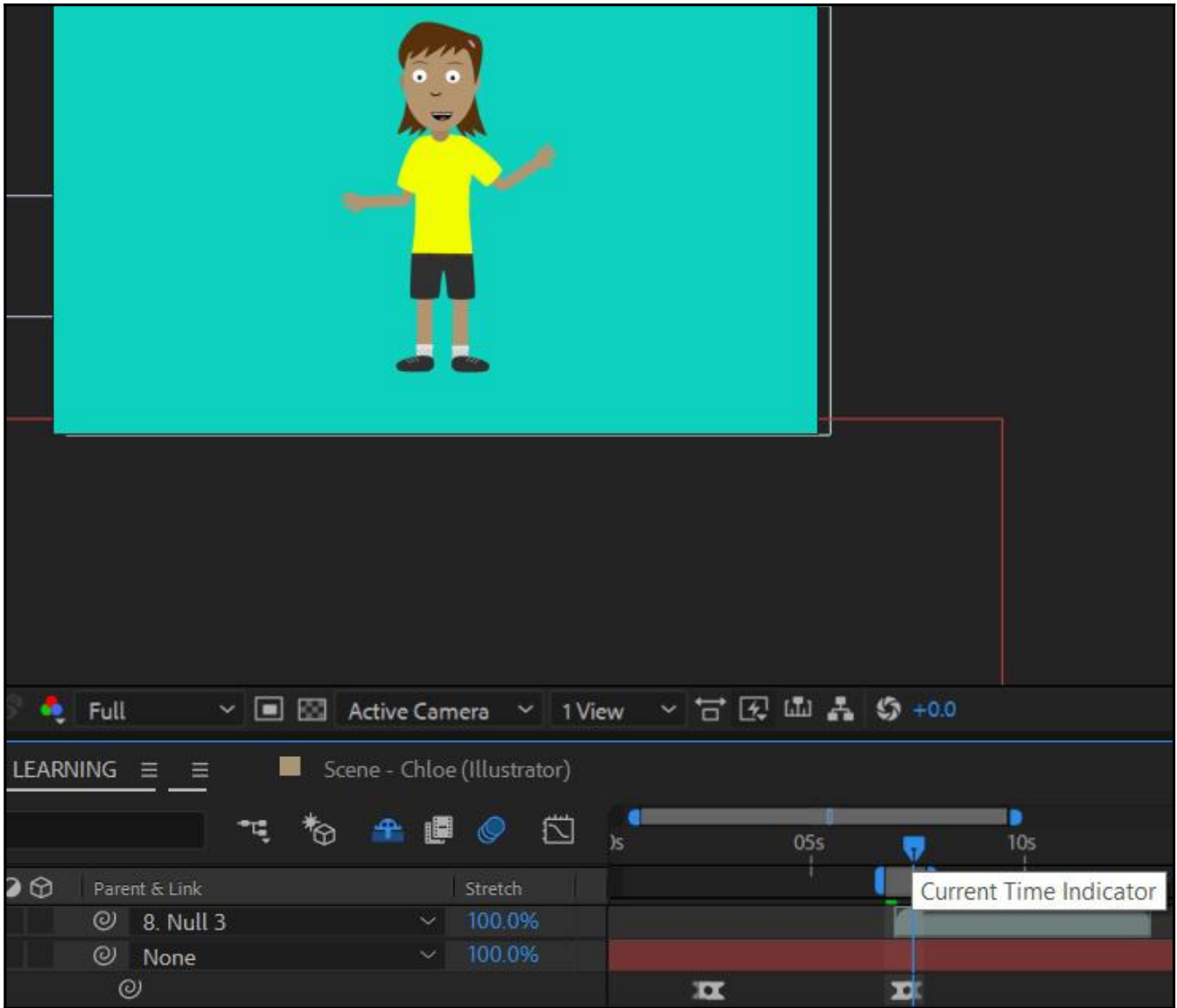
Frame Rate	29.97 fps
Duration	6 sec
Width	1,920 px
Height	1,080 px



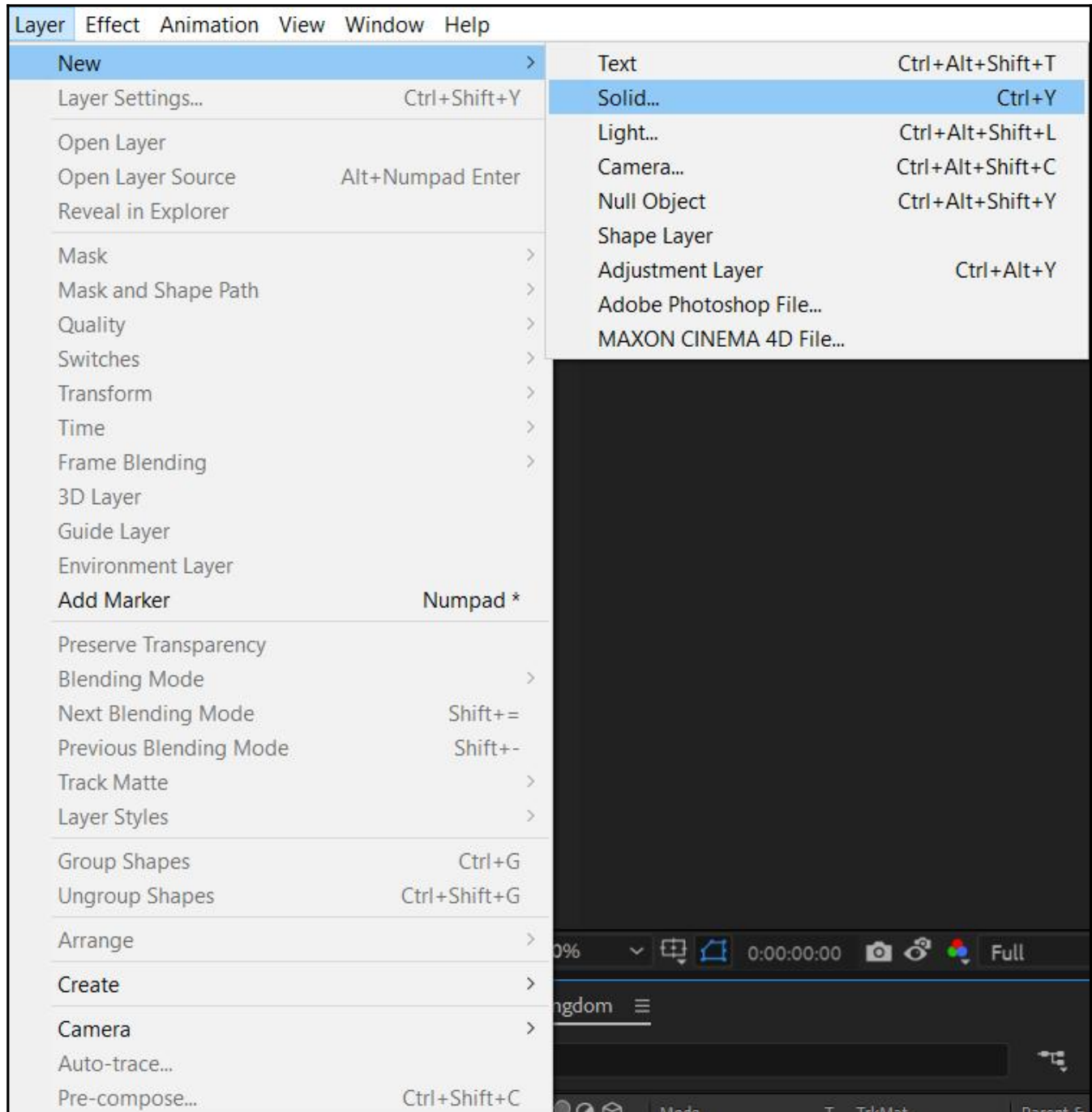


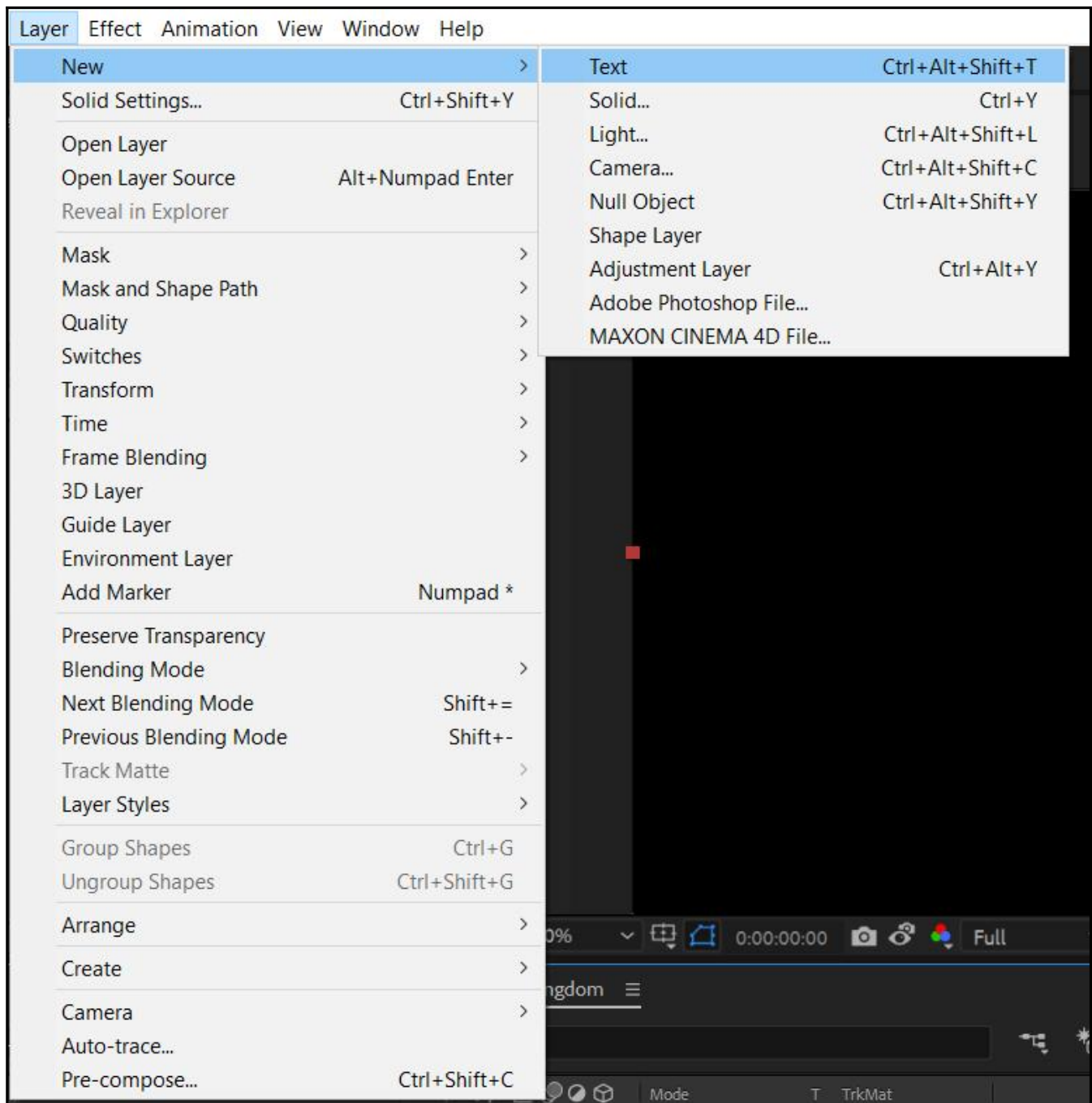


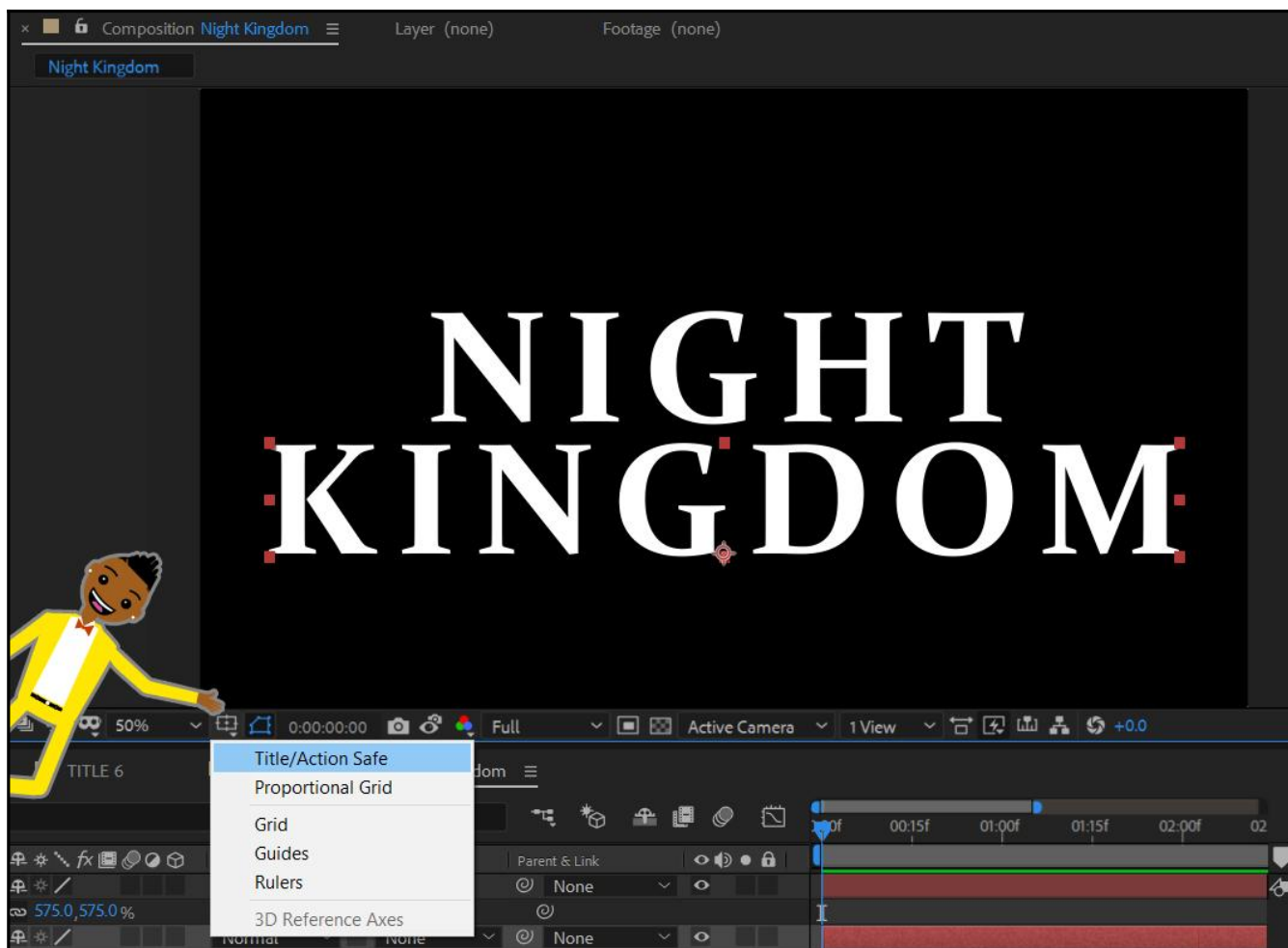




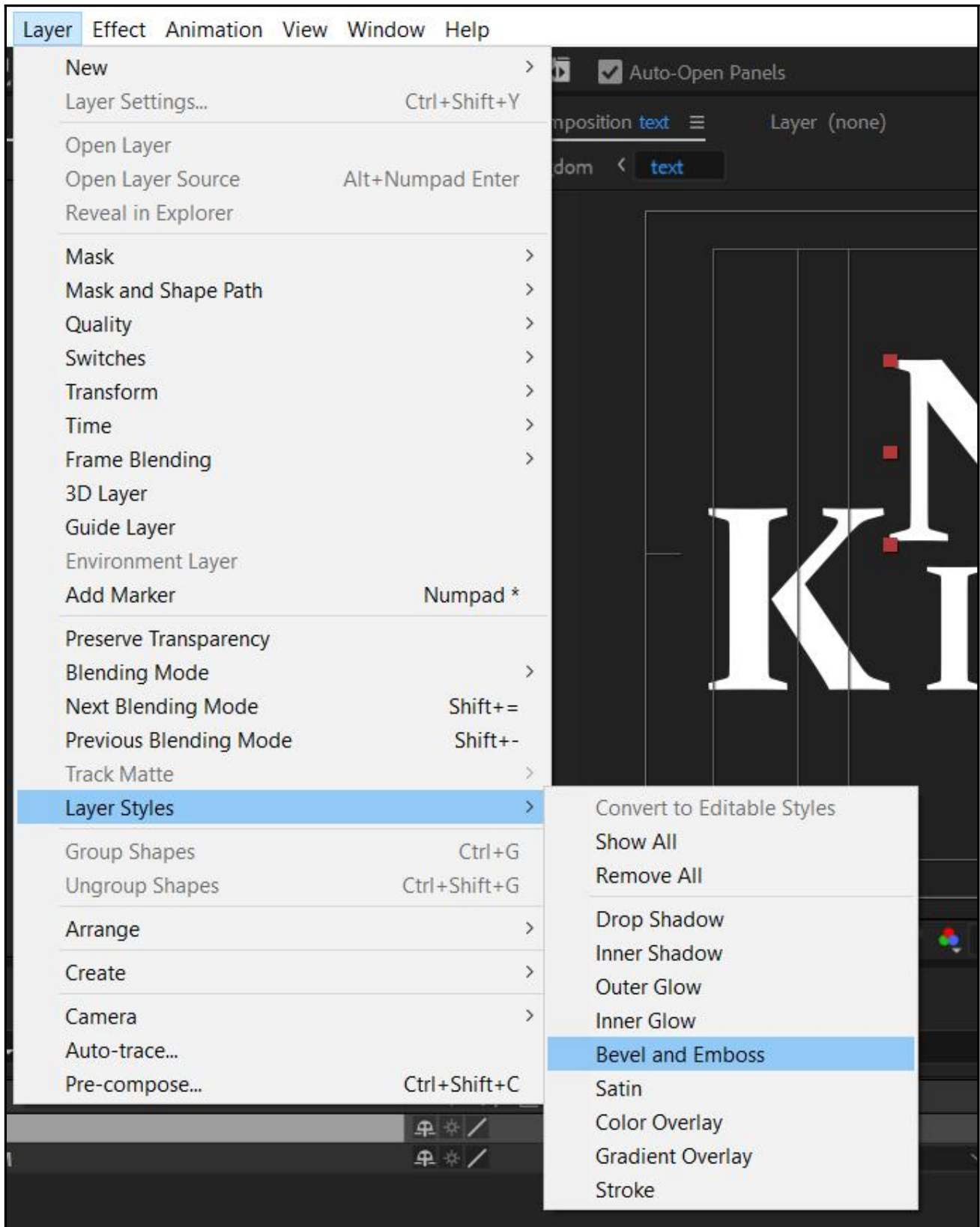
Chapter 5: Producing a Film Title Project Using Text Animator





