

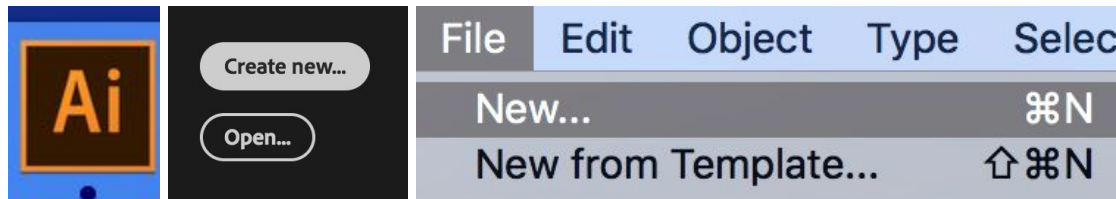
CRAZY EYES PROJECT 2019

Introduction:

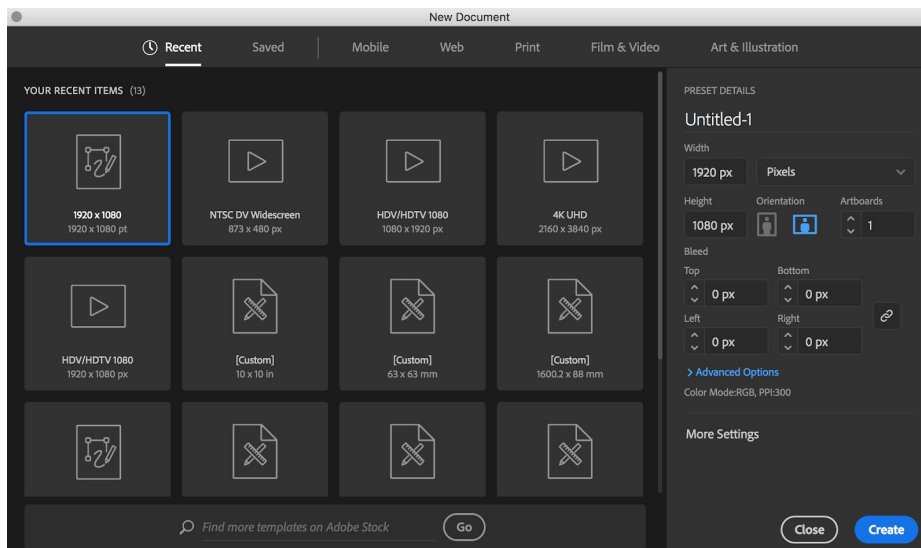
The goal is to create an experimental animation using only an eyeball as your subject. Students will be taught how to create an eyeball in **Adobe Illustrator** and then import their assets into **Adobe After Effects**. Following along with the guidelines the students will learn how to move shape layers along with creating compositions and using effects such as CC Kaleida to create a visually interesting animation.

Opening up Adobe Illustrator:

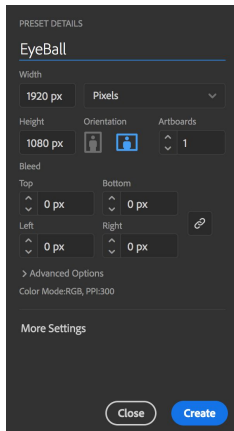
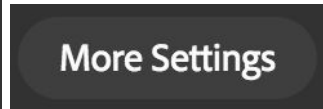
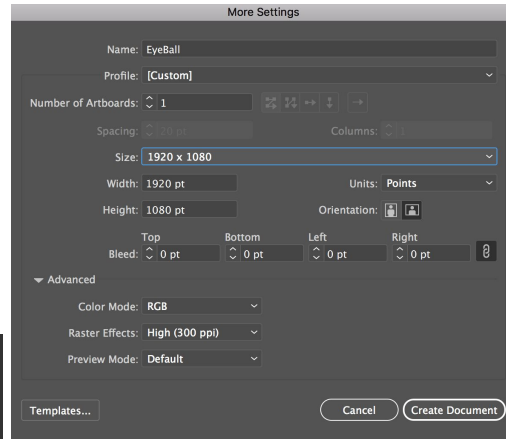
- Open Adobe Illustrator, Click “**Create New**” or go “**File, New**”



