



Ps

Ai

Dn

Ae

Brief overview of the topics covered

Ai

Creating 3d objects and exporting for Ae and Dn

Dn

Scenes,materials and building on shapes

Dn

Scenes,materials and building on shapes

Ae

3D text and Shape tracking on Video

Ps

Creating scenes, backgrounds and shaping narrative

Ps

Setting up illustrations for animation

Ae

Turning Pictures/illustrations into videos

Ae

Green screen as overlays, how to blend it in

Section A

Design Thinking & Project Planning

01

The What

Outline your project brief-What are your requirements- based on and around the desired output.

Ask all the questions, if you're the only one on - ask them to yourself.

Project brief

Answer what is the video for, where will it be used, how are people going to reach it, who is this aiming to reach etc

Determine Deliverables

What are the formats required, the length, any key text or Concepts that have been pre-determined.

Chart your Path

Have a plan for how you will reach the goal, the resources to collect, the softwares to stack, the effects to use, the details.

02

The How

Outline your plan - storyboard, collect your files , download anything you can foresee needing.

Have all the questions answered,- document everything.

Set the Narrative

What is the story you're telling, and how are you depicting all the things you set out to do

Survey your supplies

What are the resources available to you, are we creating a video from scratch? are you adding objects to existing video clips, do you have a subject to focus on, how do you sort and organise your working files

Export Settings and Formats

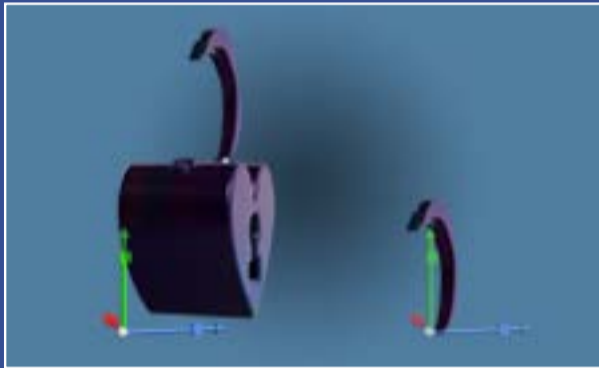
Not all settings are made equal, remember to keep your goal in mind when deciding between two options.

Section B

SETTING YOURSELF UP FOR SUCCESS

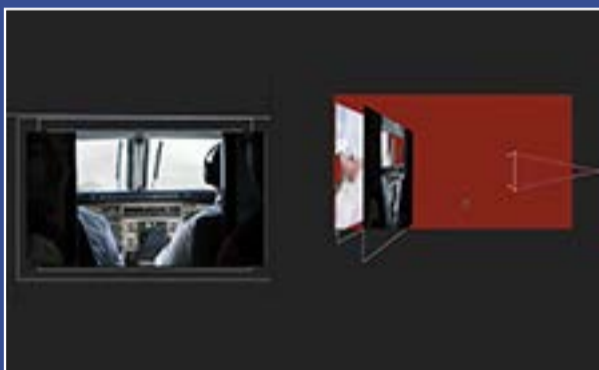
Setting up your layers and exporting Project to best reach your goals, planning ahead and double checking yourself now, might save you a lot of pain down the line

Modifying, Rigging and Exporting



02

Anchor Points in Ae
-wether it is 3d or not plays a huge role in how how ae animates and recognises the objects, changing the controls and behaviour, pay close attention to those