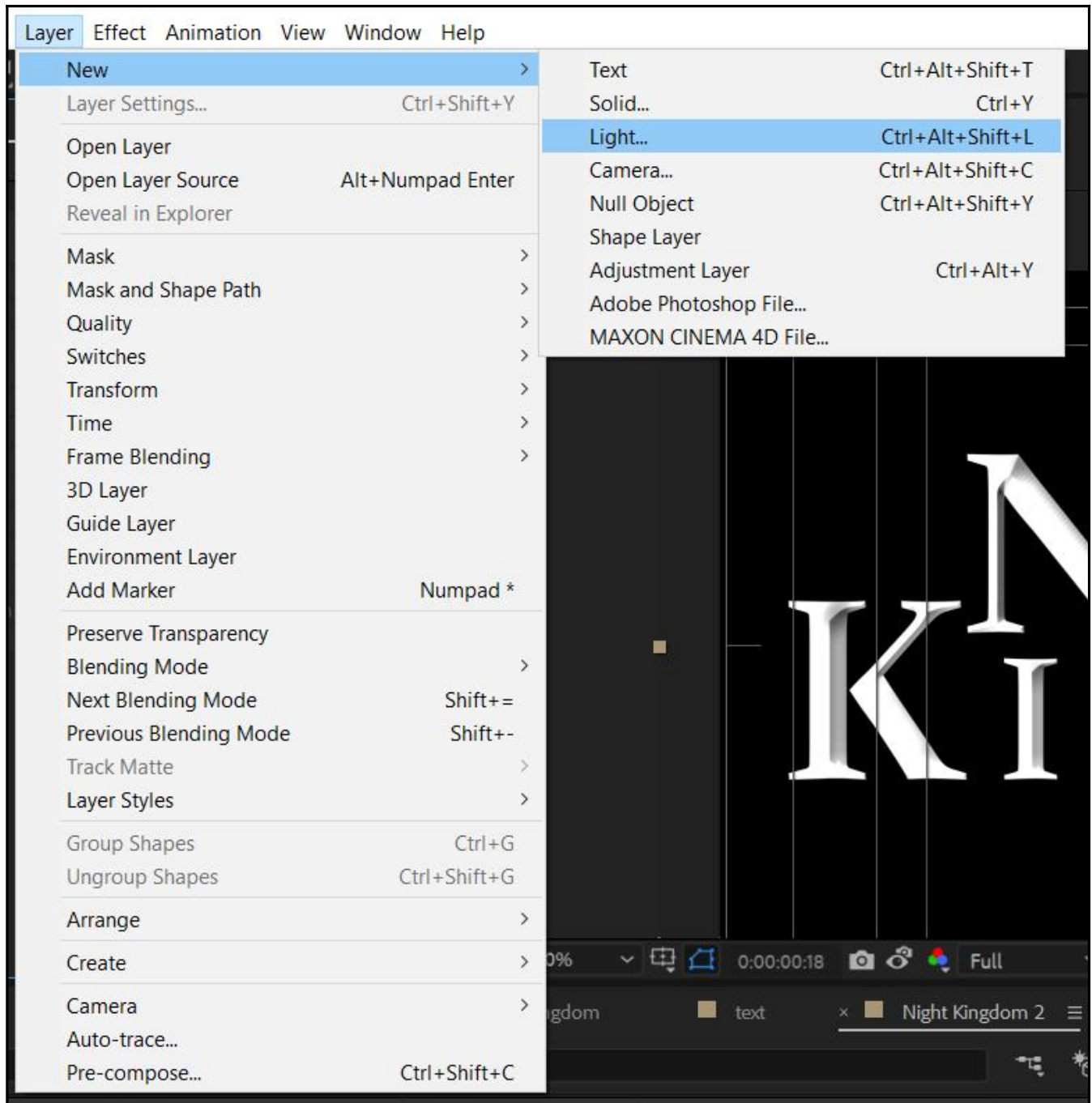


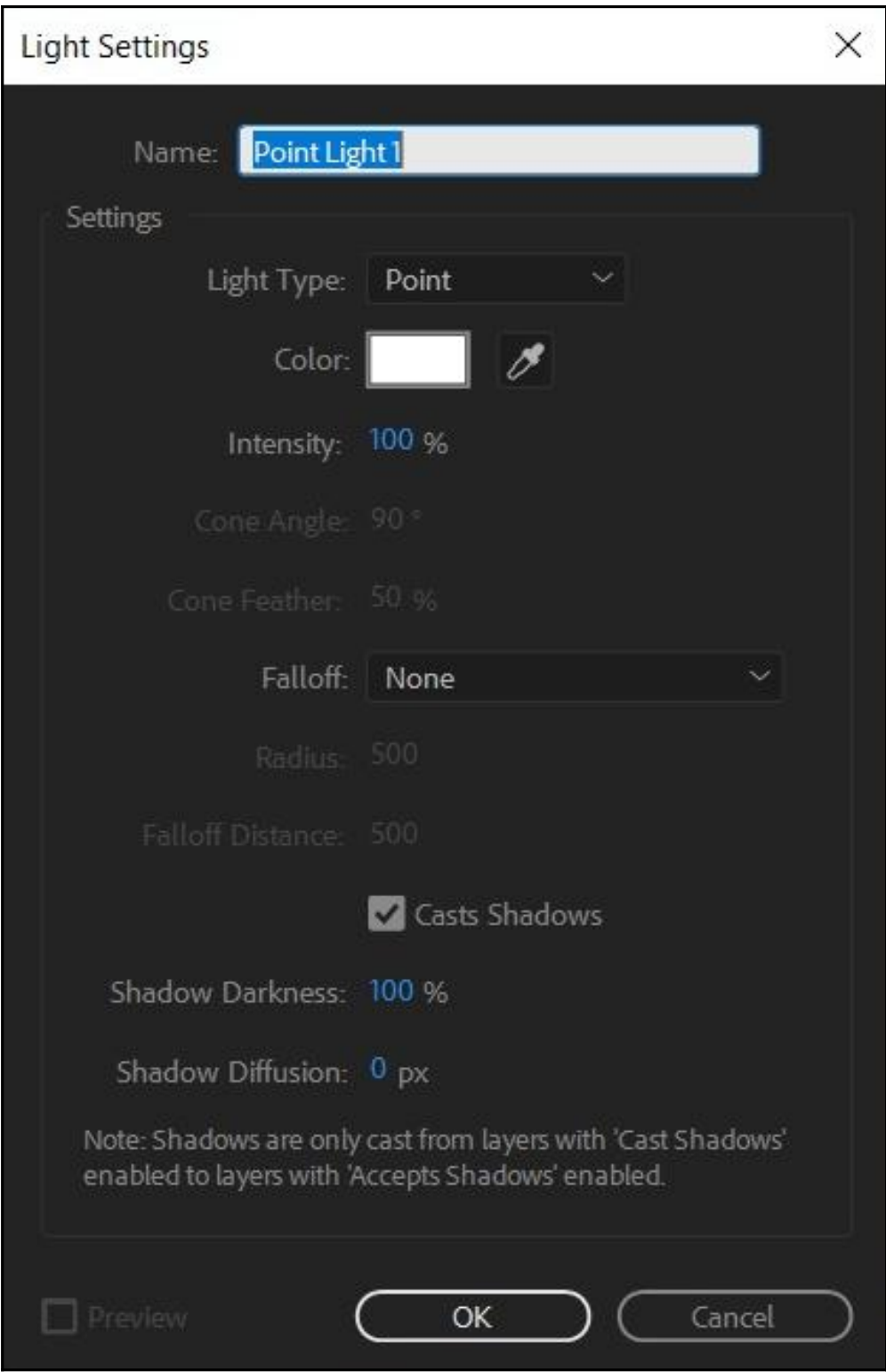


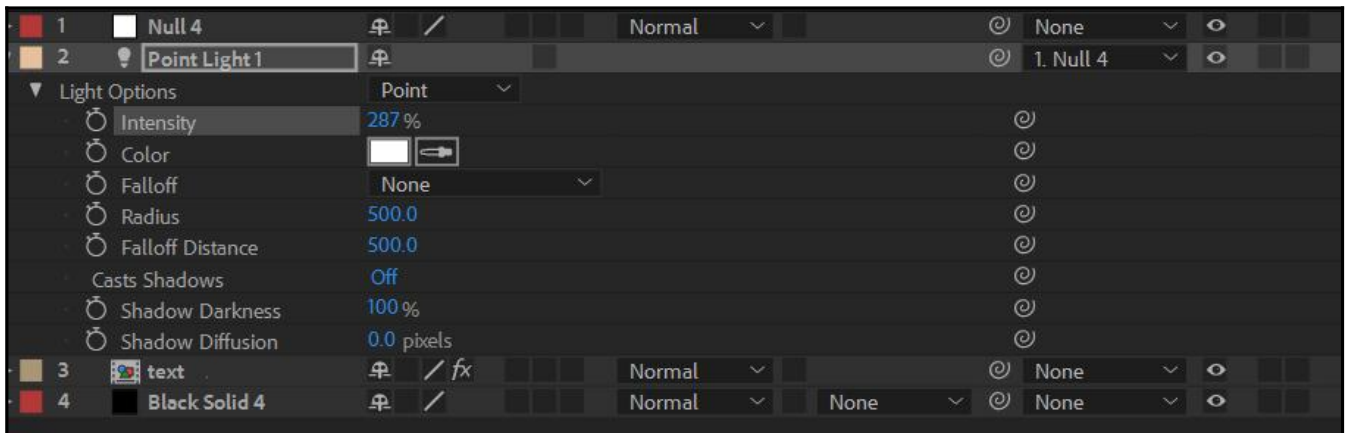
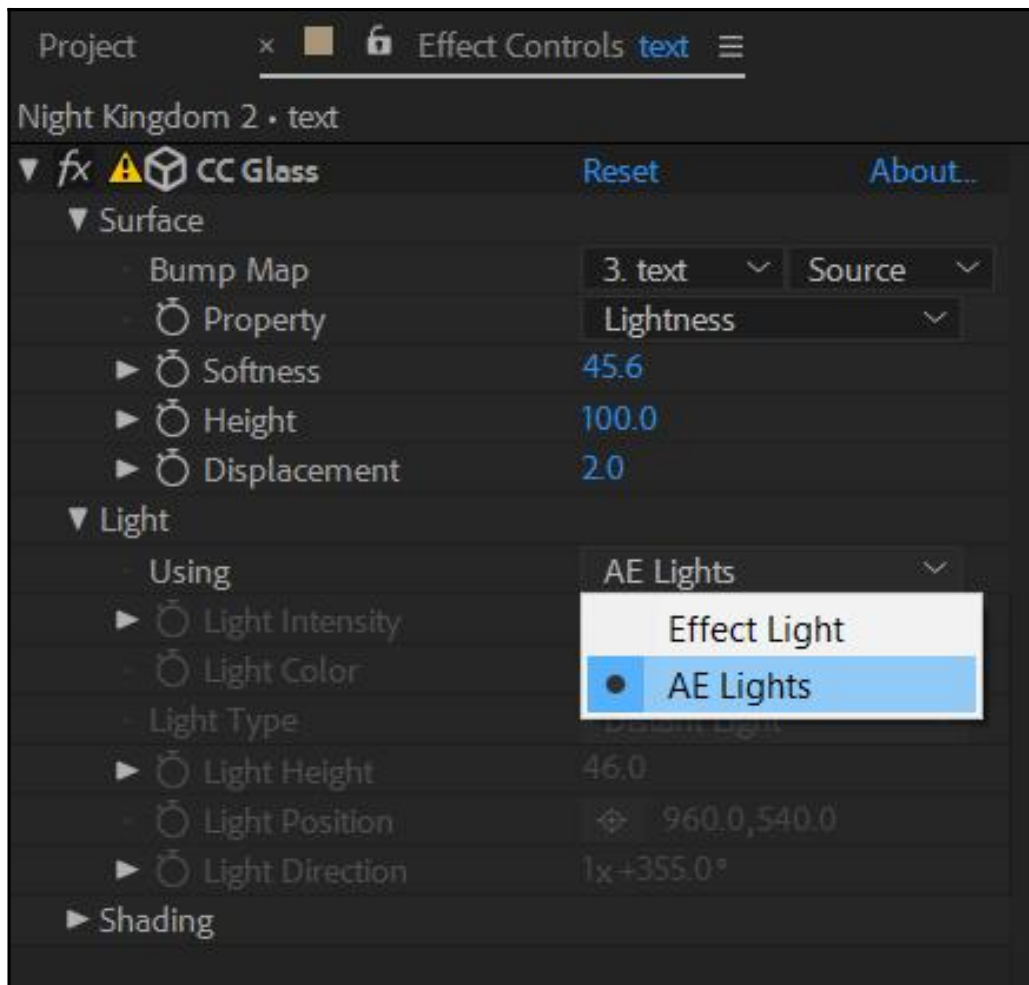












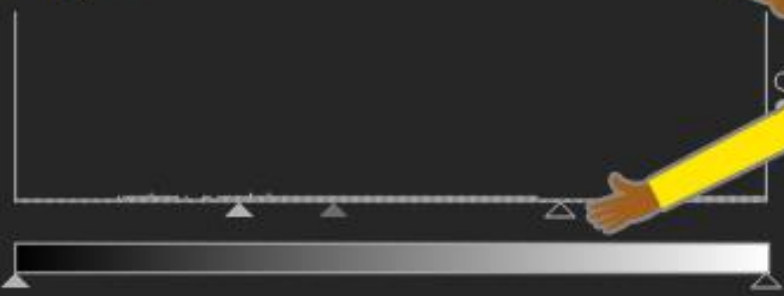
Project × [lock icon] Effect Controls text ☰

Night Kingdom • text

- ▶ fx ⚠️ CC Glass [Reset](#) [About](#)
- ▼ fx **Levels** [Reset](#)

Channel: RGB

▼ Histogram



▶ Input Black 0.2980

▶ Input White 0.7255

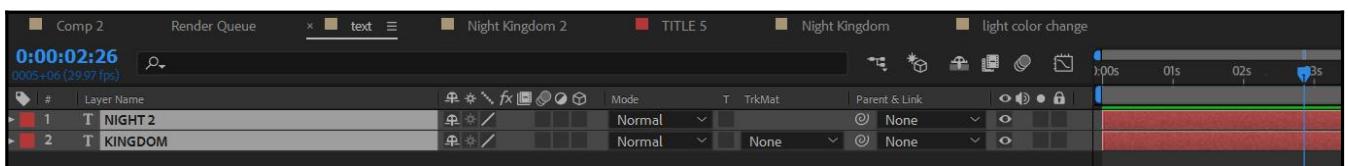
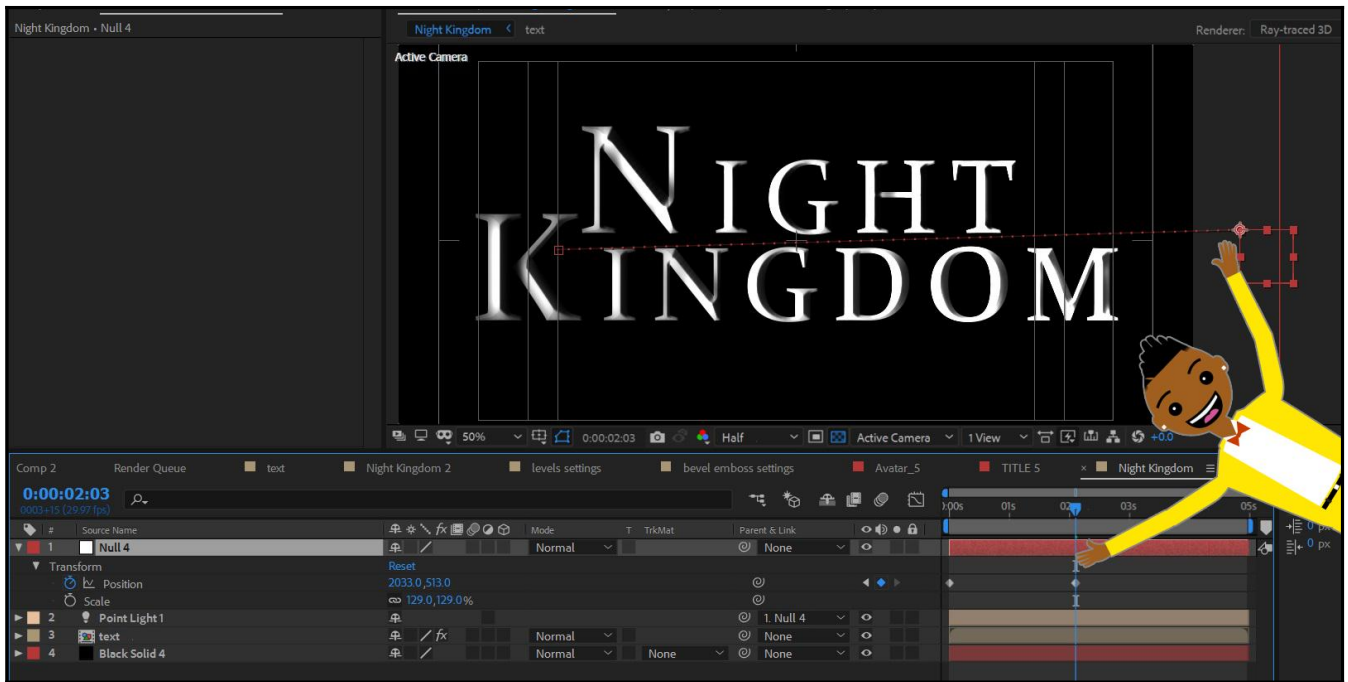
▶ Gamma 1.73

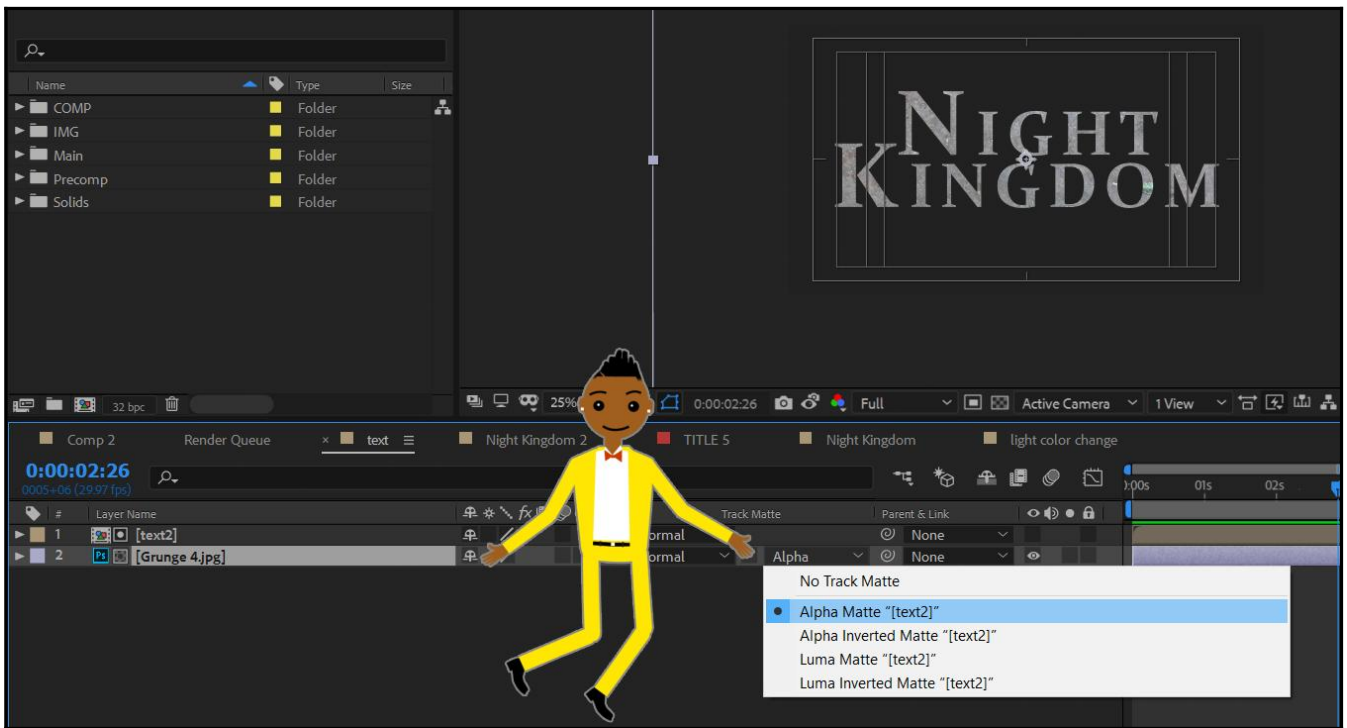
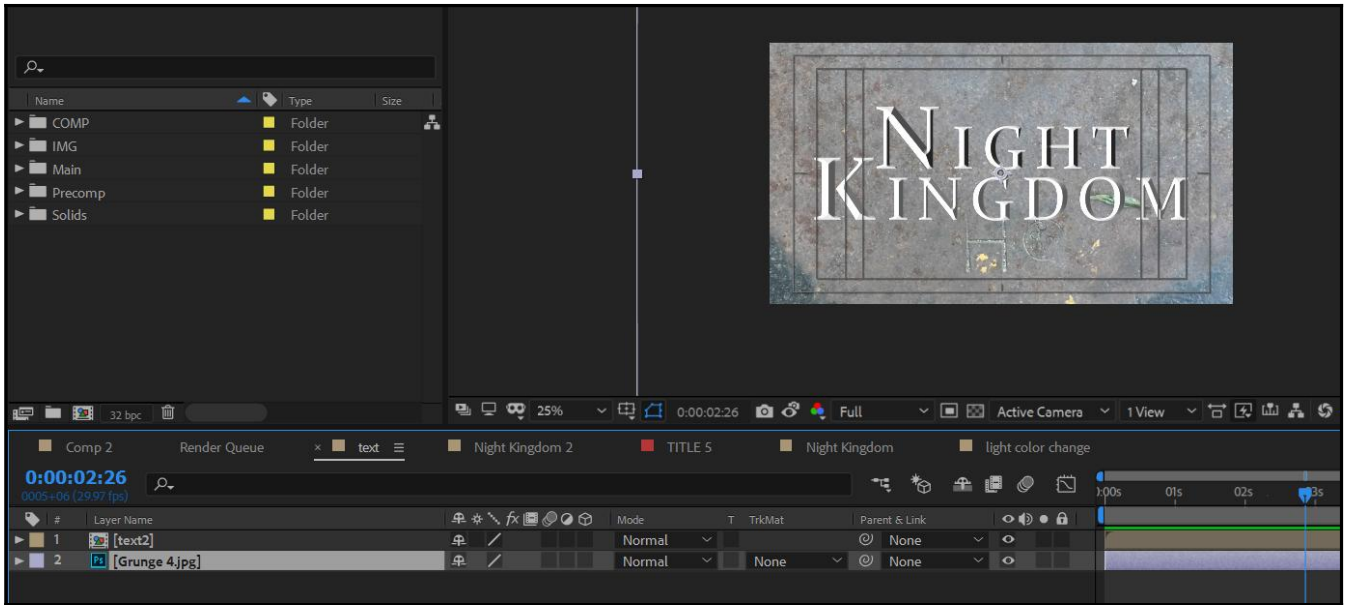
▶ Output Black 0.0000

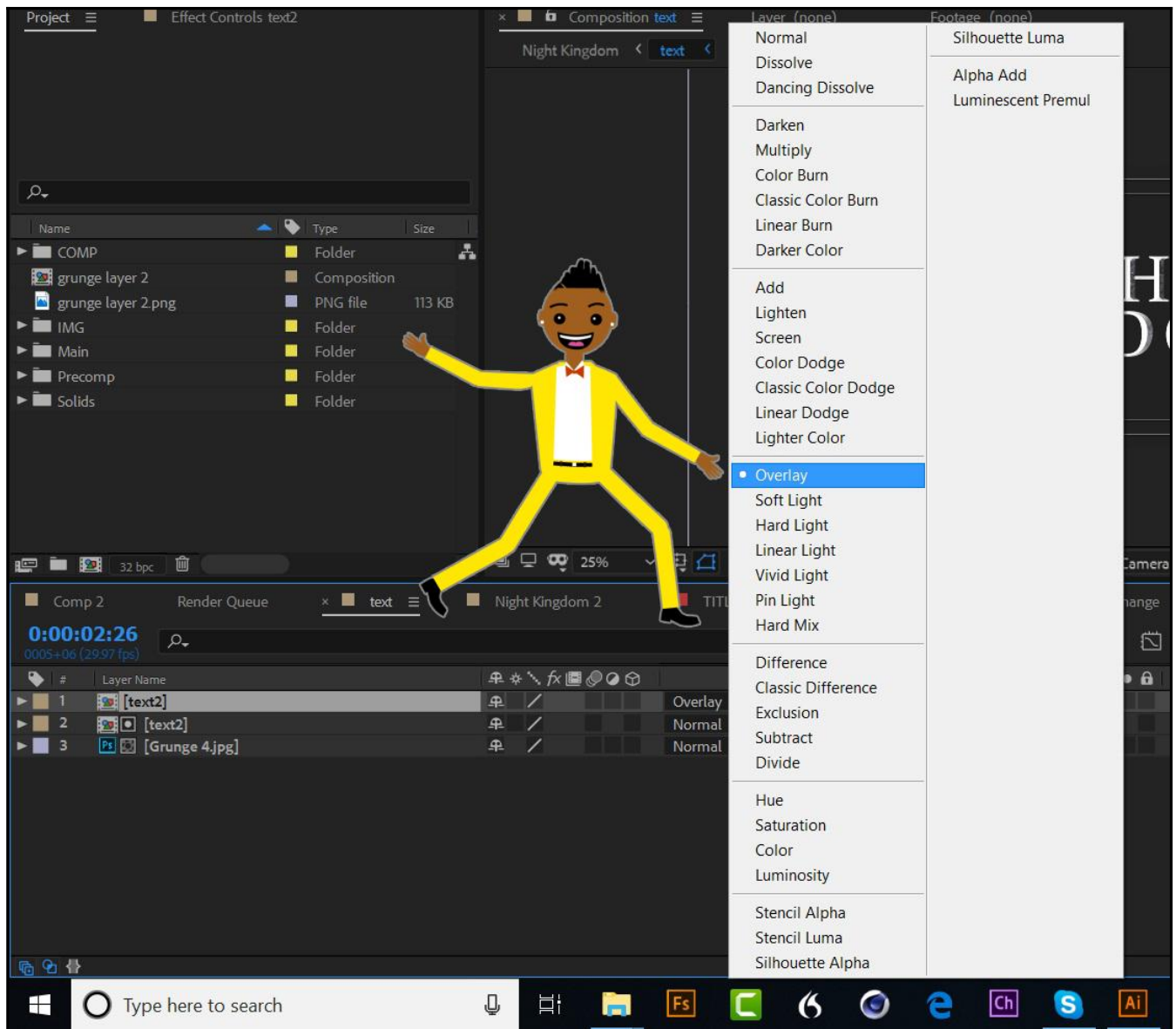
▶ Output White 1.0000

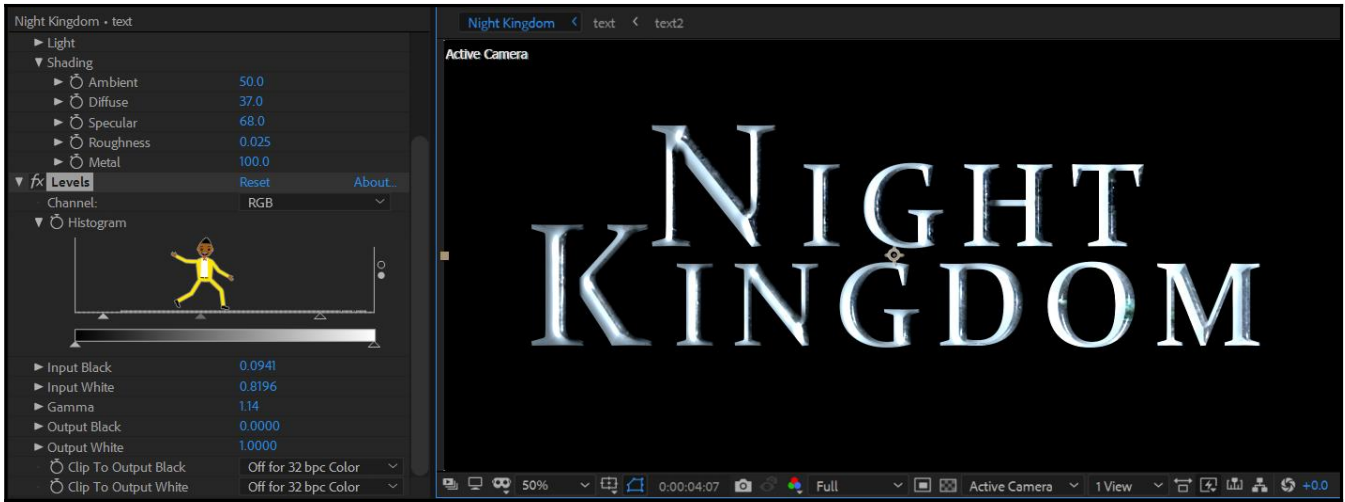
Clip To Output Black Off for 32 bpc Color ▼