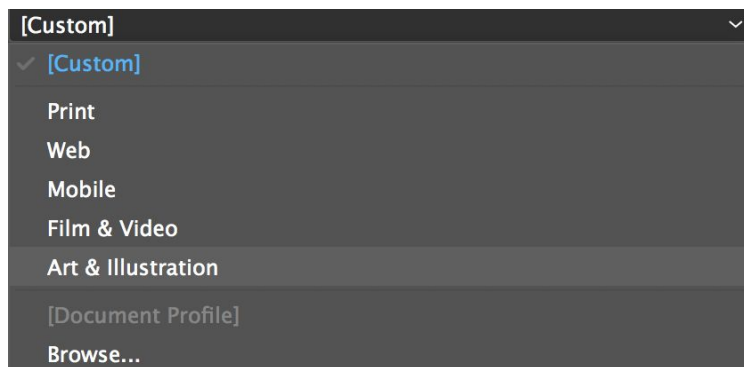
- A screen should pop up similar to this, make sure you select the 1920x1080



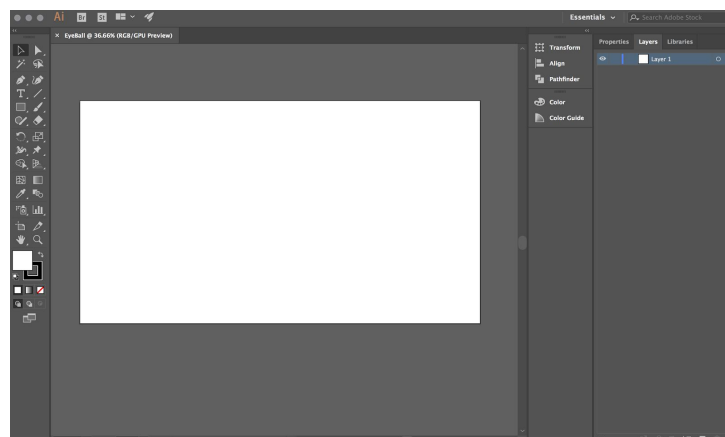
- On the right side of this menu, you should see the “**Presets Details**” tab. Use the following Images below to make sure everything is set correctly.



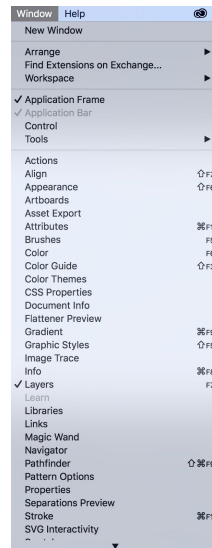
- Make Sure you select the **“Art & Illustration”** tab otherwise your screen will appear different than mine.



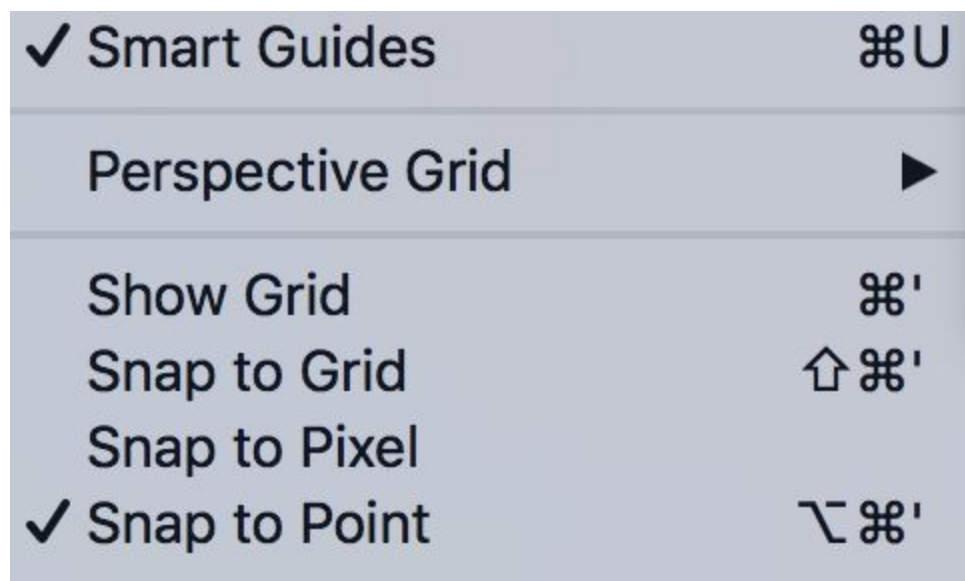
- Now hit the **“Create Document”** tab on the bottom right of the **“More Settings”** tab. Your screen should look like this.



- If your screen doesn't appear this way make sure that you look in your “**Windows**” tab located at the top right of the screen and follow the images below to turn on the hidden menus.



Check your “View” tab and click smart Guides and snap to points



- Also, make sure that you are in the “**Essentials**” tab located at the top right of Illustrator.

