

## **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

O1
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 The What 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 forsee needeing.

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 UP FOR SUCCESS

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

Modifying, Rigging and Exporting



02

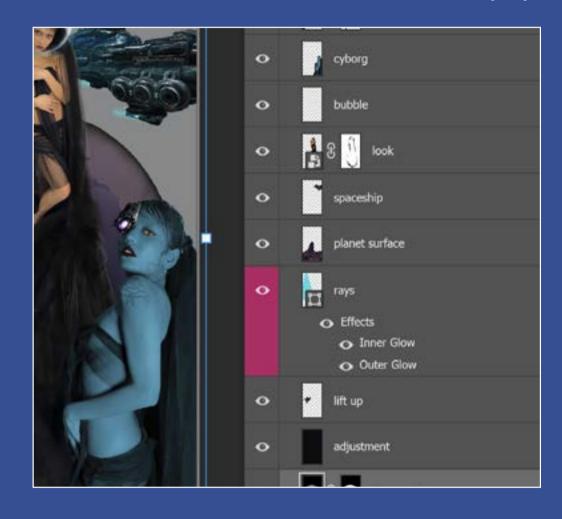
Anchor Points in Ae
-wether it is 3d or not plays a
huge role in how how ae animates
and recognises the objects,
changing the controls and behaviour, pay close attention to those



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

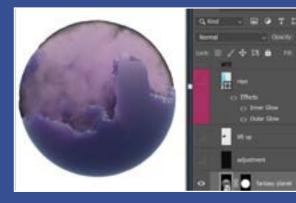
The plan for your animation might change how you export it



The how

04

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



Planning ahead will ensure your workflow moves as smoothly as possible.

I use a lot of resources, free and otherwise to keep myself organised.

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Record every thought, ask every question, google every doubt, watch all the tutorials,analyse and breakdown evrery refference.

I love having as much data as I can to gain a deeper understanding of the Projects I undertake

# **Understanding**Stacked Design



Stacking effects, softwares and tools is great, especially with CC



but I can get confusing if you don't know how to get the results you want

## PROJECT BRIEF

An exciting idea you'r	e into, and three important a	letails about it
Start Date	Due Date	Now the real DIE Date
what is it for	who is it for	when do you need it
What is drawing you	to the idea, and why	
Sow can you proceed,	what are three steps you ca	n take right now
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## PROJECT PLANNER

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## BRAIN DUMP

Random Jdeas		
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Current state of mind-	Excited Overwh	

## STORYBOARD/SHOTS

Scenel Shots

Storyboard and/or Short Description

Framing Angle Action/ Animate

## SELF ASSESMENT

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.