Clip To Output White Off for 32 bpc Color ▼

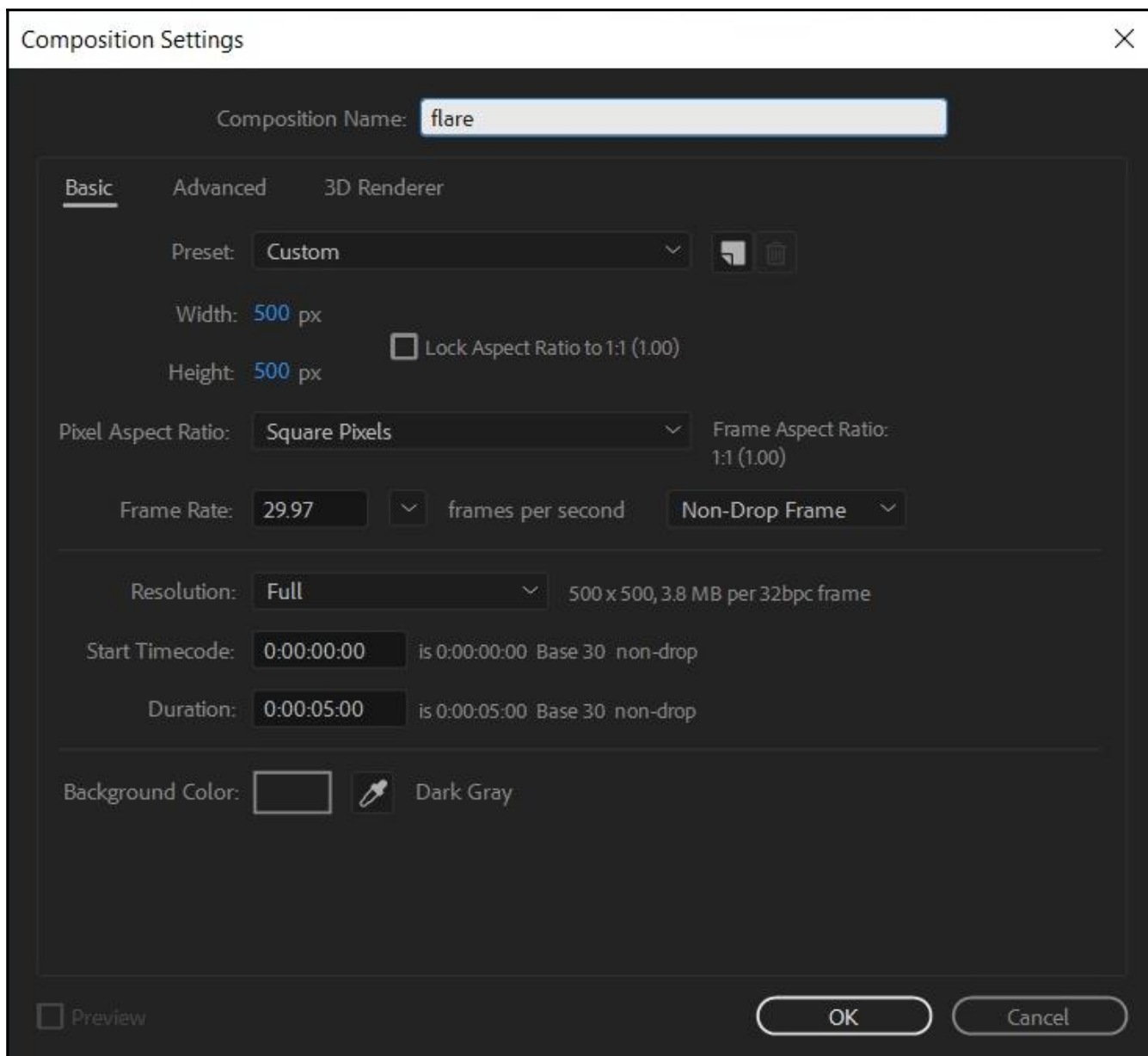


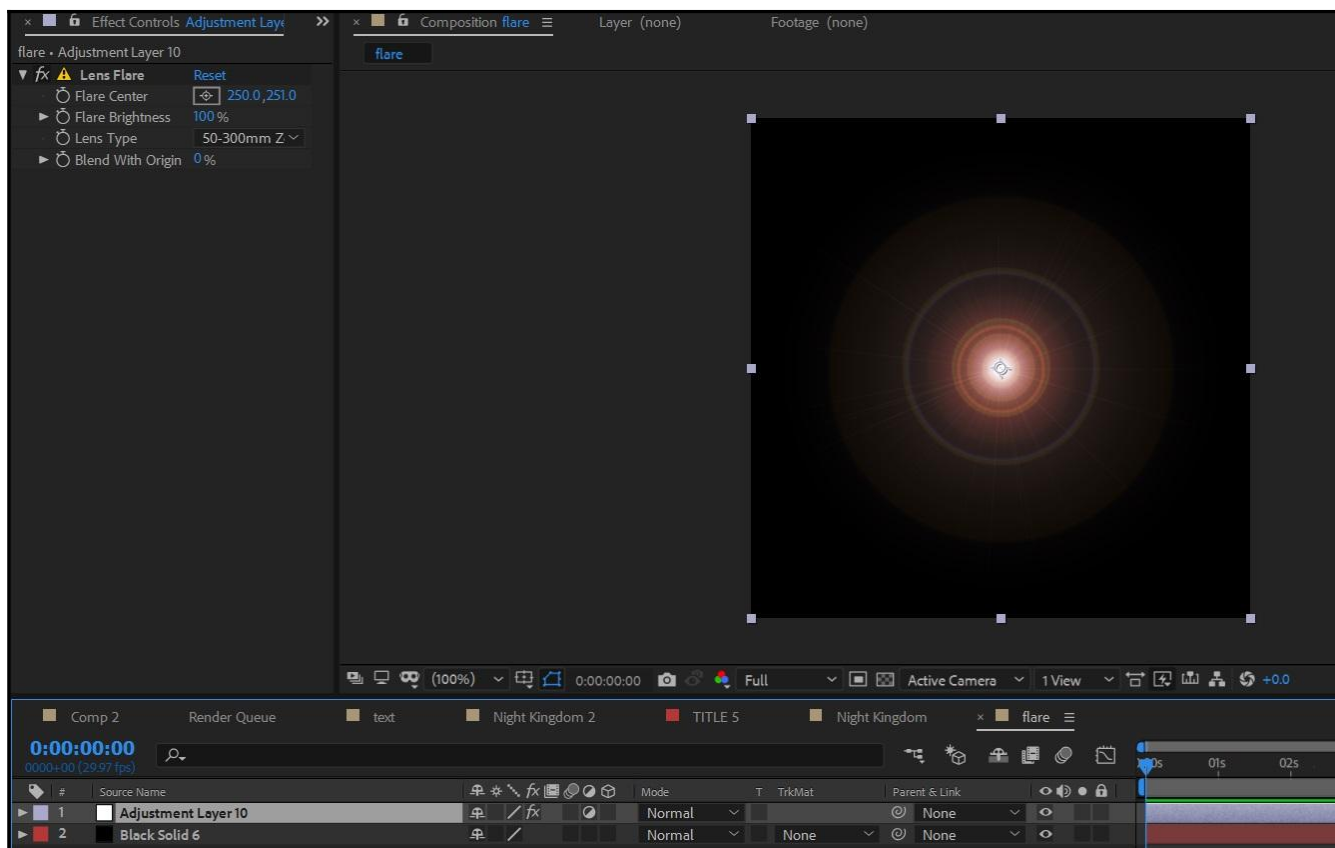


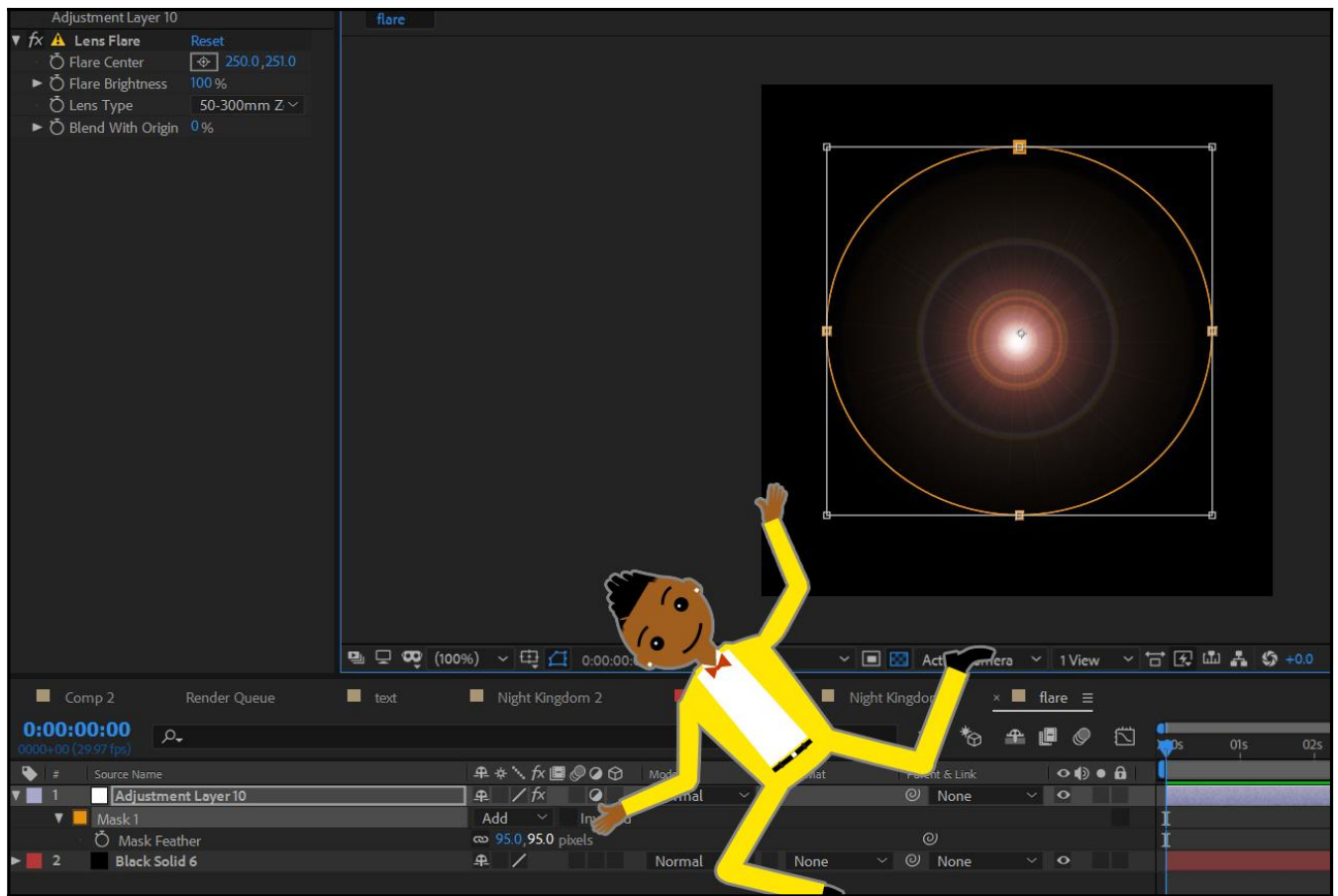






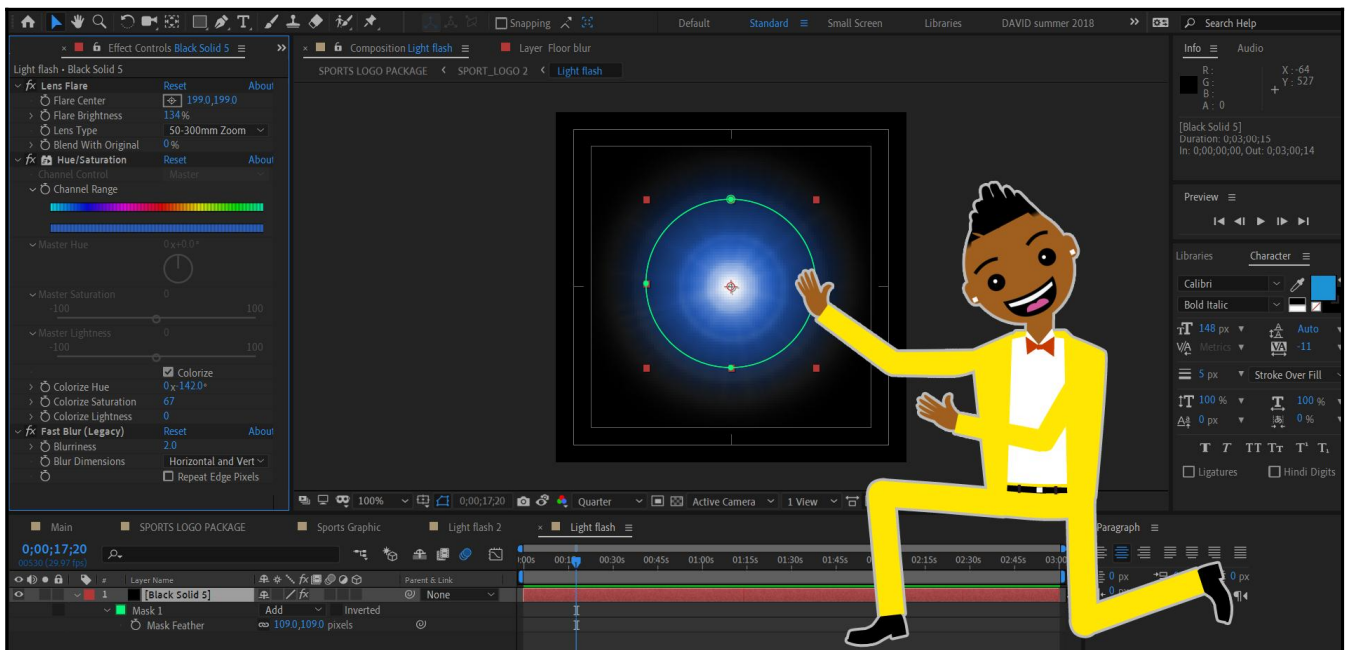
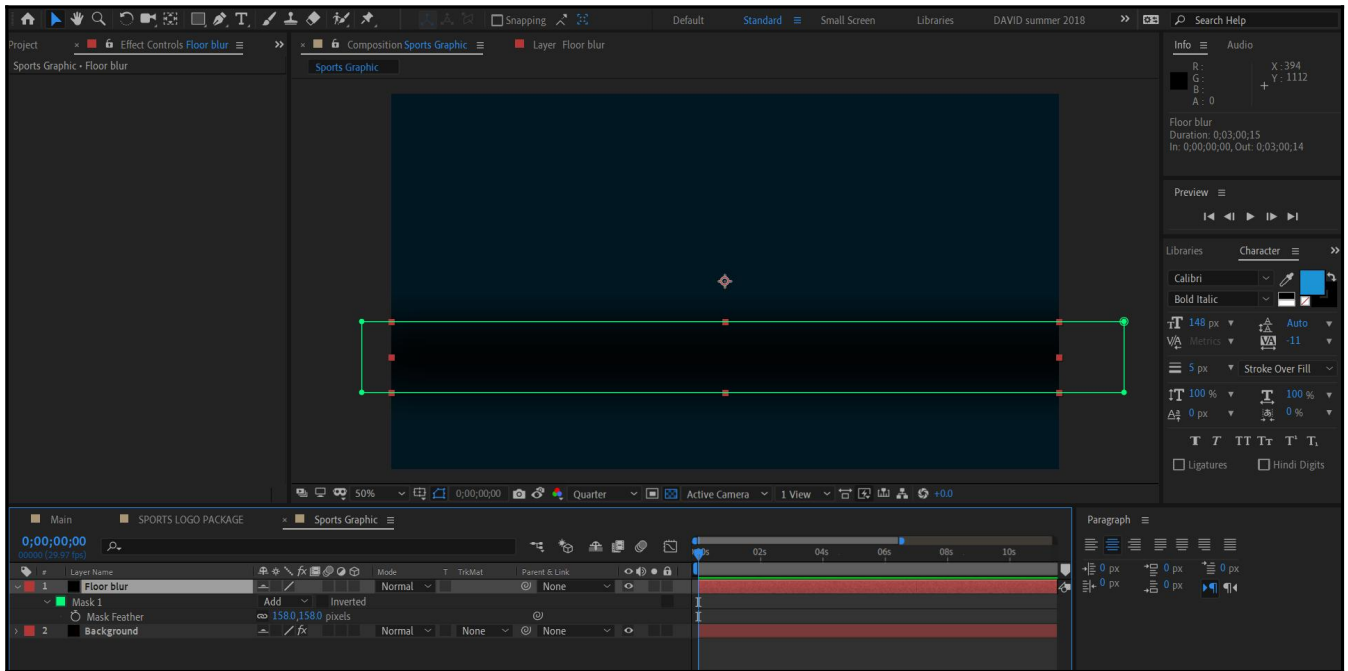