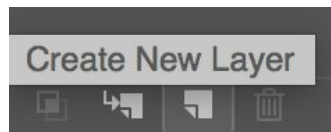
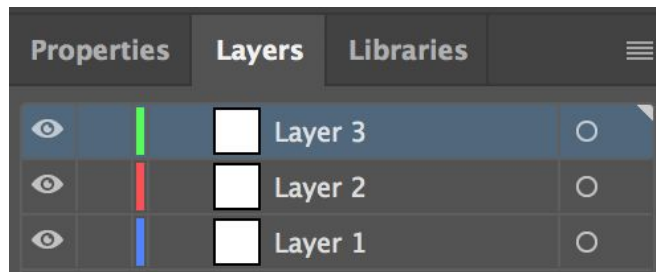


Creating the Eyeball in Adobe Illustrator:

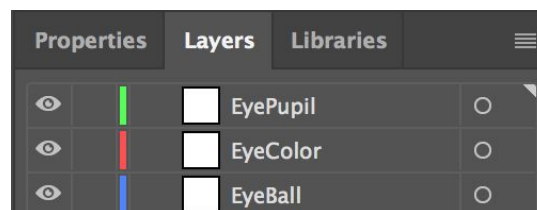
- Next, we will create a total of 3 layers for the eyeball.
- In the bottom right of Illustrator in the “**Layers**” tab you will see 6 icons like this



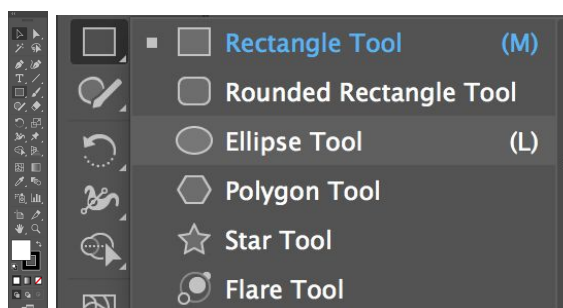
- Click the one with just a single sheet of folded paper until you have 3 layers.



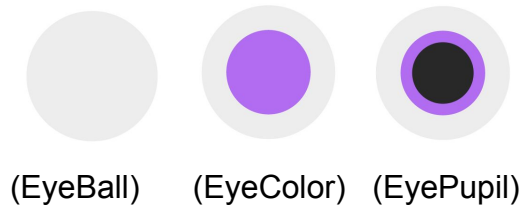
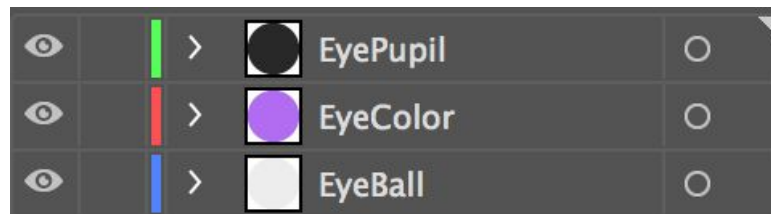
- Now rename the layers by double-clicking on them or by right clicking and hitting “**rename**”.



- After you have renamed your layers we can now begin to create the eyeball.
- On the left side of Illustrator, there is a toolbar filled with various icons the one we will be using is the “**Ellipse Tool**” to find it you will have to right click on the rectangle tool and then select it.



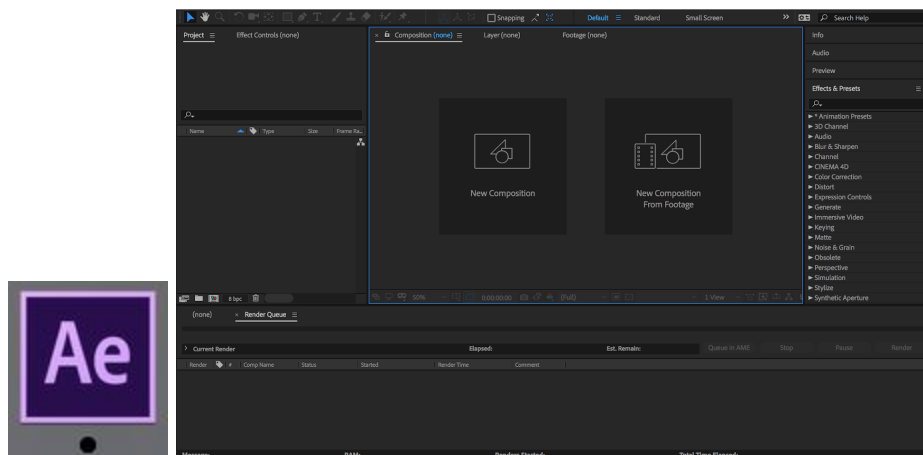
- Now click on the layer “EyeBall” on the right side of the screen so that you are in the correct layer while creating the ball.
- While holding shift, click and drag the cursor over the artboard (white background) until the eyeball is a size you like