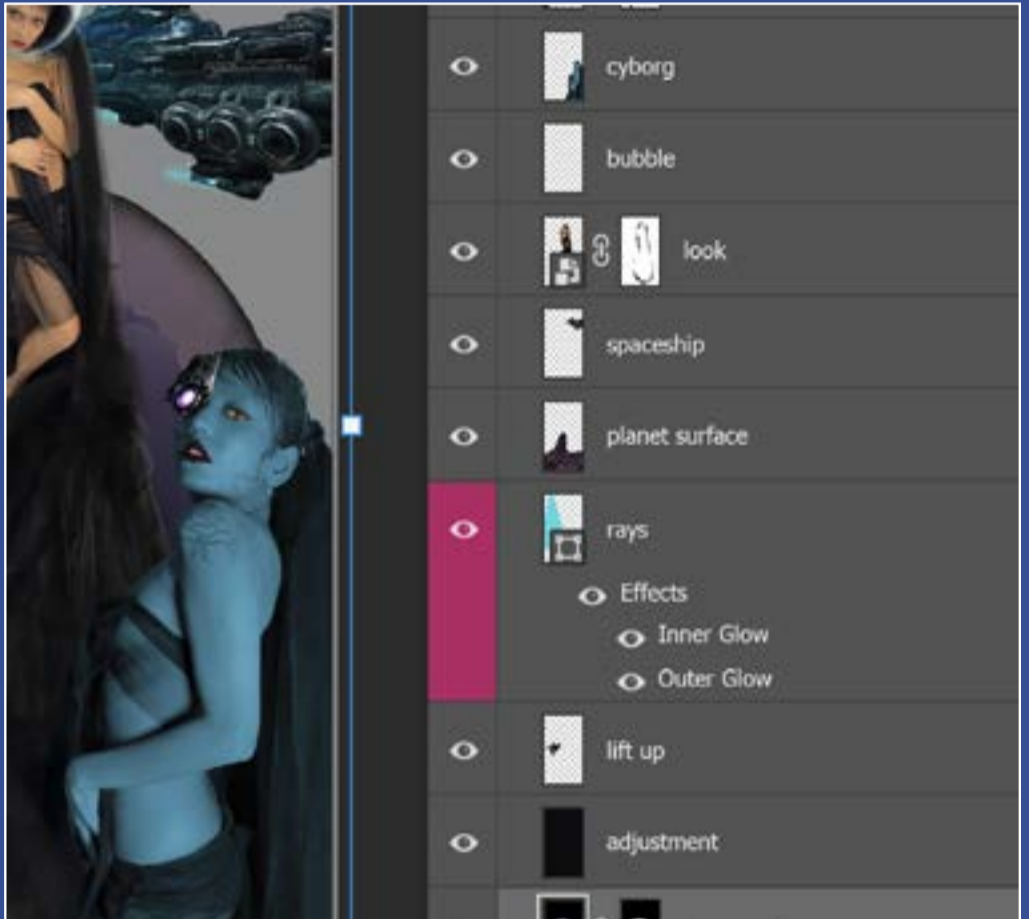


02

Dont let multiple views overwhelm you, use it to your advantage to set up a 3D space by having one show the side view while the other has the active camera

01

measure twice, cut once as they say



The why

03

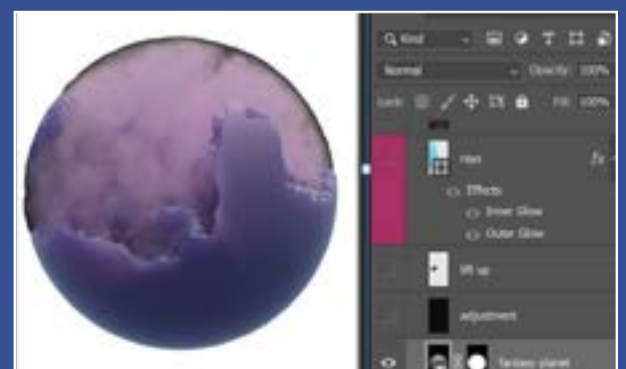
The plan for your animation might change how you export it



The how

04

The Export settings, type and format might also play a role



PROJECT BRIEF

An exciting idea you're into, and three important details about it

Start Date

Due Date

*Now the real
DUE Date*

what is it for

who is it for

when do you need it

What is drawing you to the idea, and why

How can you proceed, what are three steps you can take right now

Phase 1

Phase 2

Phase 3

PROJECT PLANNER

Resources + Ideas

Key Milestones

Timeline

Action plan

Deadline

Completed

SELF ASSESSMENT

The Wheel of Life is divided into different Adobe Softwares

There is a scoring system behind using the Wheel, where you simply reflect and rate your satisfaction levels out of 10, where 1 is closest to the centre of the circle and 10 is at the edge of the circle.

One of the biggest benefits of the Wheel is the pictorial representation.