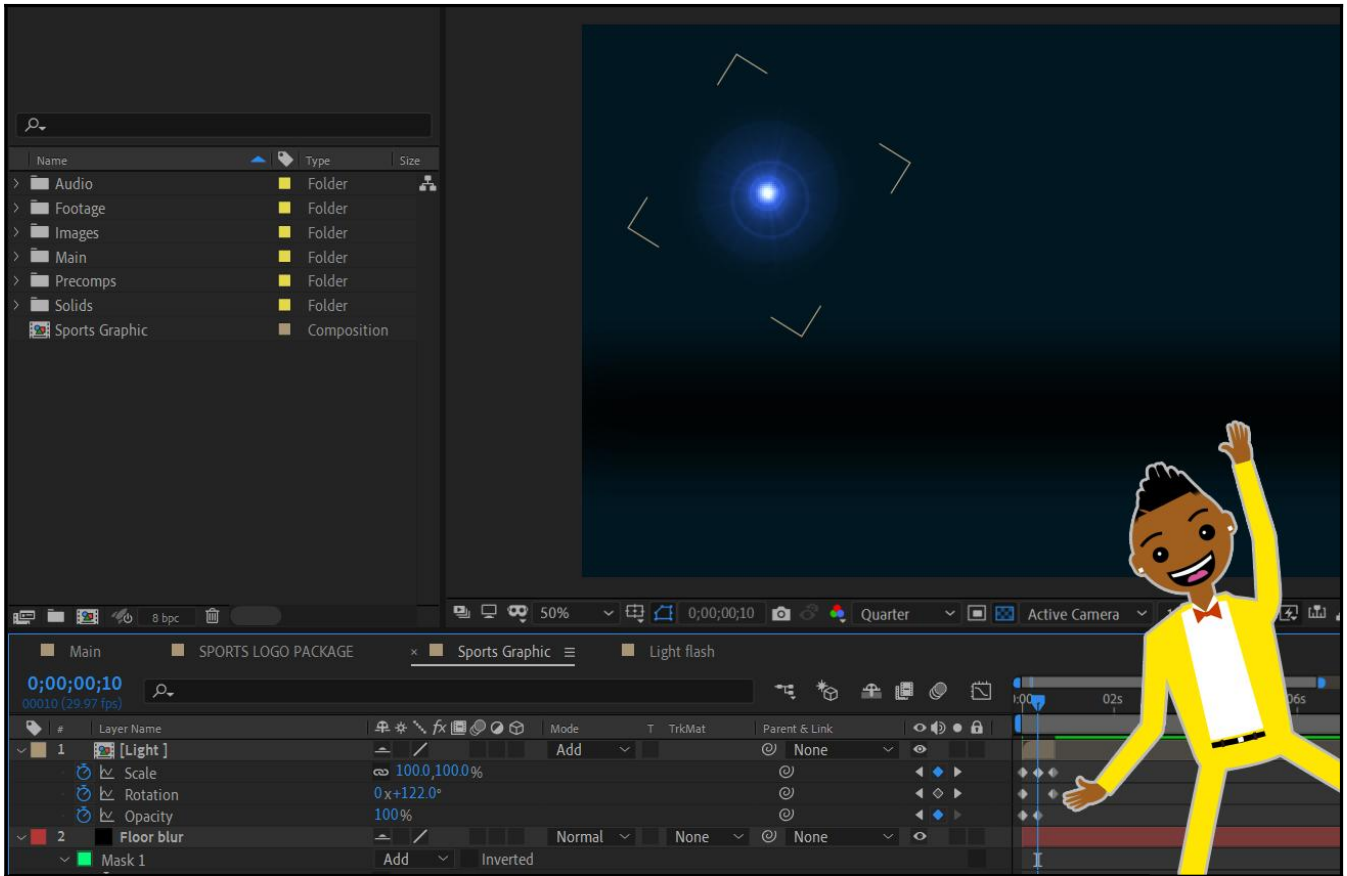


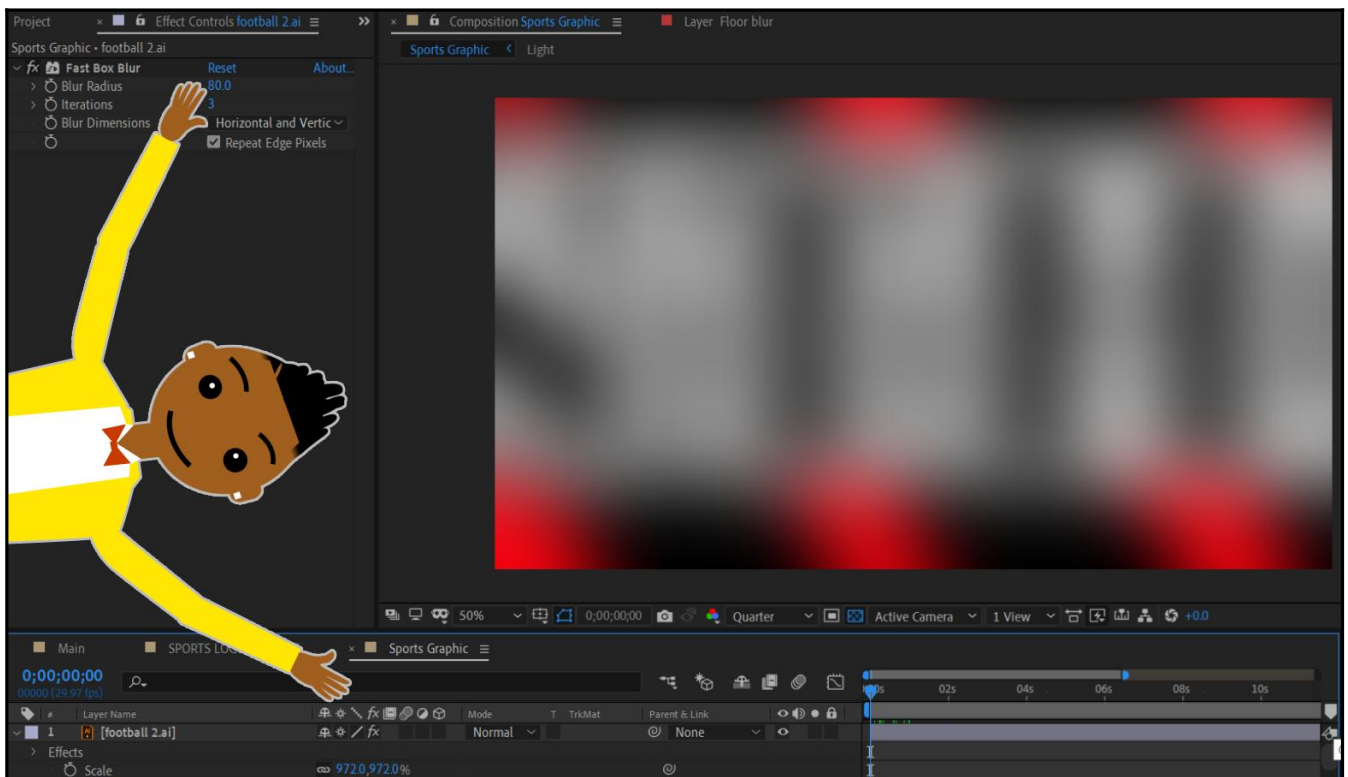
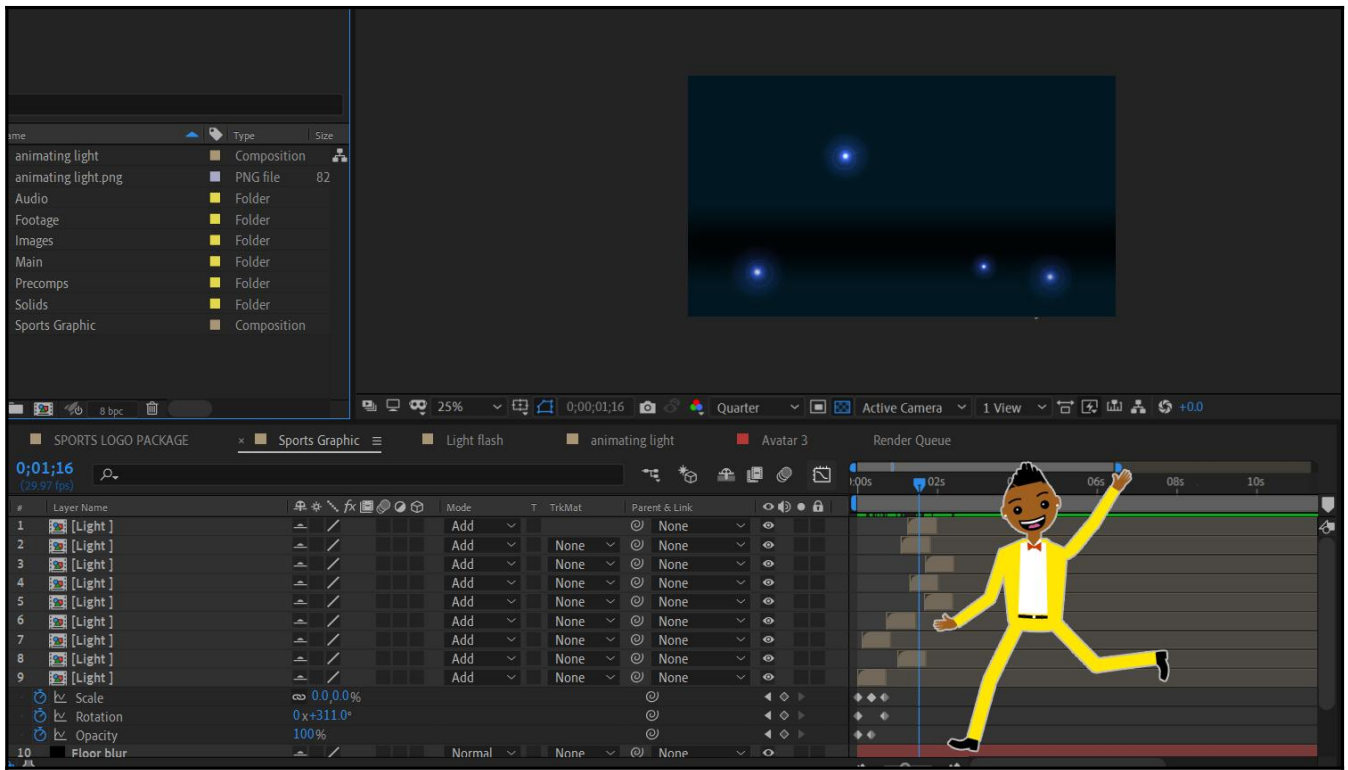


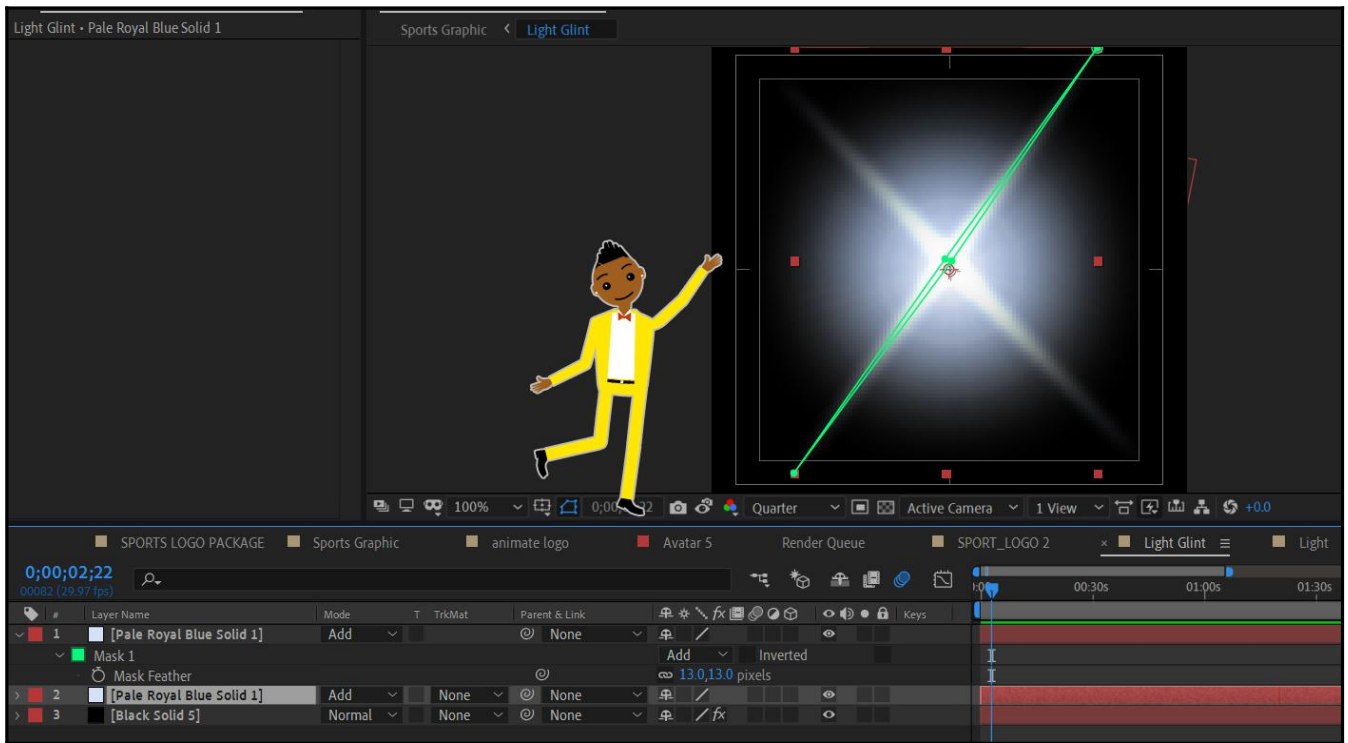


Chapter 6: Animating Sports Graphics with Compositing Effects

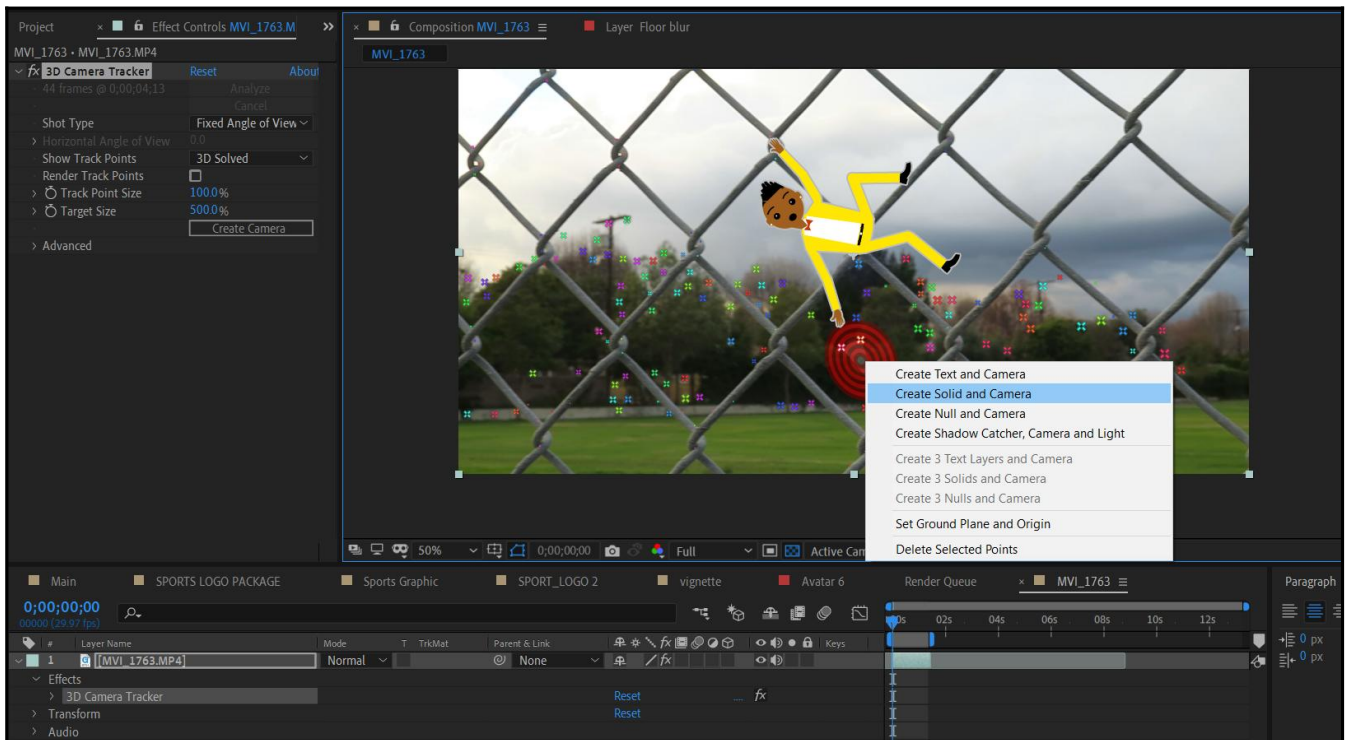
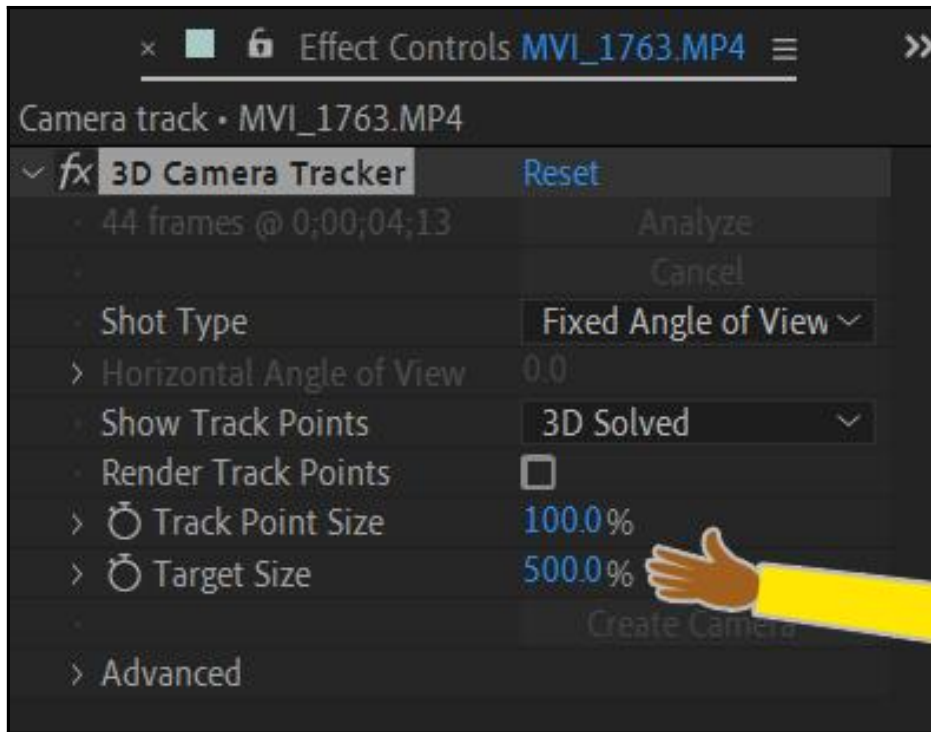


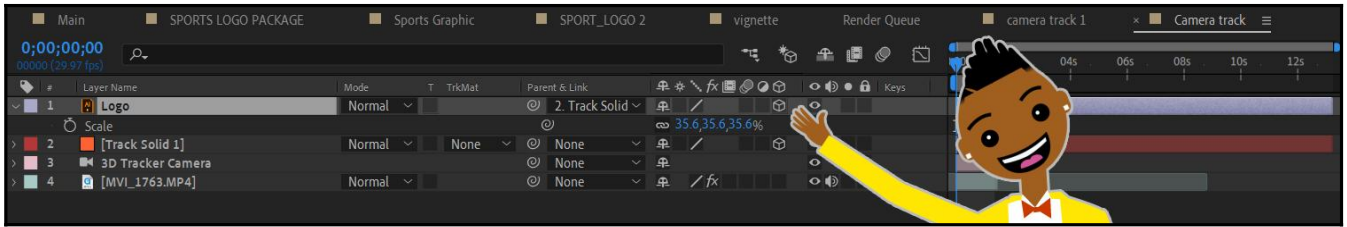






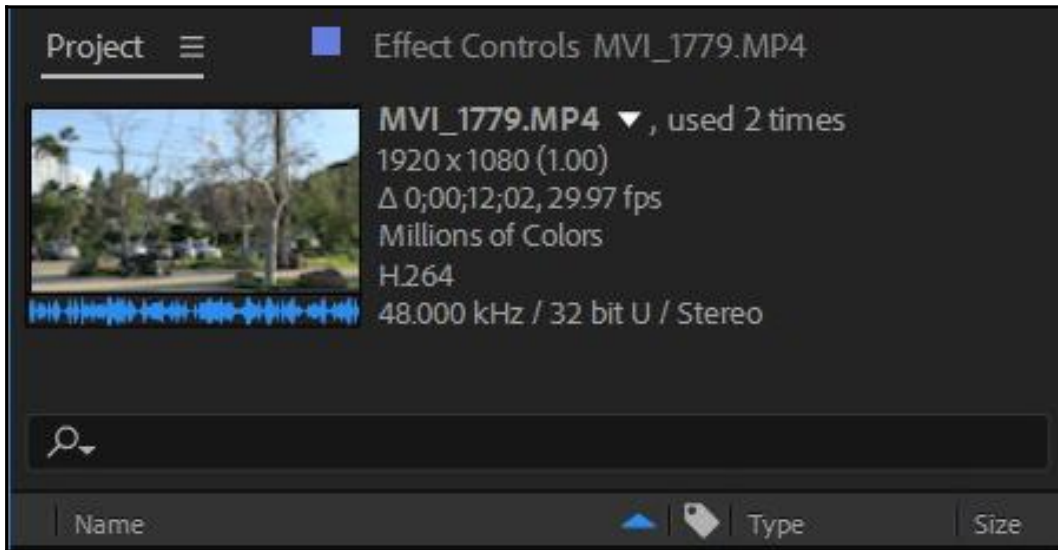


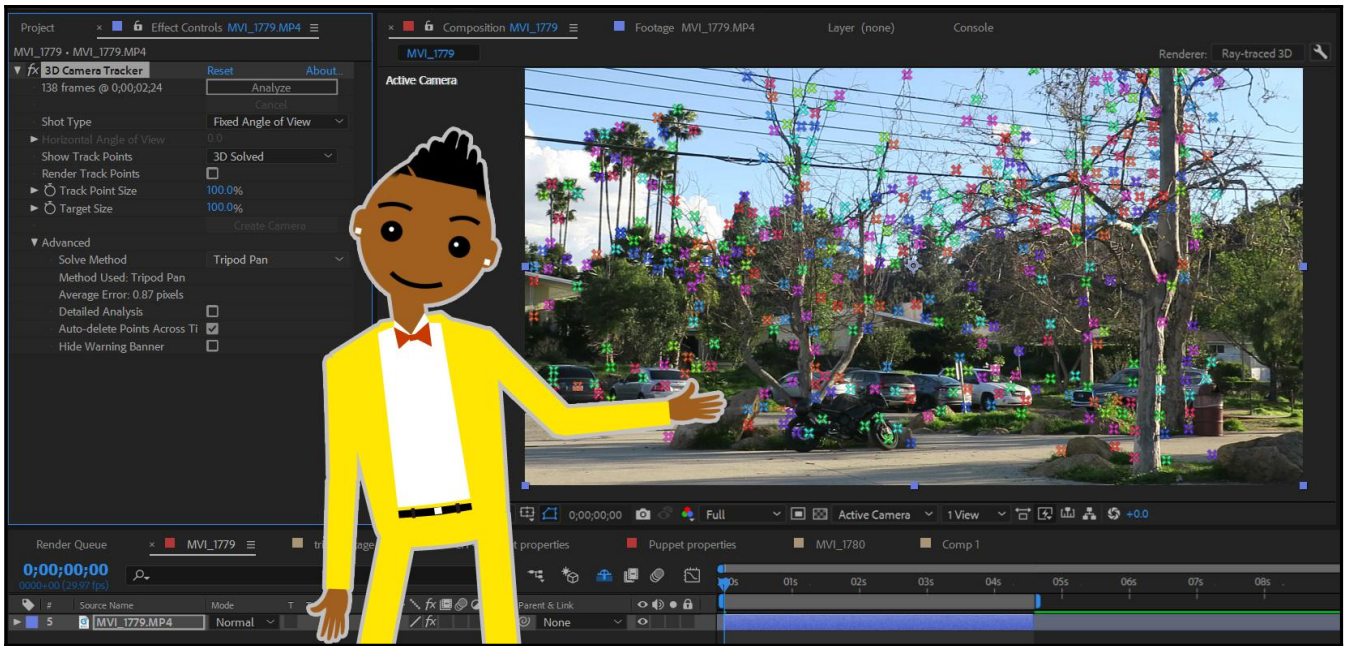
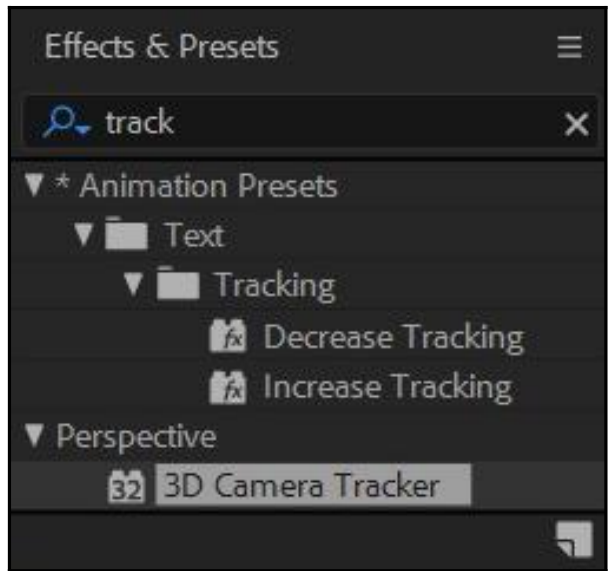