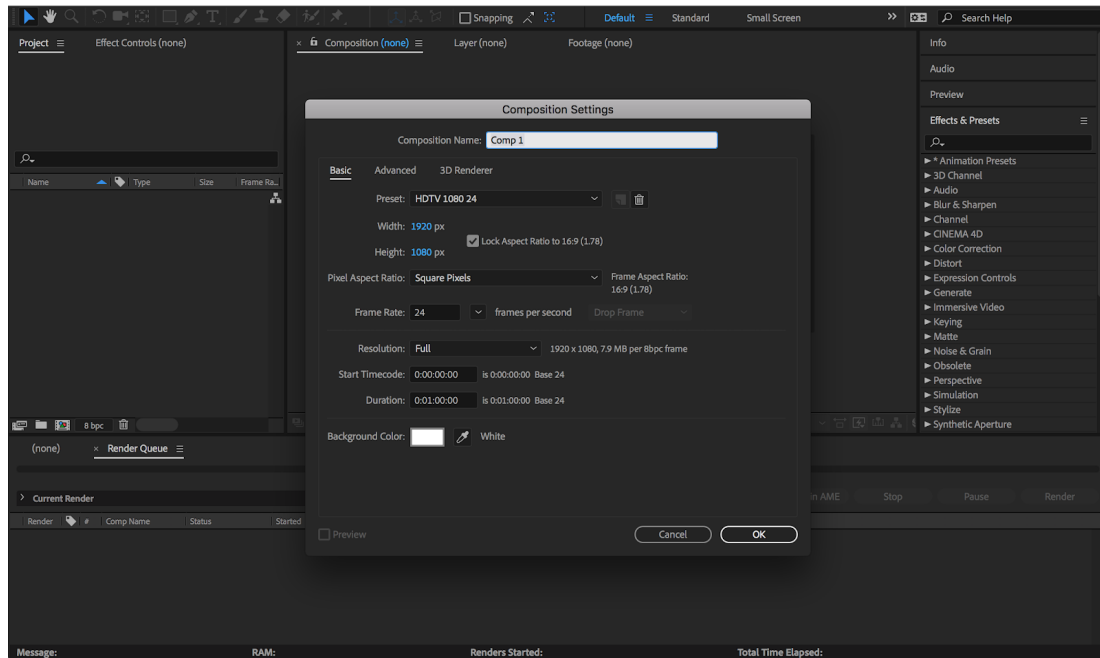
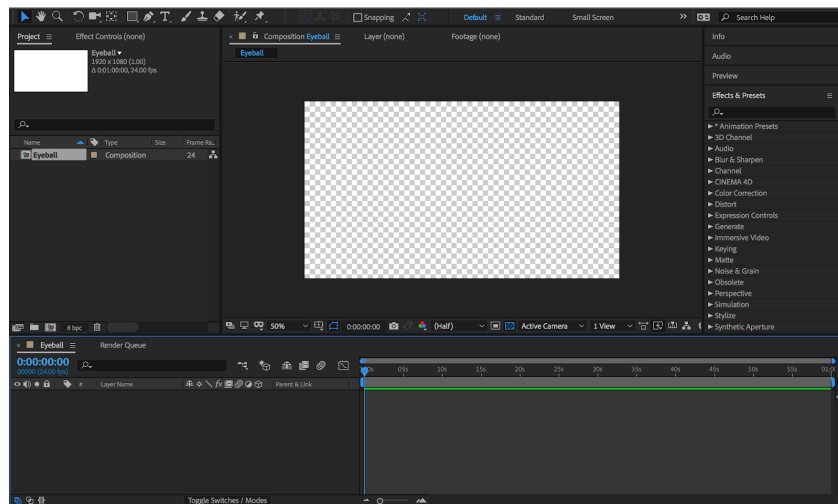
- Now center the entire eye in the middle of your board, and save the file.
DO NOT CLOSE THE PROGRAM
There will be a step later to show you a cool trick with the two programs
- With Adobe Illustrator saved and kept open, we can now move onto the next step which is opening up **Adobe After Effects**.

Opening up Adobe After Effects:

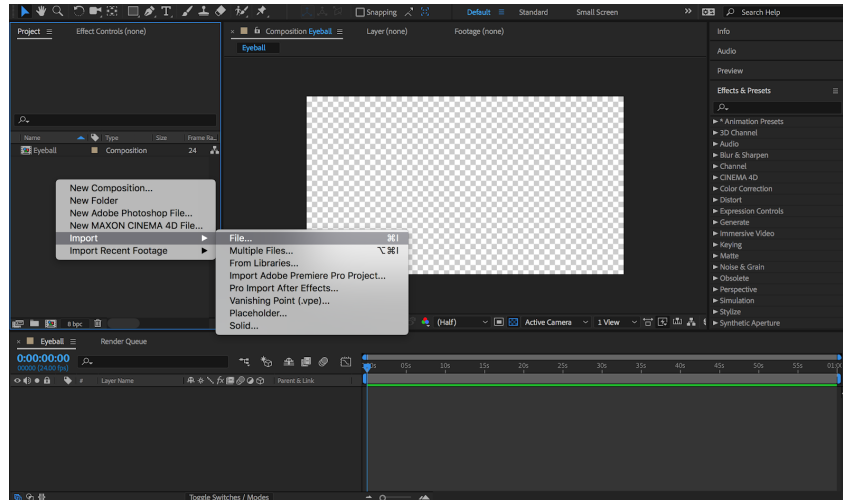
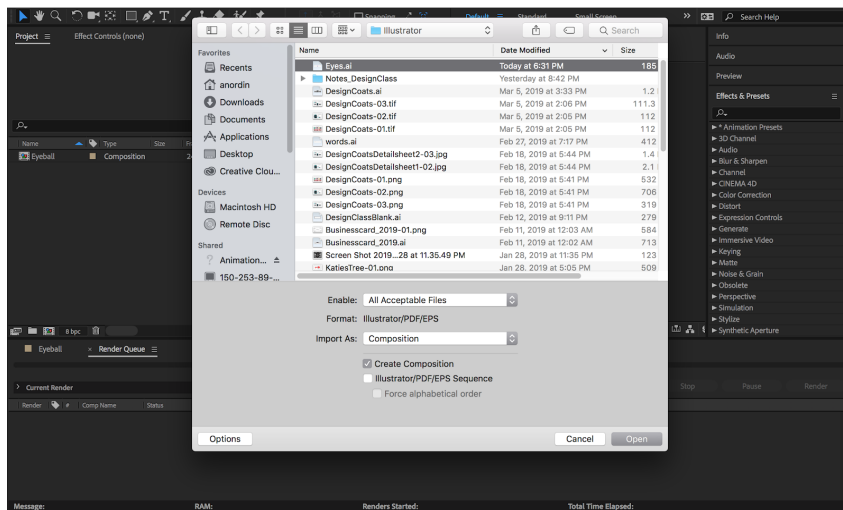
- Open Adobe After Effects, Click “**New Composition**” in the middle of the screen or go to the left side of After Effects under the “**Projects Menu**” and right click, “**New Composition**”



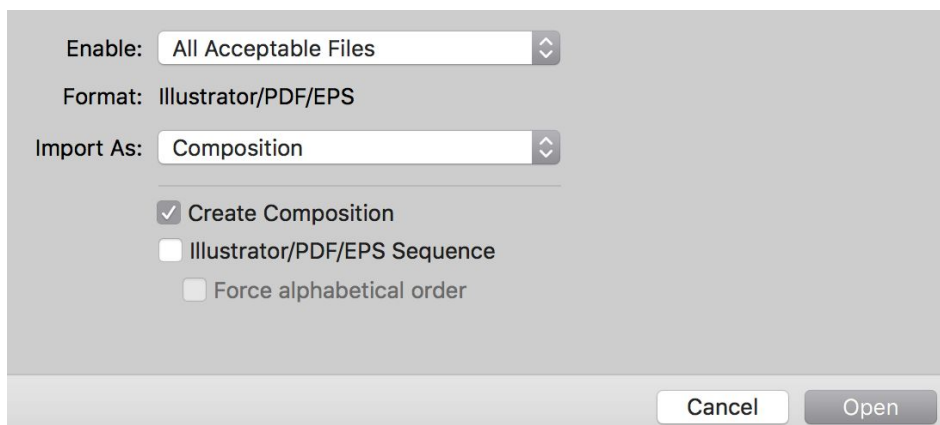
- The screen should look like this now, make sure everything in the “Composition Settings” is accurate to the image below. Also, make sure to change the name from “**Comp 1**” to something like “***Eyeball***” and then click “**OK**”