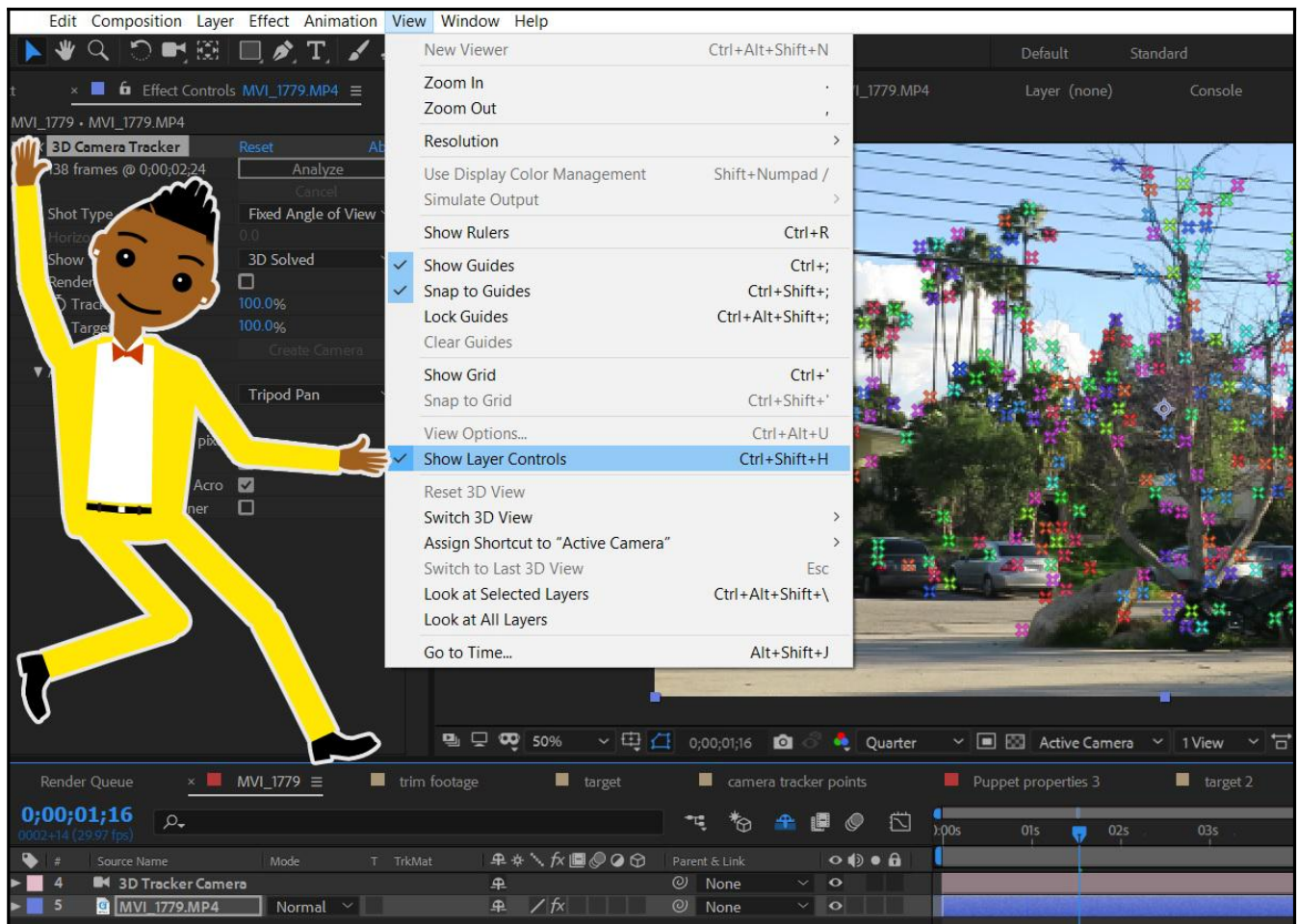


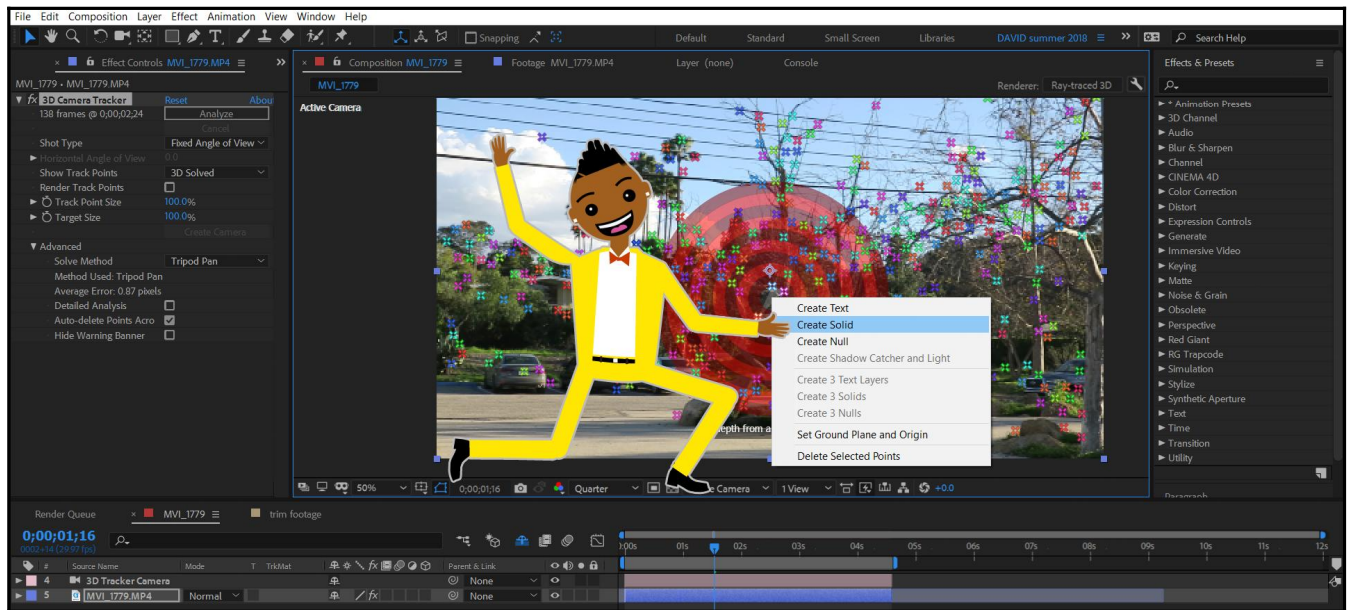
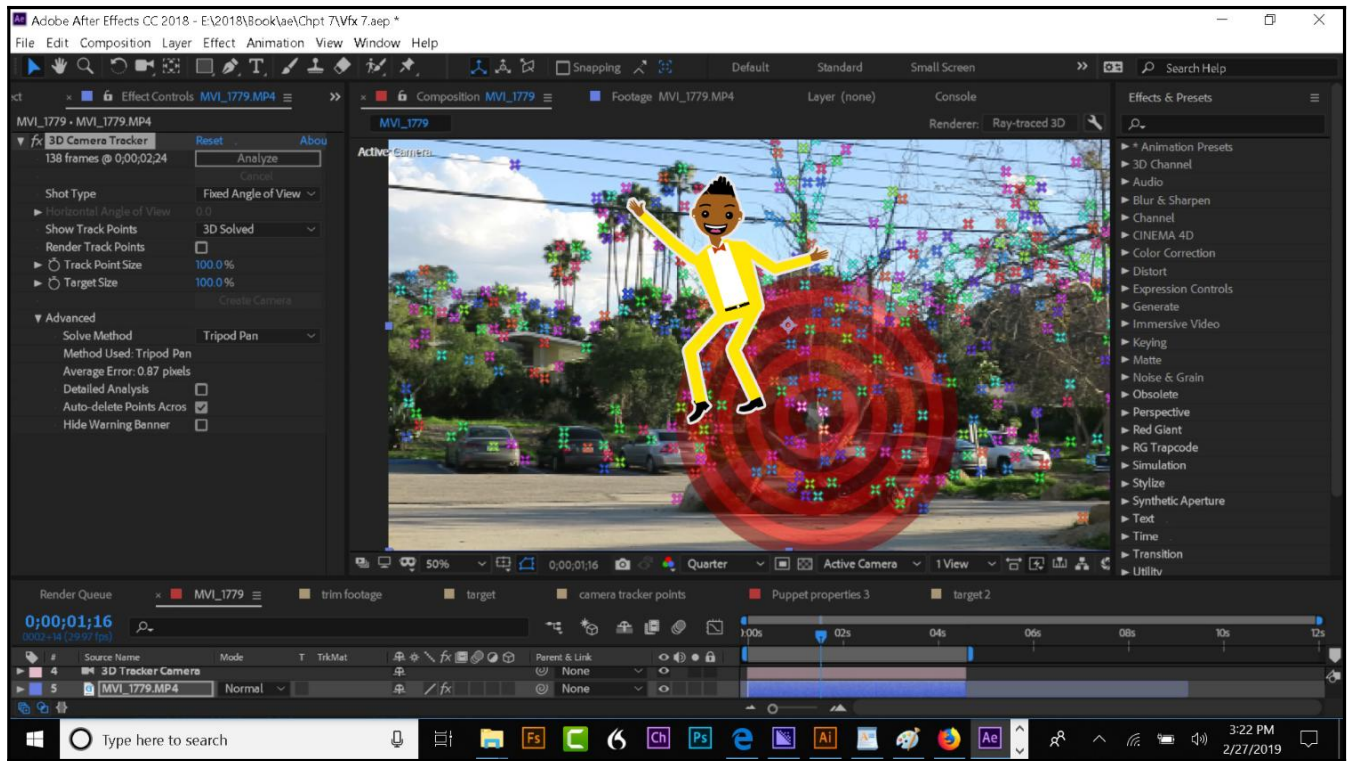