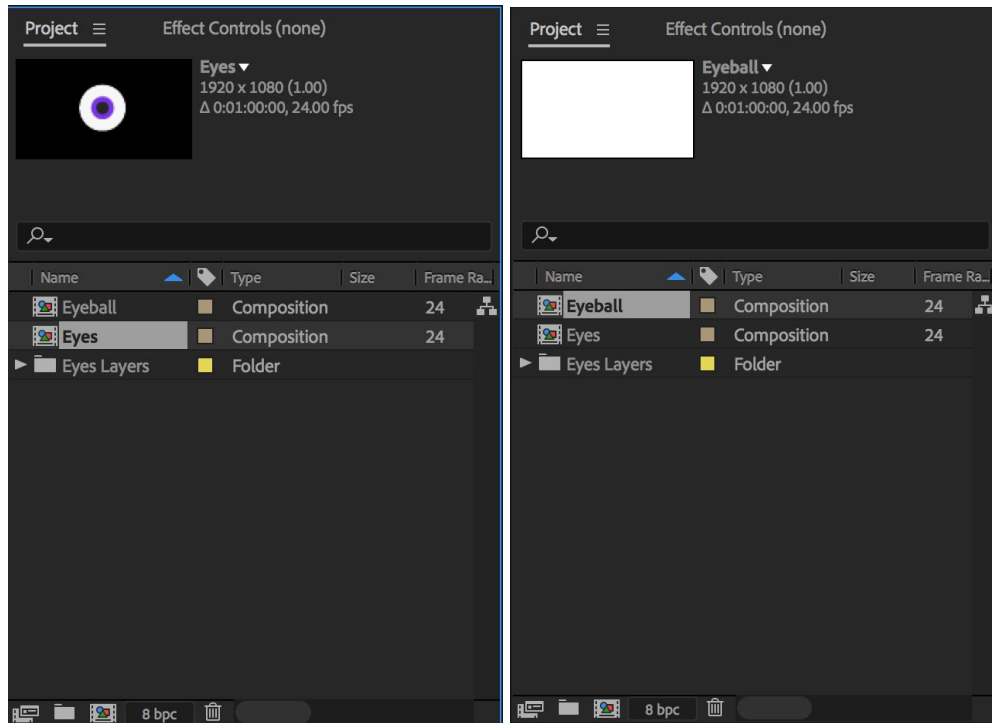
Right click in the “**Project**” menu and click “***Import,File...***”



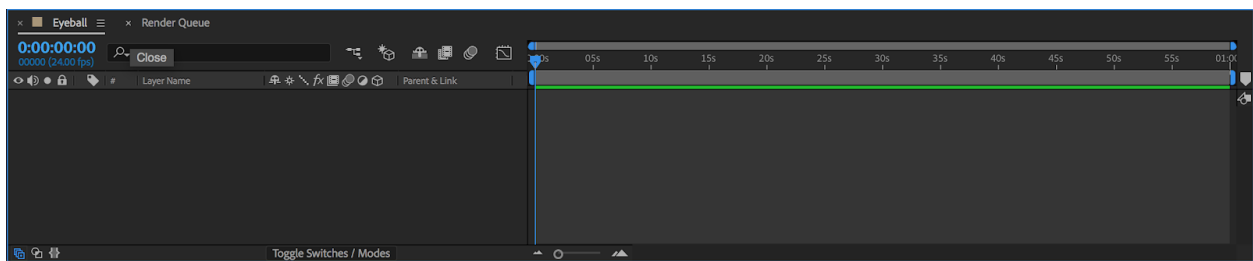
- Select your .ai file that contains your eyeball and use the settings at the bottom of the pop-up screen to import your file correctly.



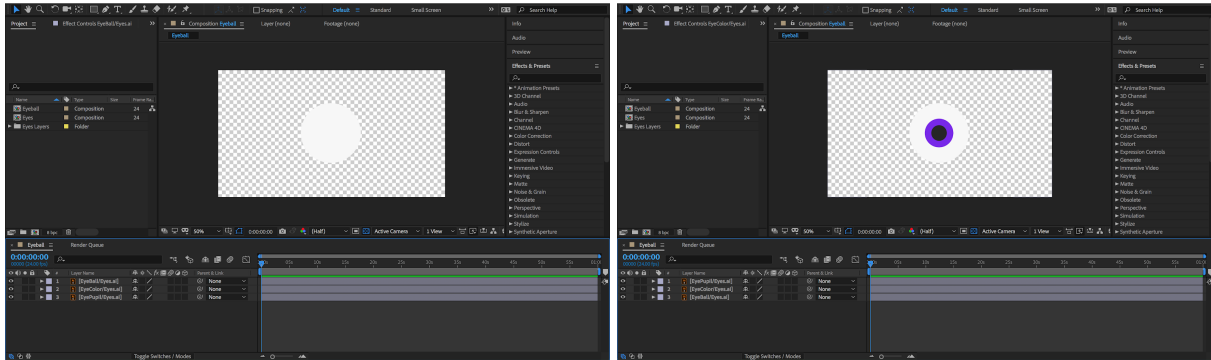
- Now on the left side your screen should look like this image below.
- **Double Click** the composition that says “***Eyeball***” this is where we will drop the files we just imported called “***Eyes Layers***”



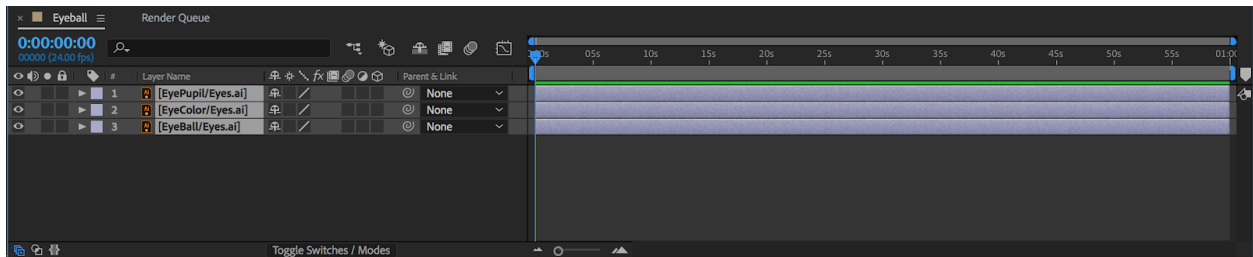
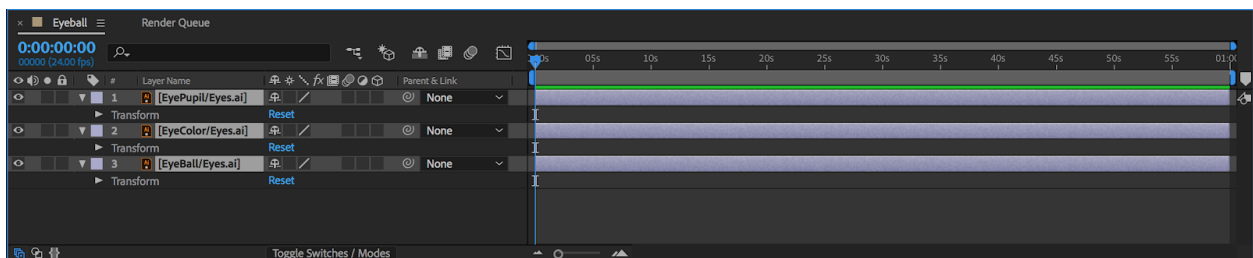
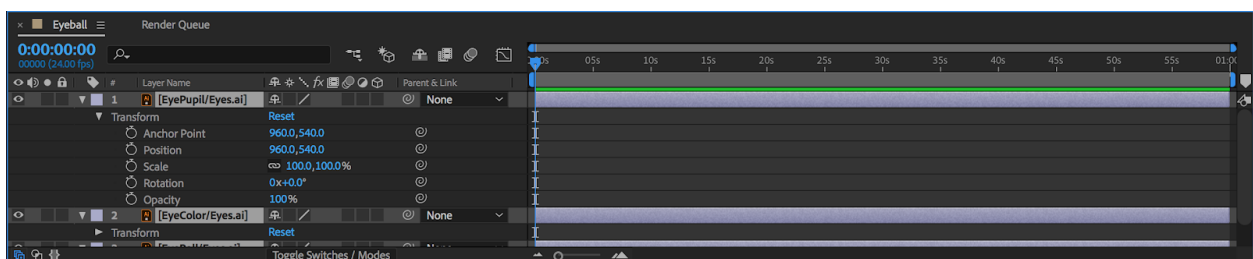
- At the bottom of your screen, there is a timeline, I need you to click and drag the “Eyes Layers” into the left side of the timeline below the blue numbers.