Chapter 7: Developing a VFX Project Using the 3D Camera Tracker

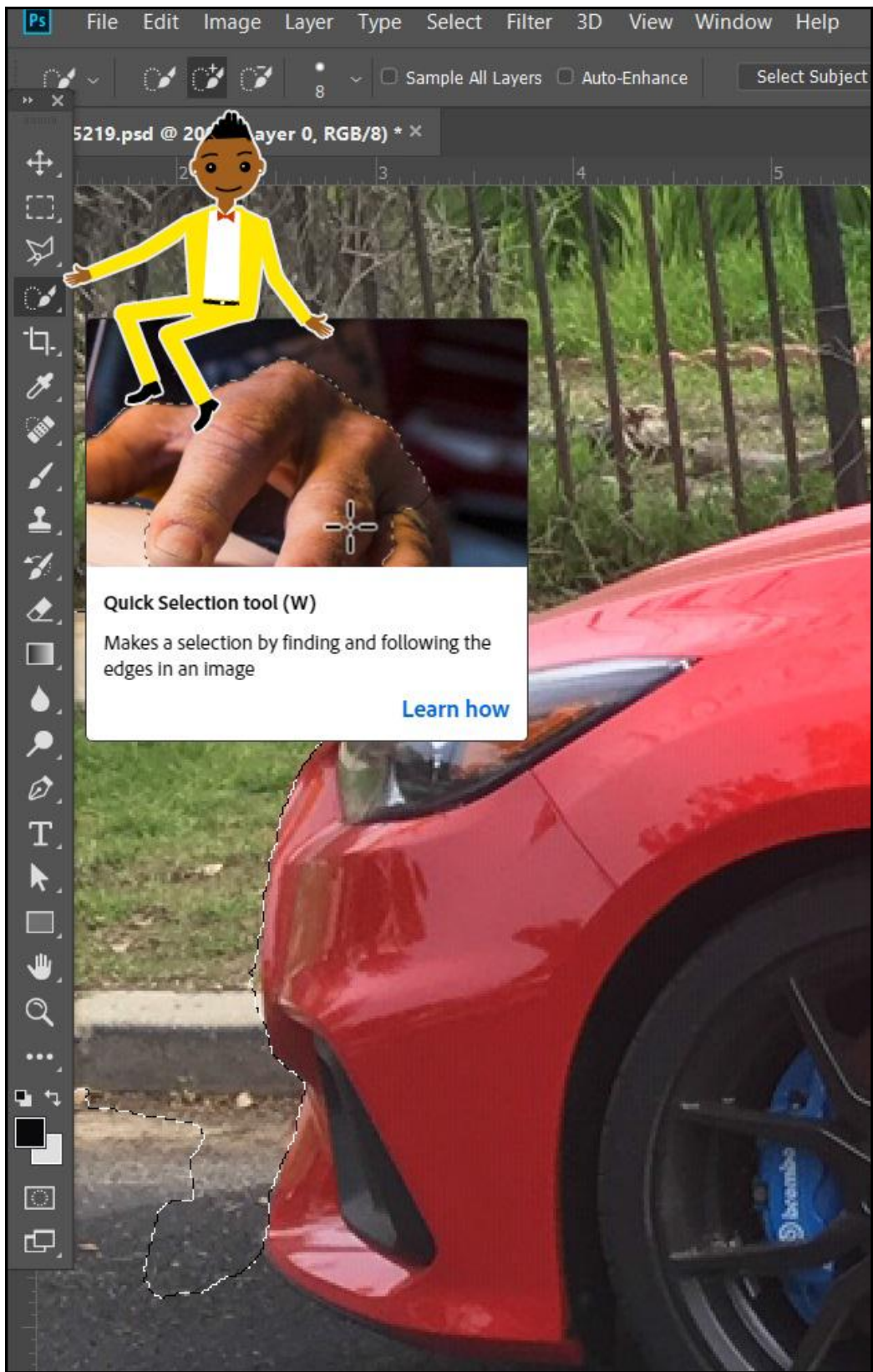




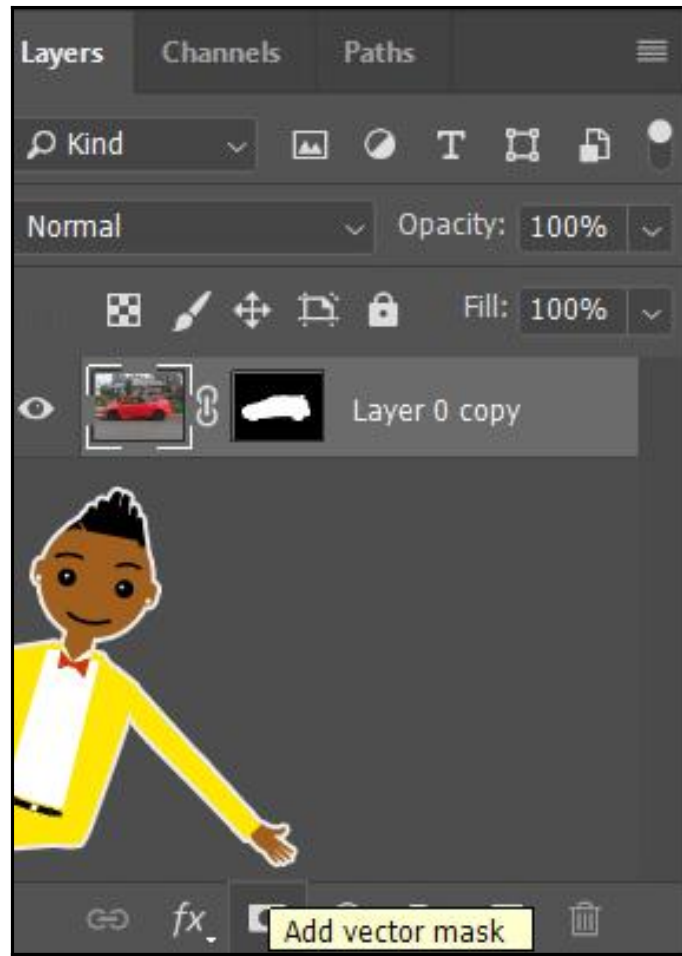




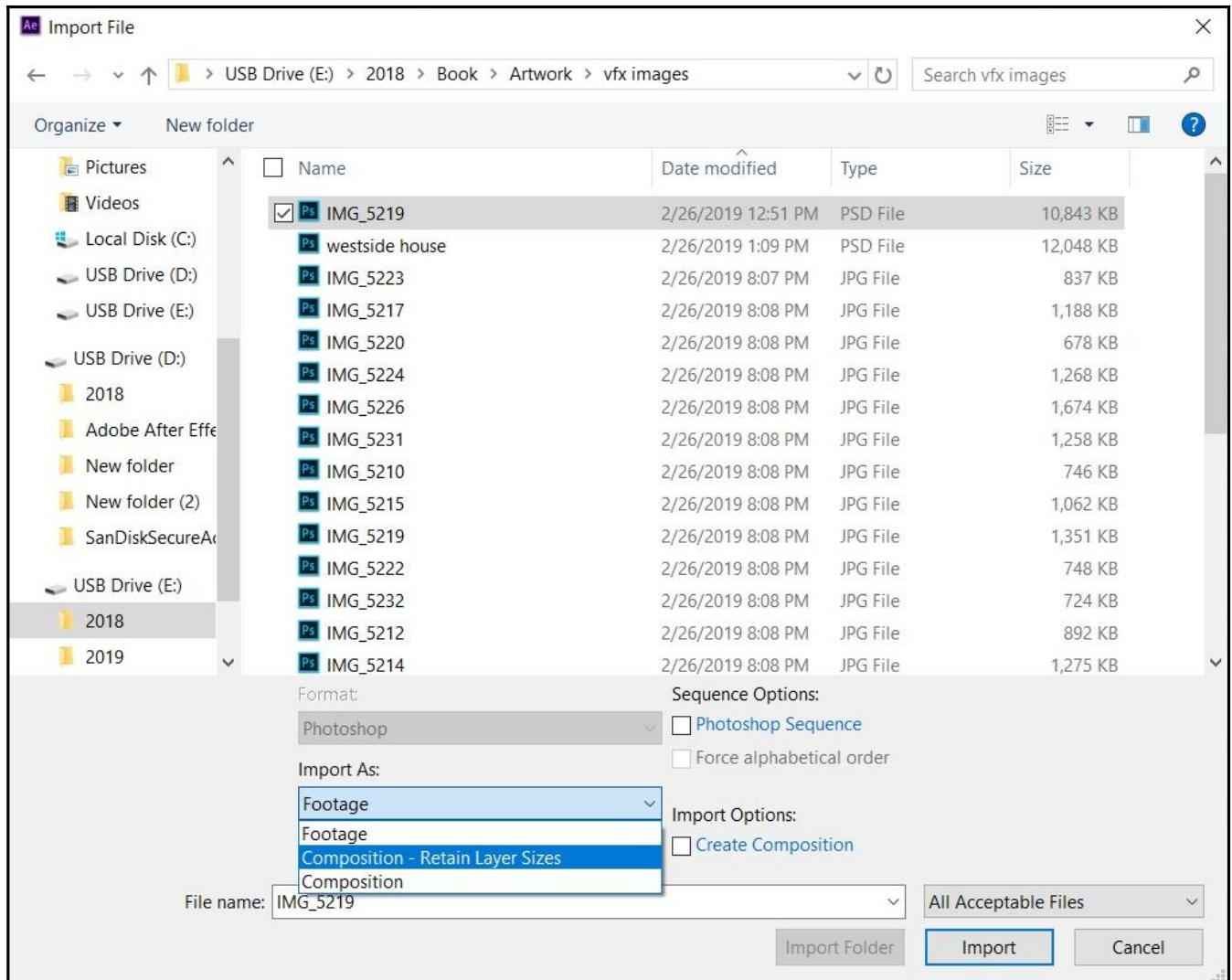


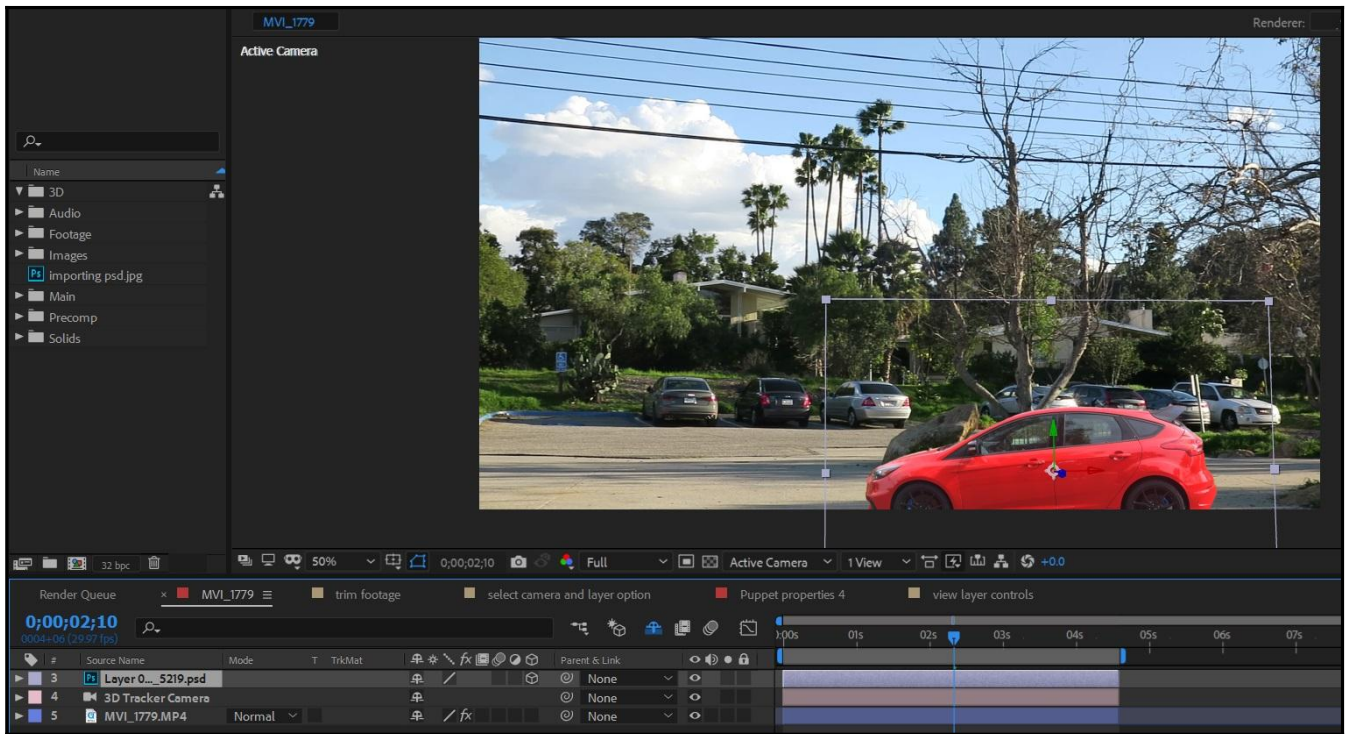




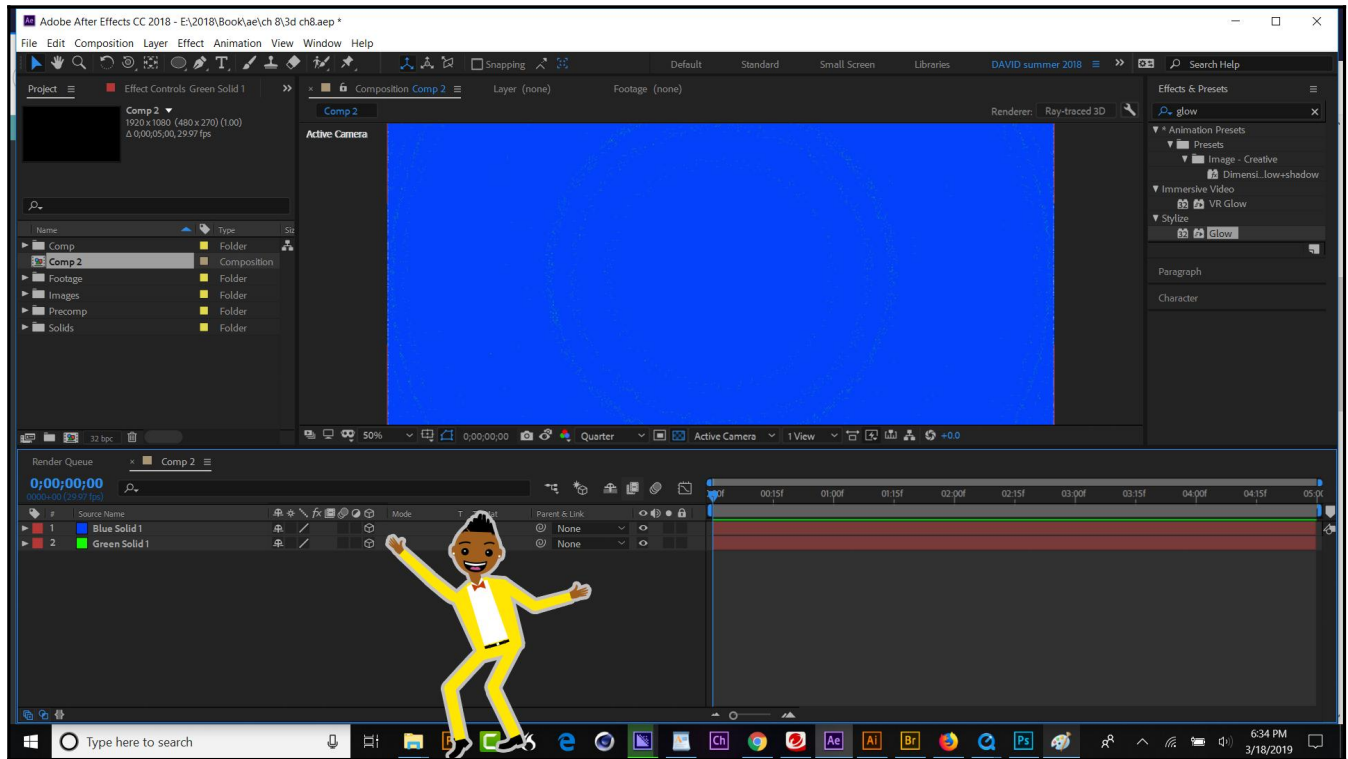


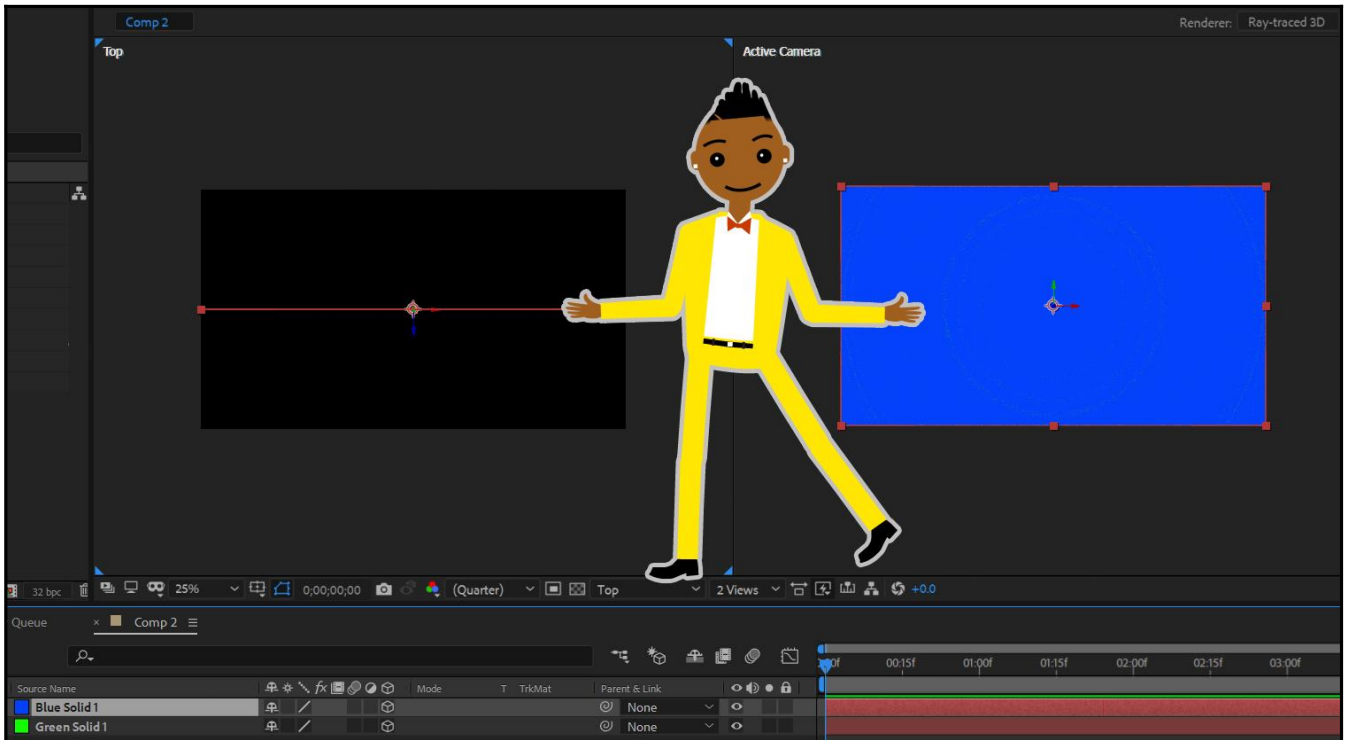
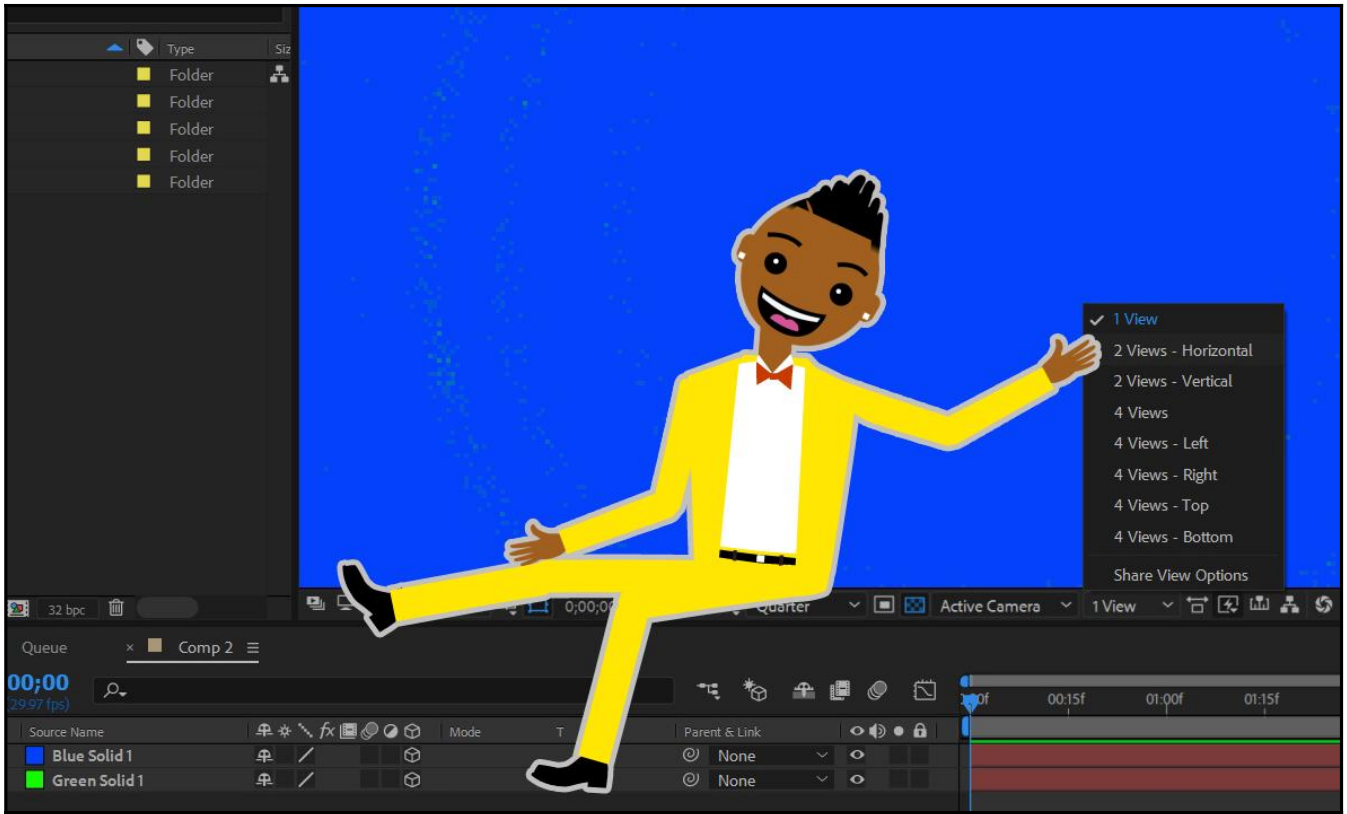


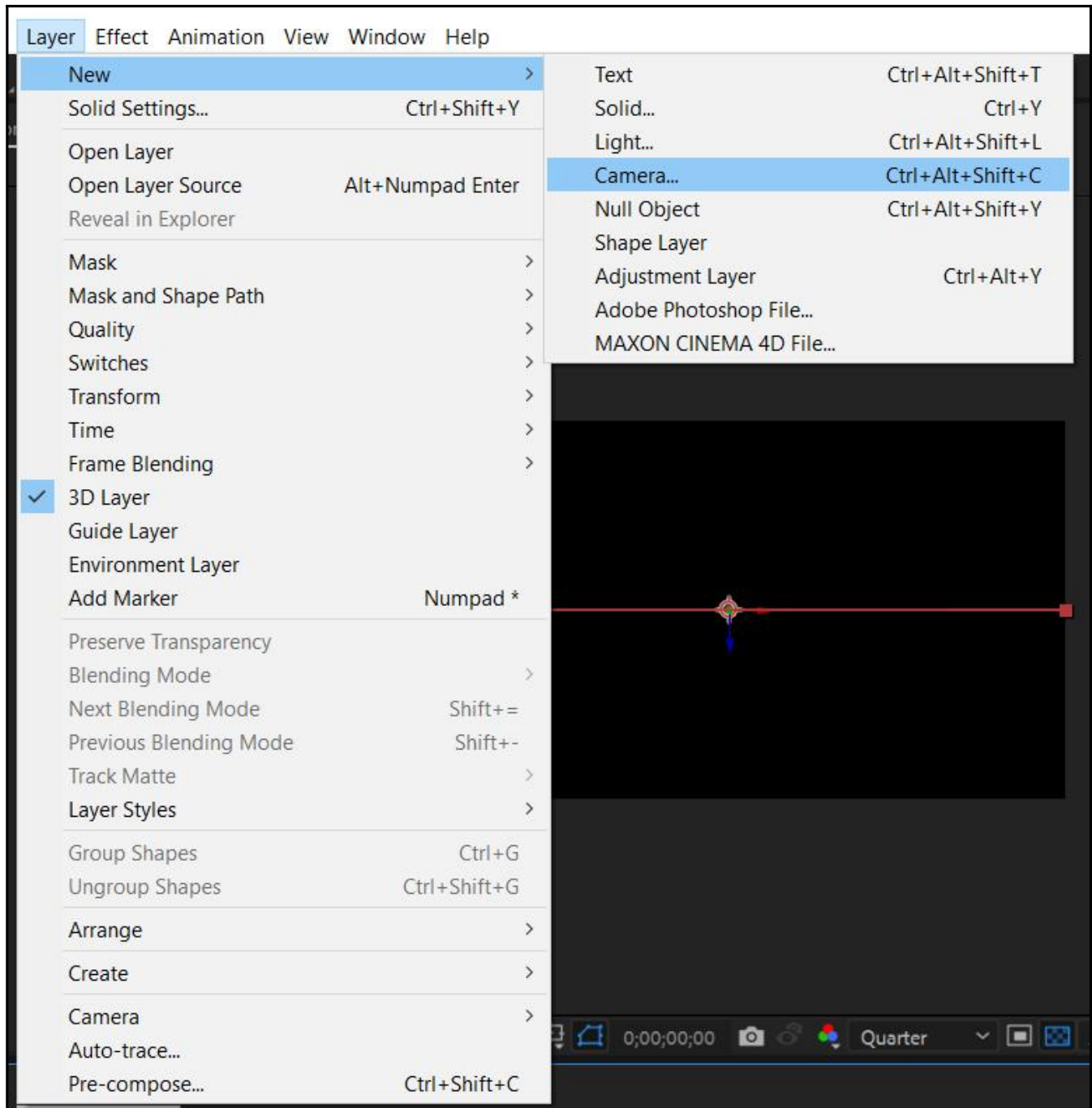


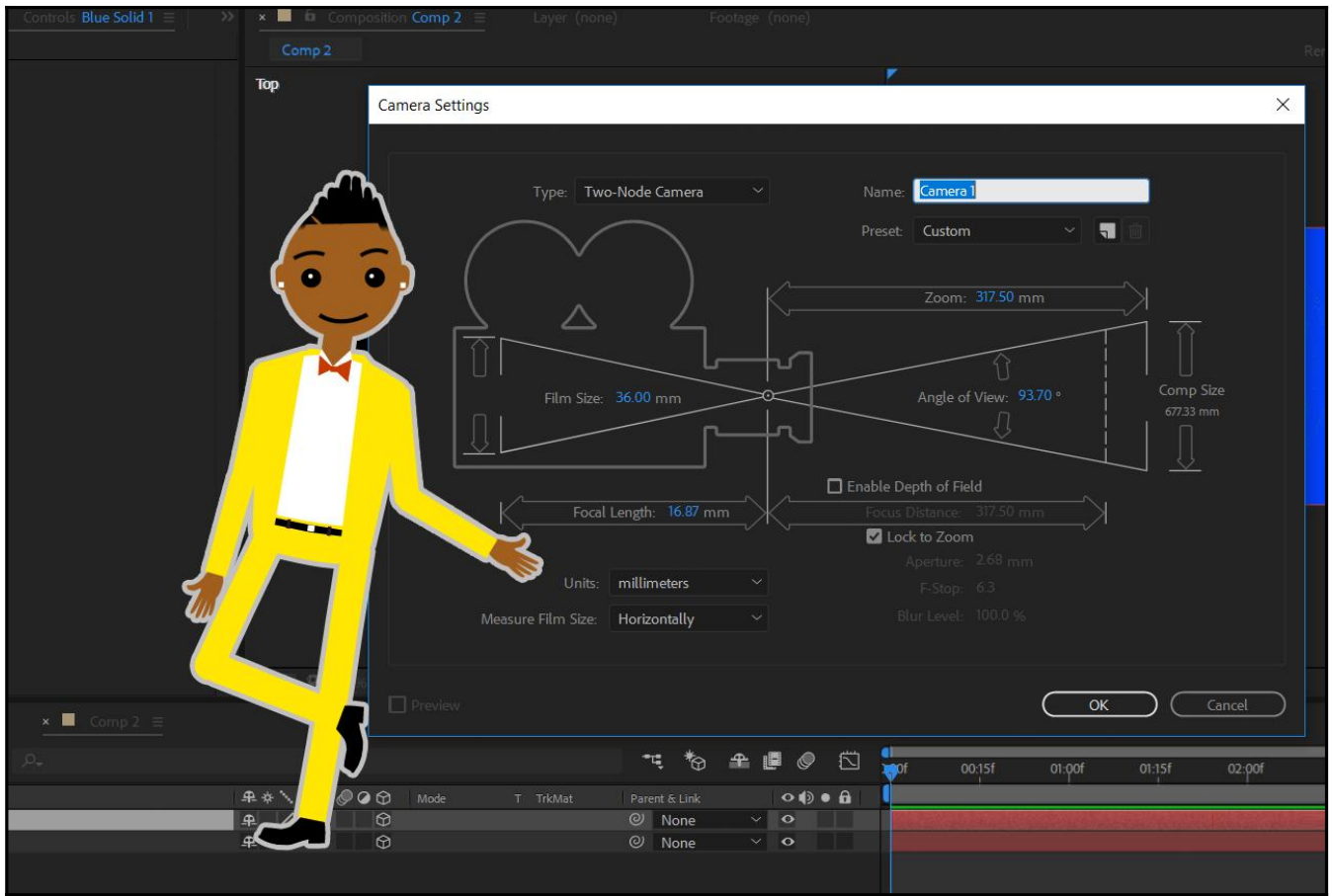


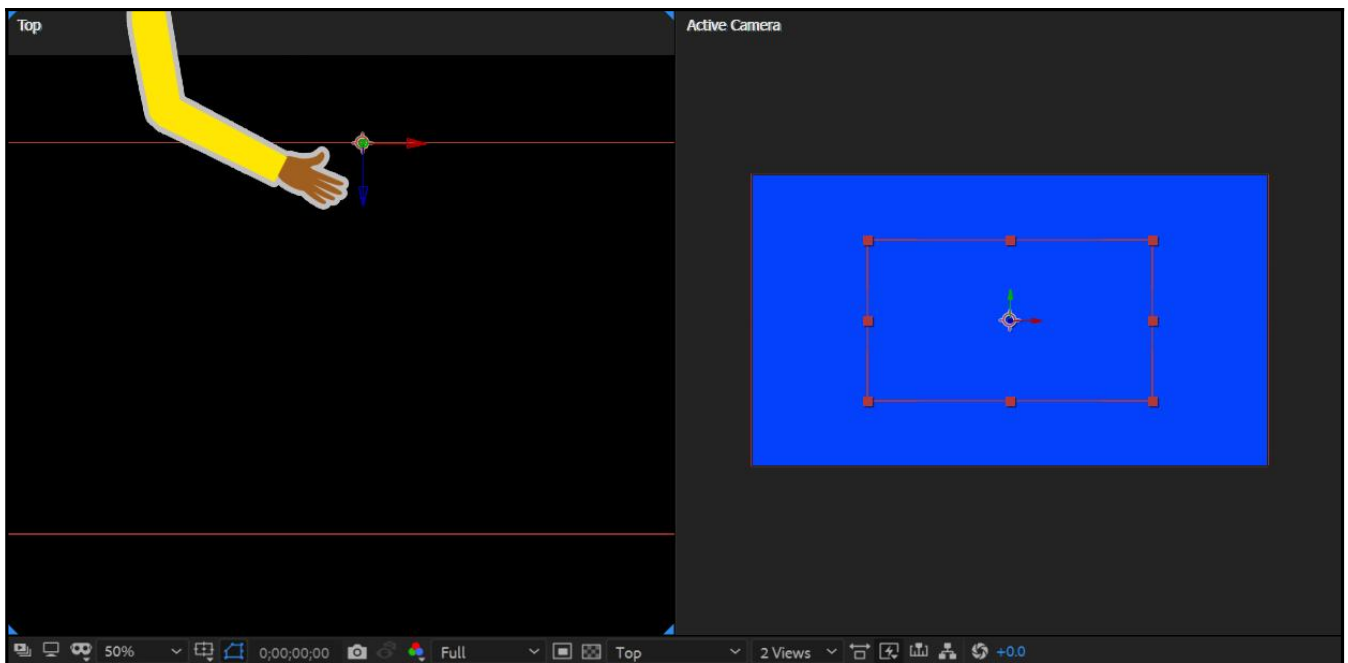
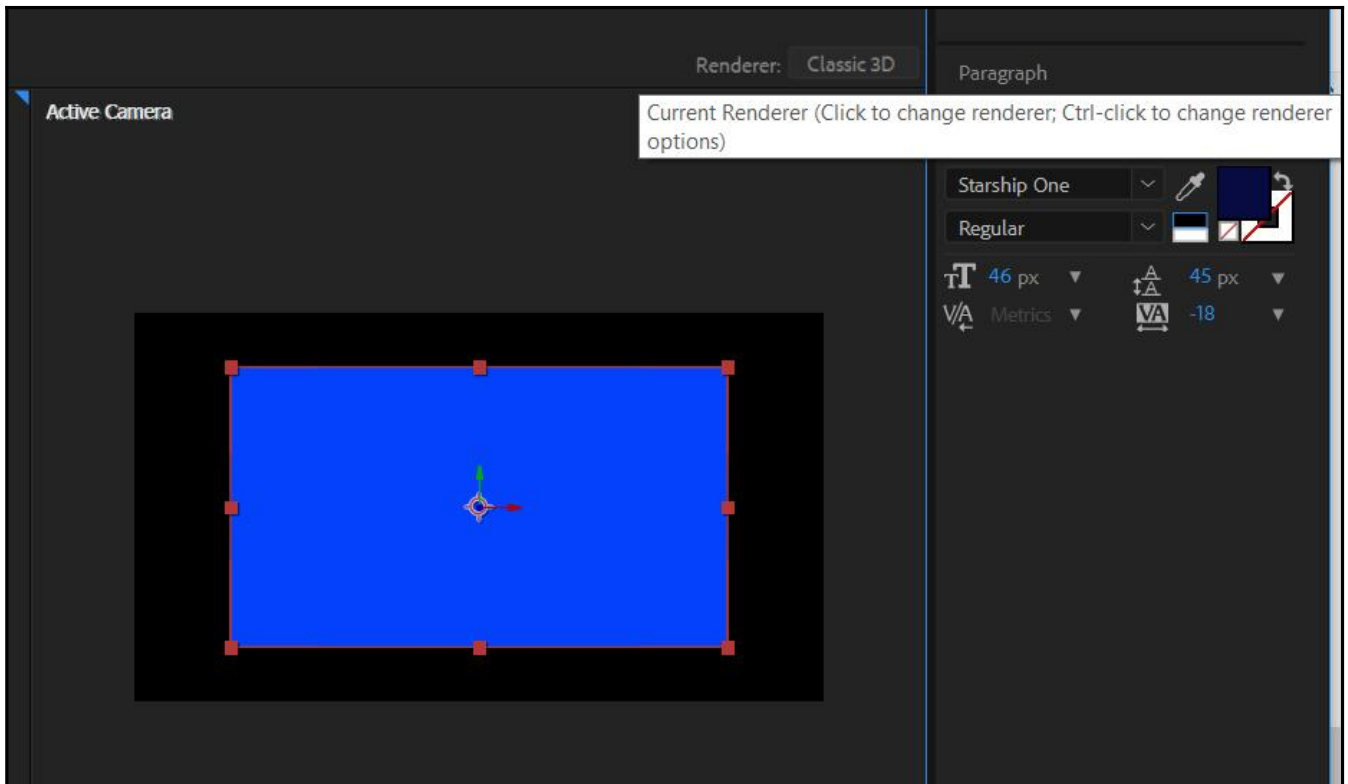
Chapter 8: Creating a 2.5D Environment Camera Fly-Through

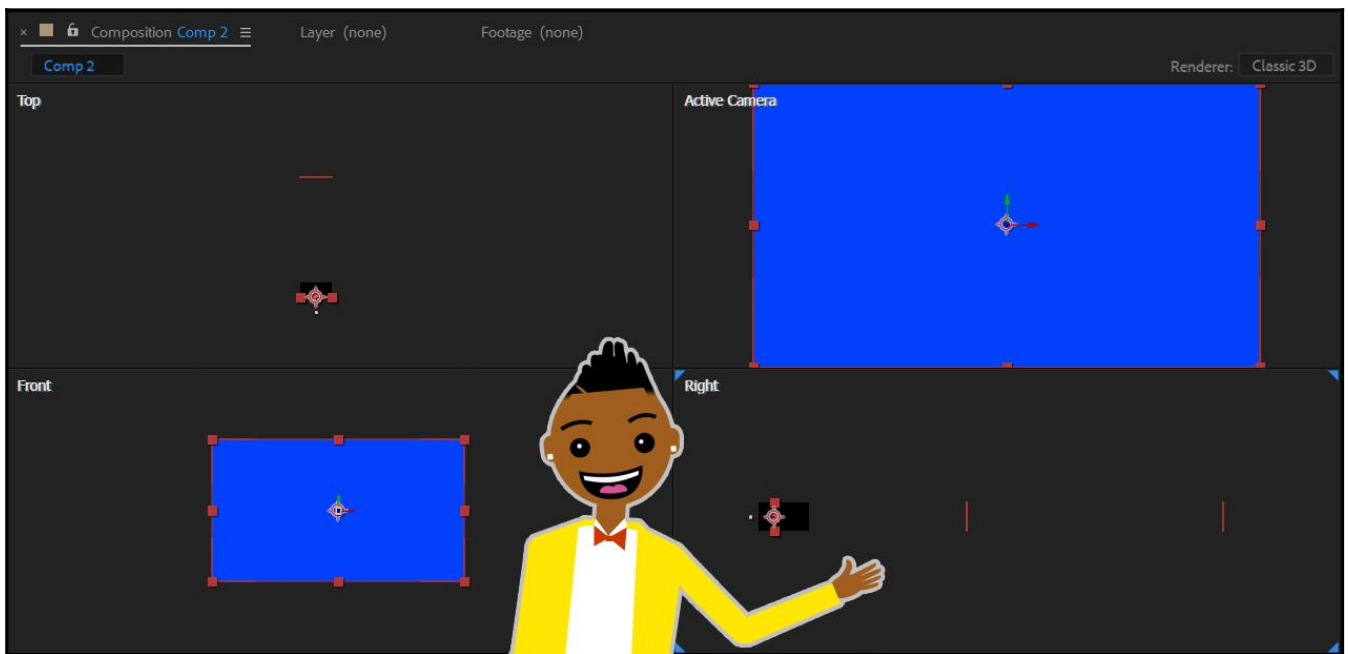
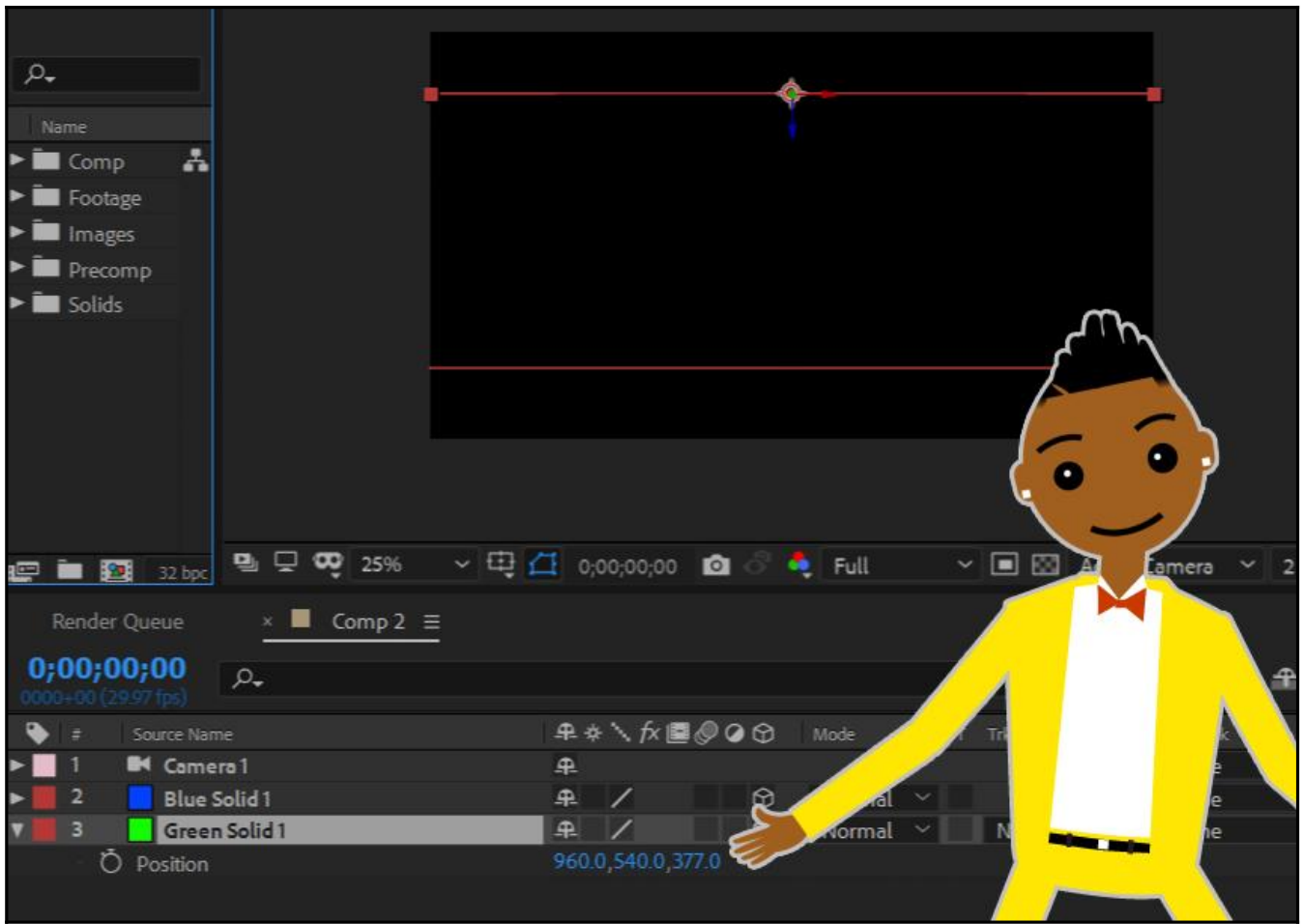


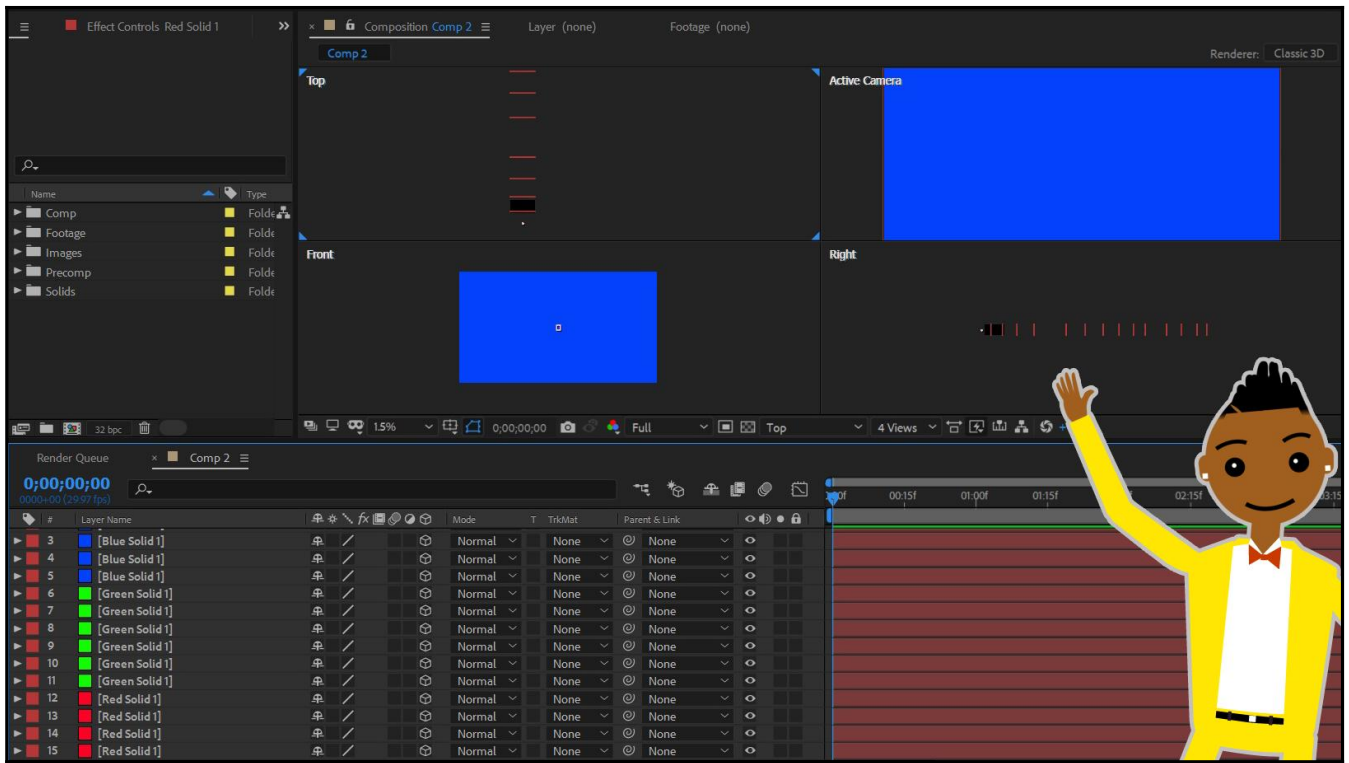


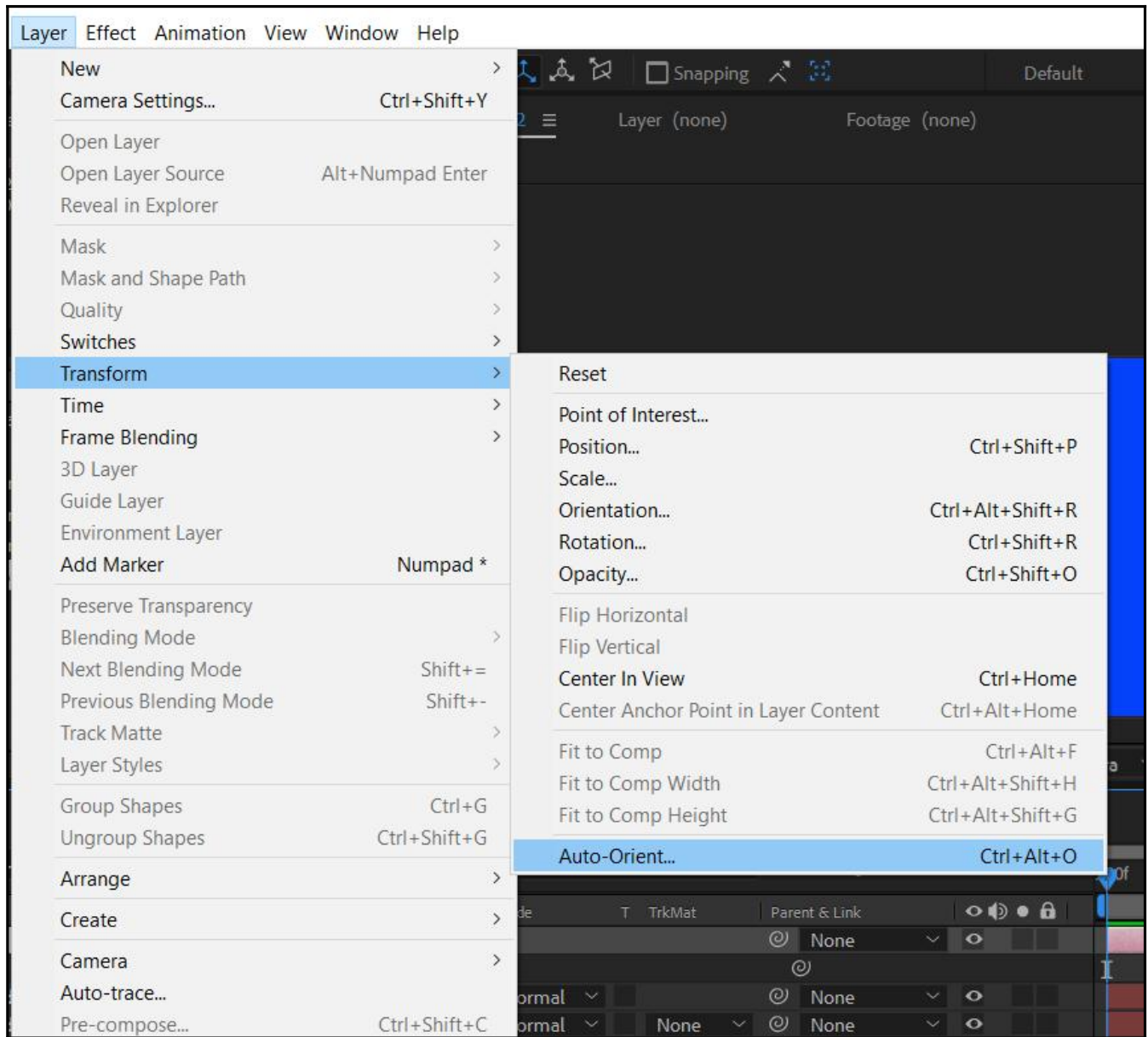


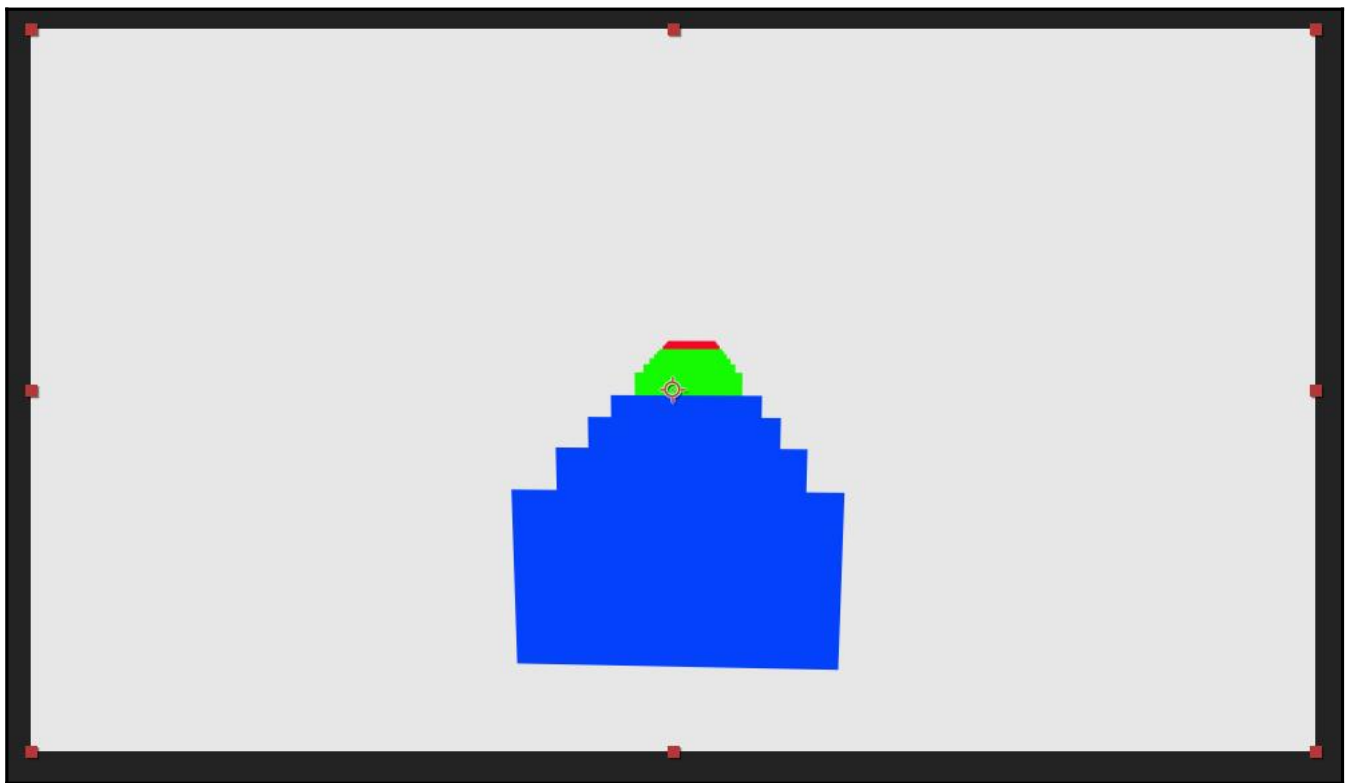
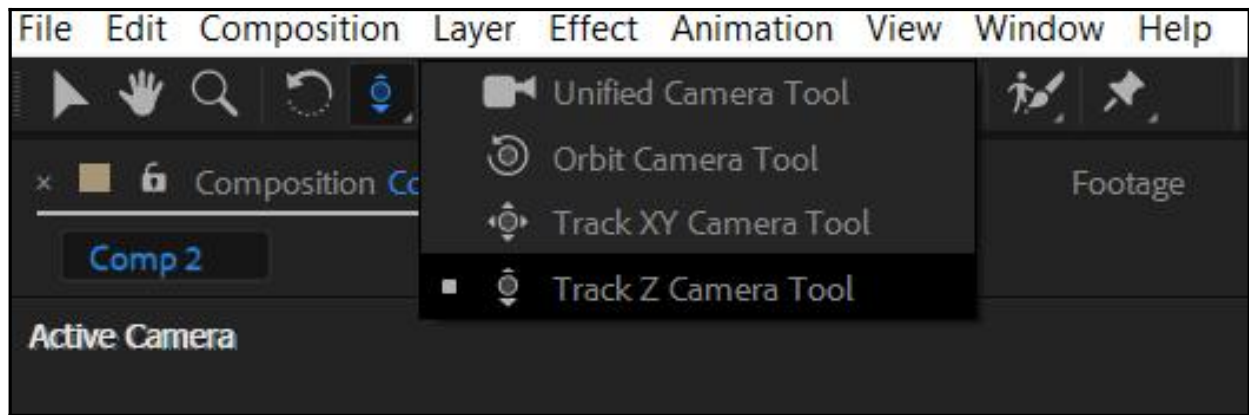


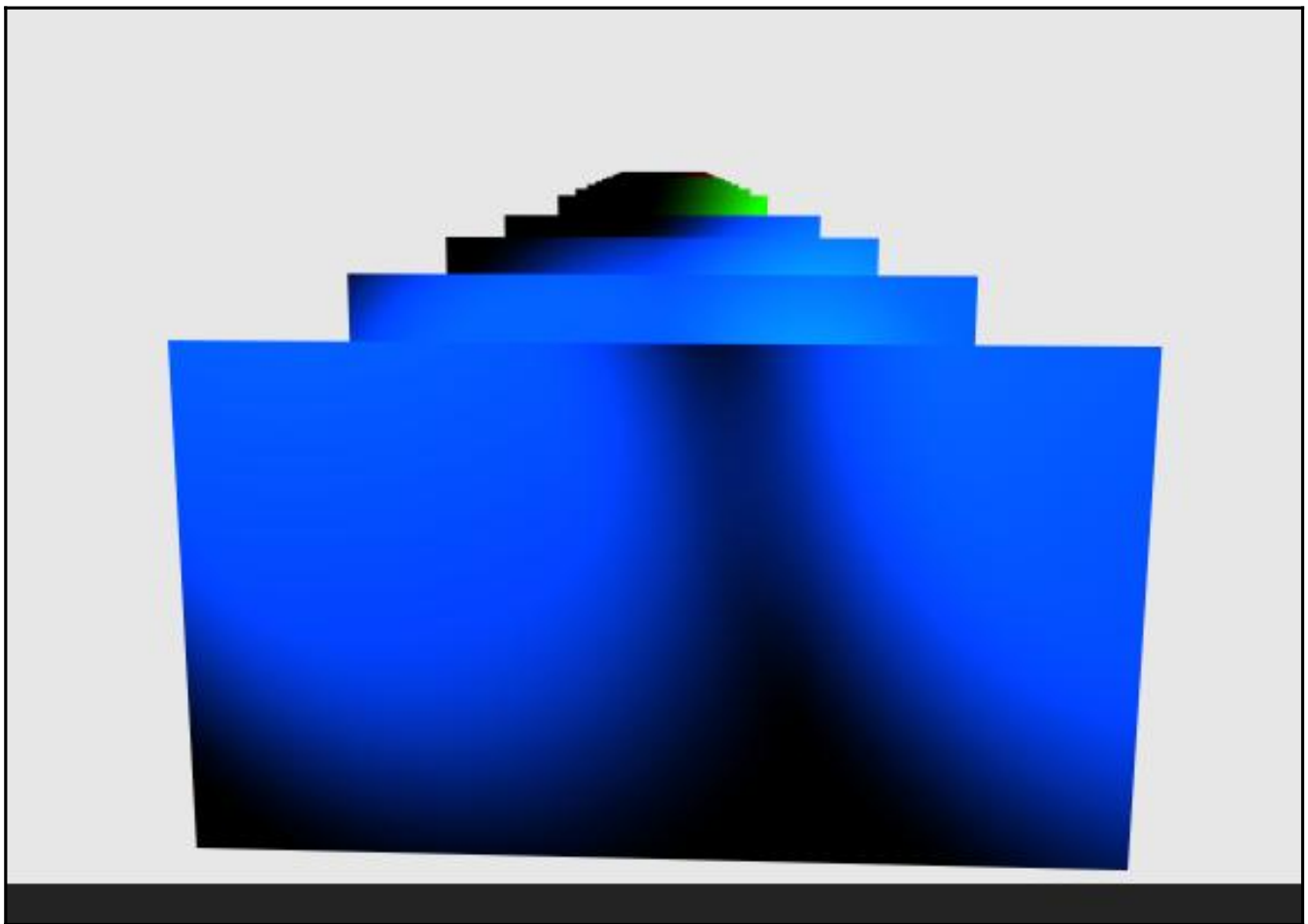
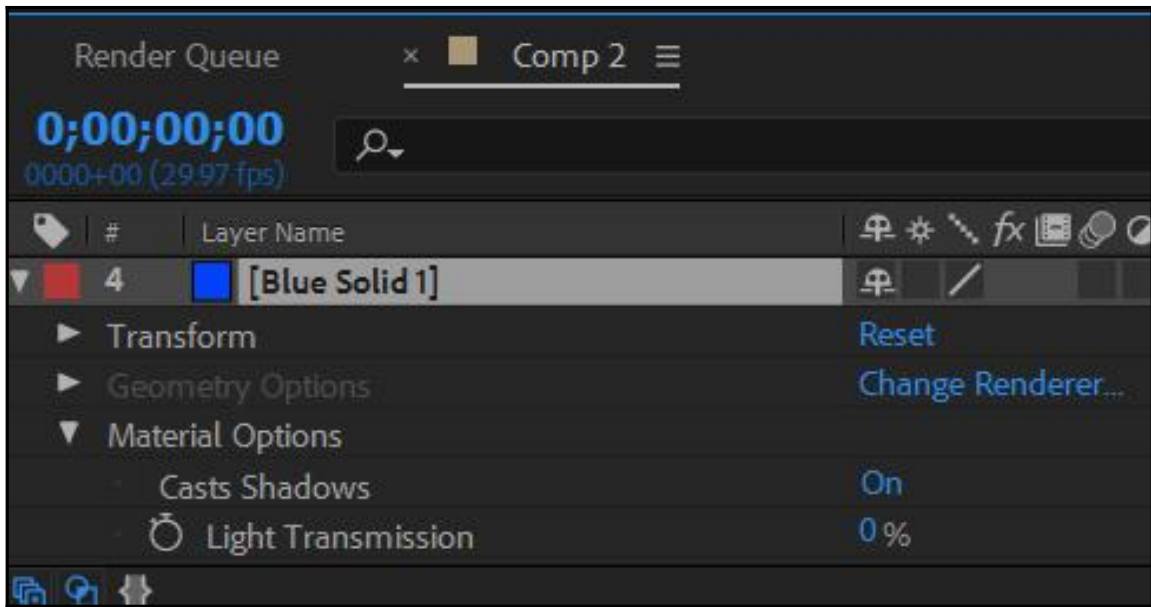


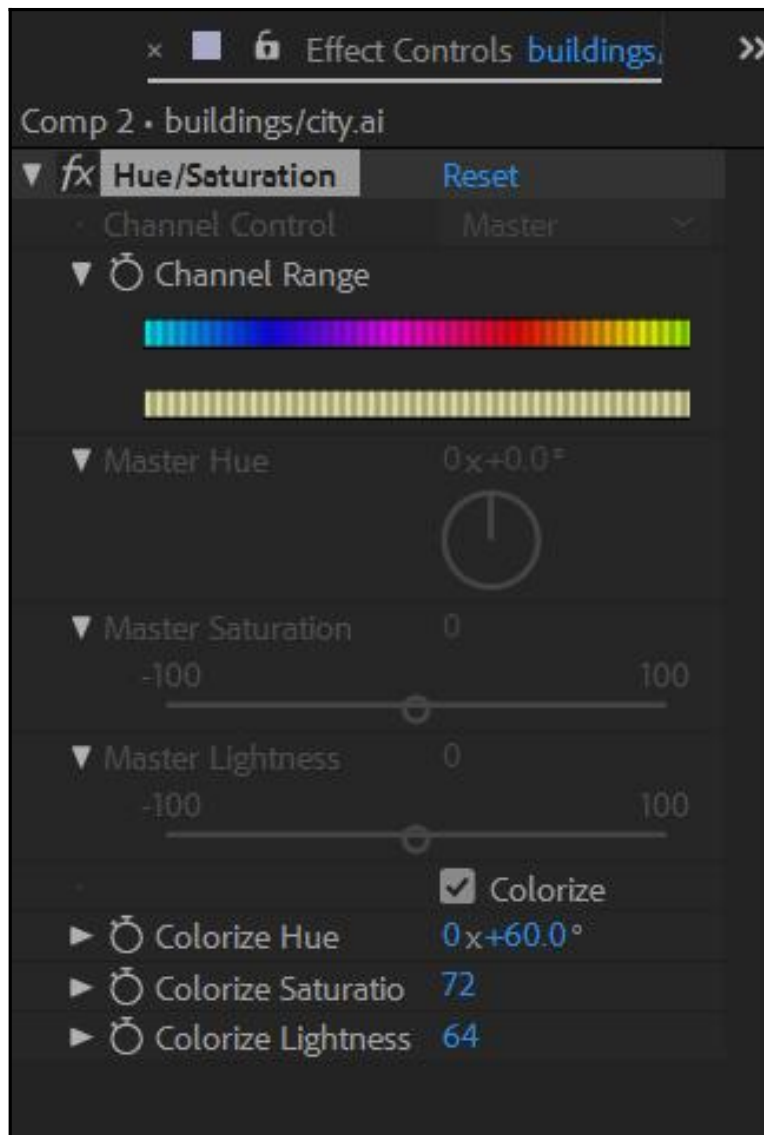


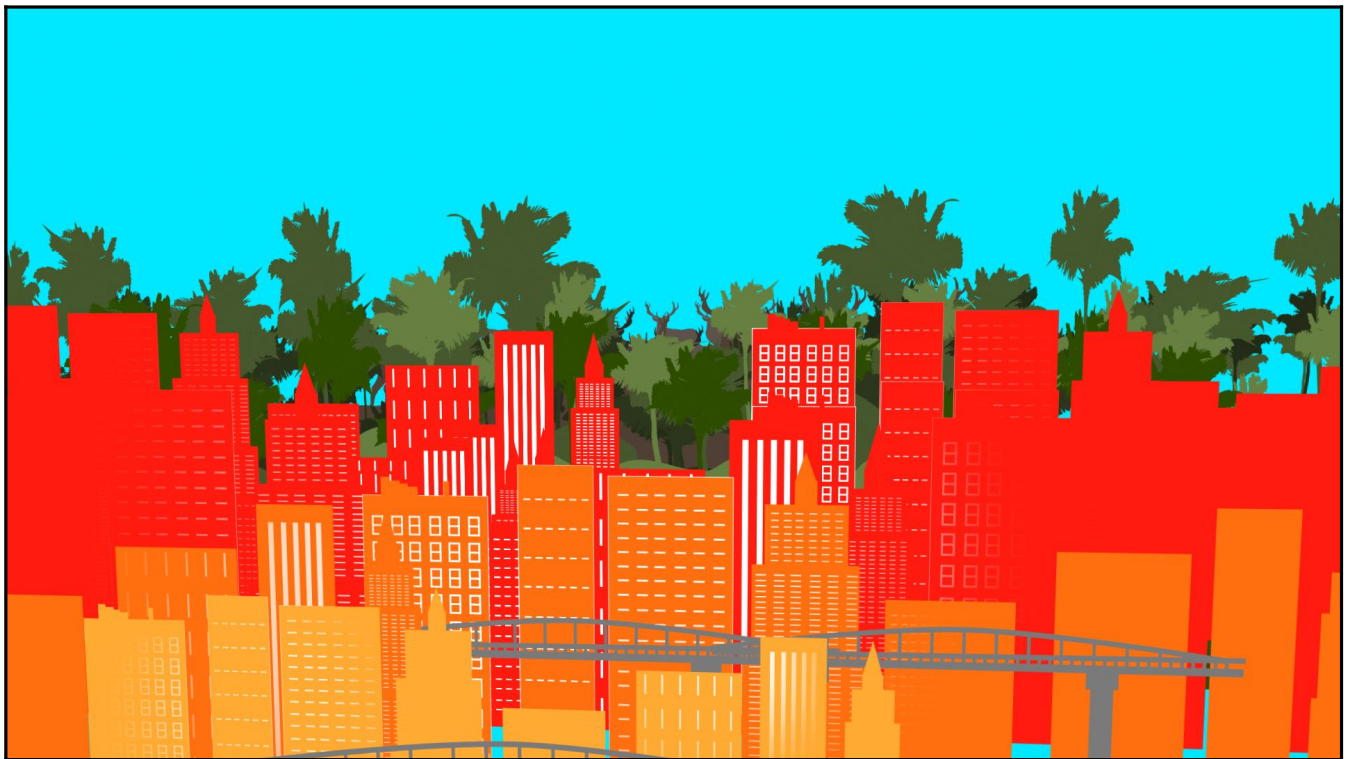
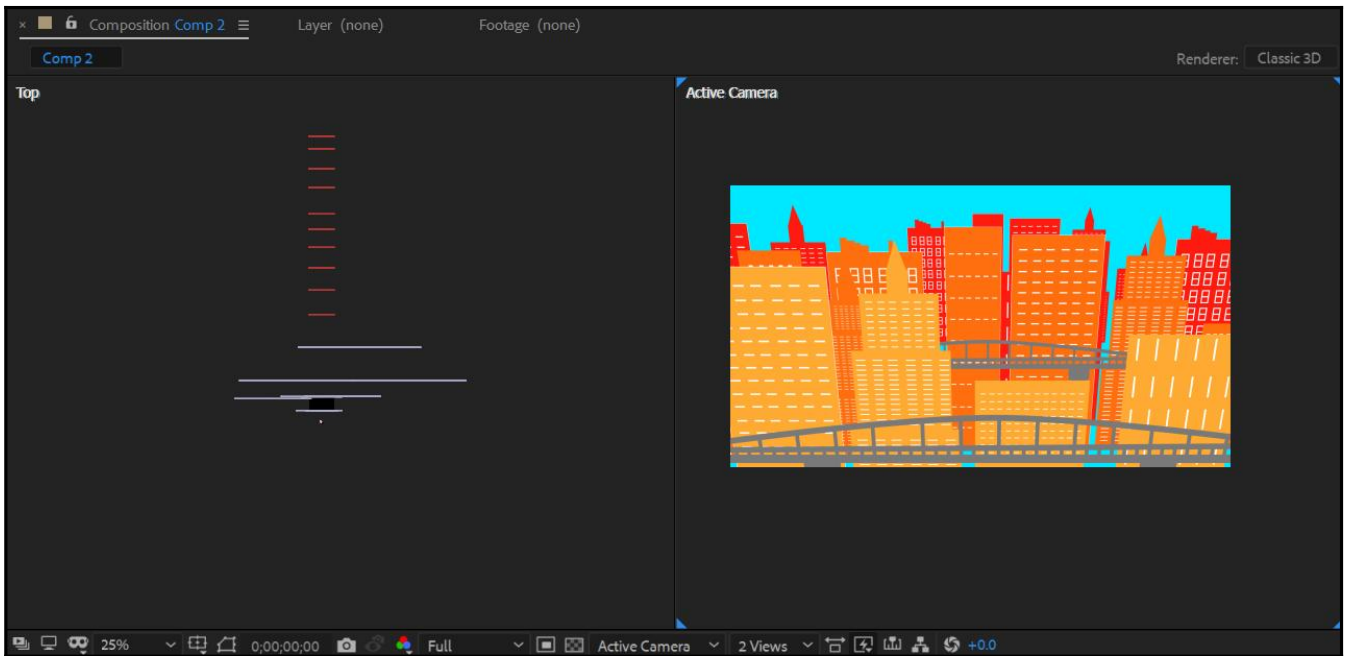


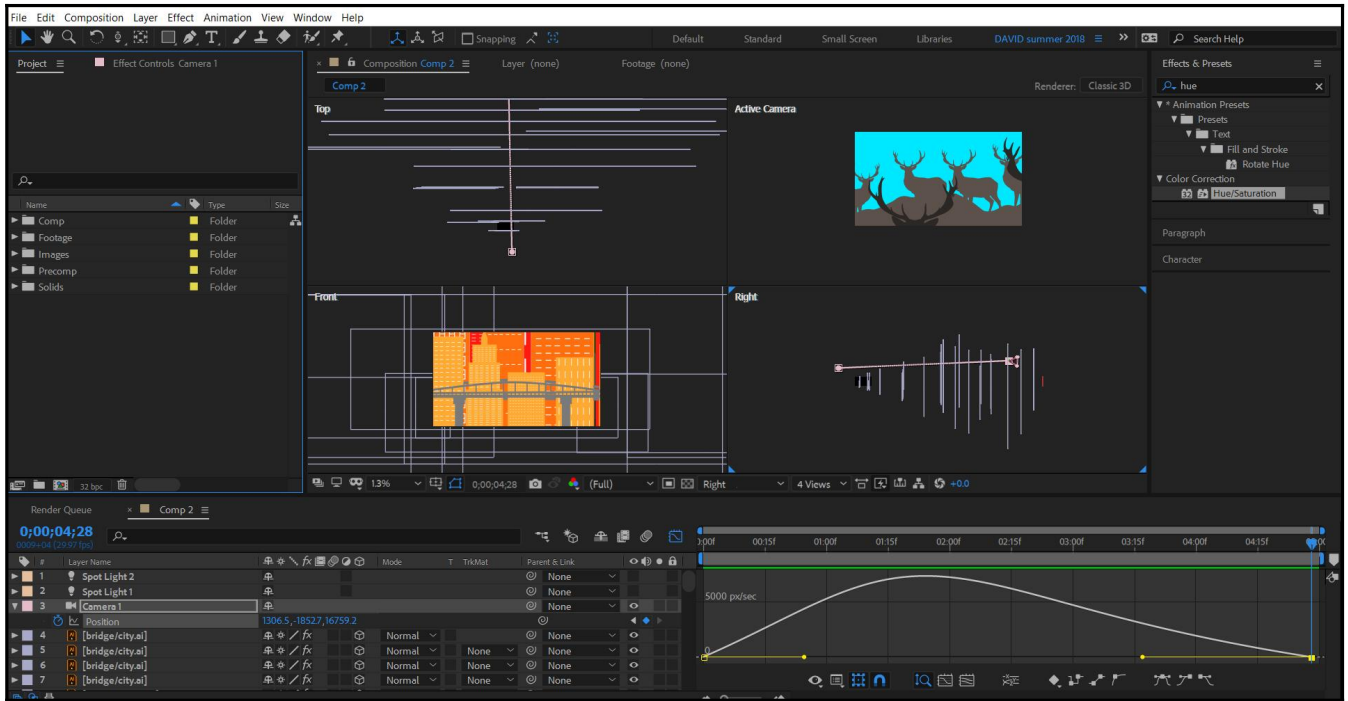


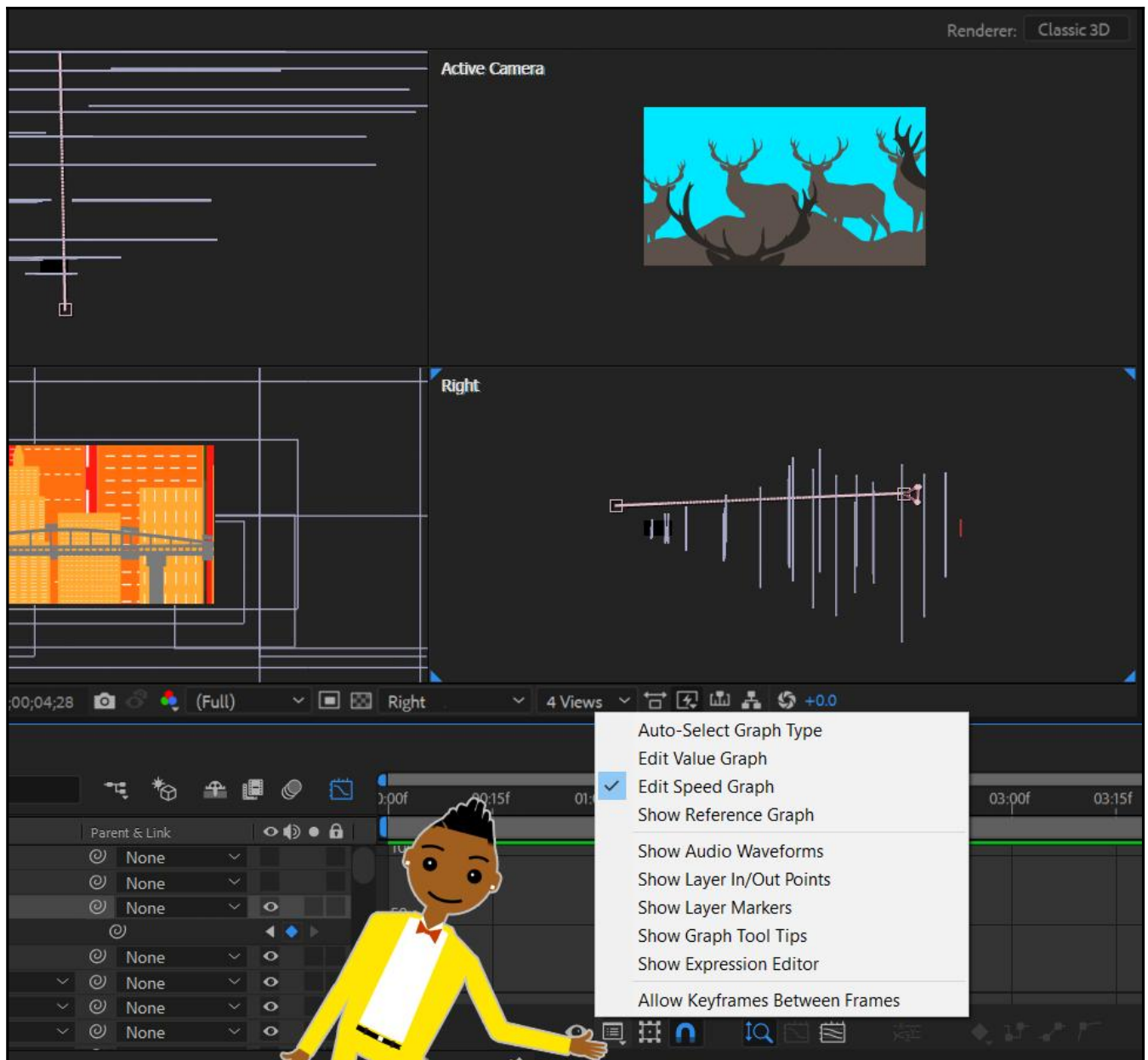


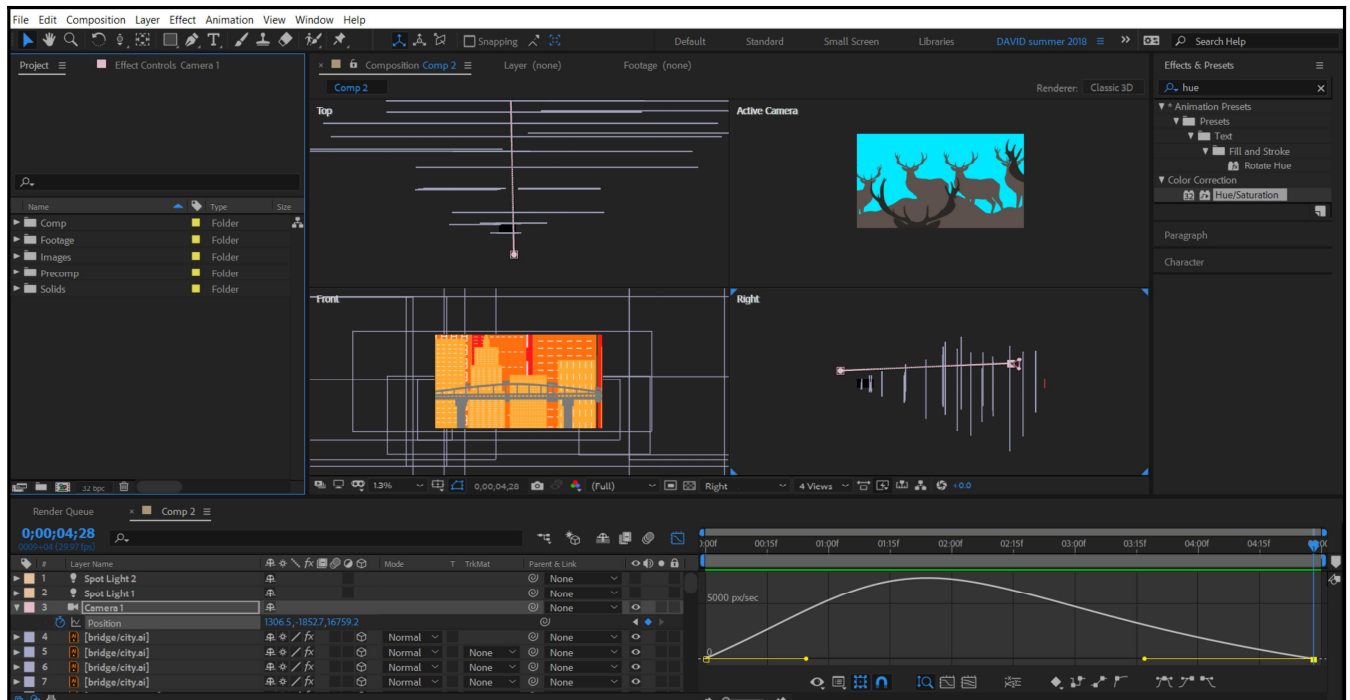












Chapter 9: Building a 3D C4D Lite Logo Project