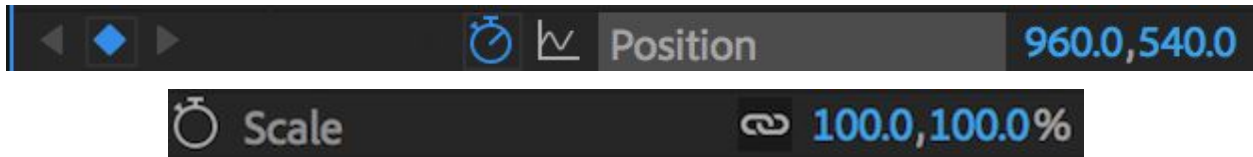
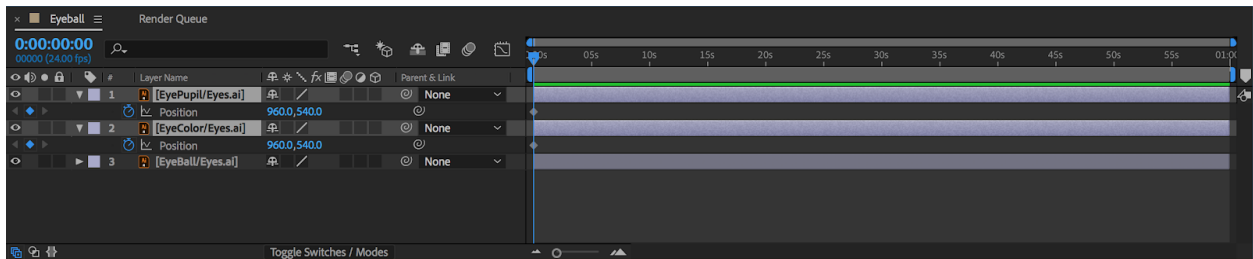
- Your After Effects file should look something like this when you finish up.
At first, your eyeball will appear to be all white, this is because the layers in the timeline are arranged wrong. Take a quick look at the timeline and rearrange the layers until your eyeball looks right.



- Select the layers for the eyeball, then open the arrow tabs located on the left side of the names. After that open the “**Transform**” tab to see all of the **stopwatches** on the lefthand sides. These **stopwatches** are used for placing keyframes for the object you have selected. They will mark the beginning and ends of your animations as they move across the screen.

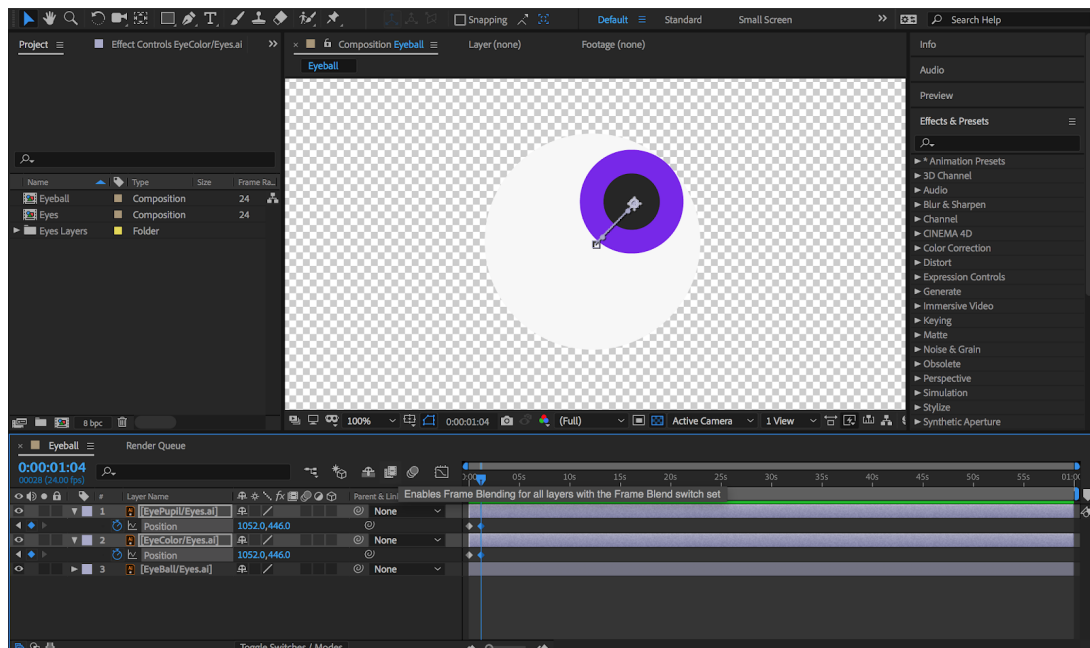


- Now that you have everything selected and are in the timeline editor please click the stopwatches that say “**Position**” and “**Scale**” once clicked the stopwatches will turn blue and a new icon on the left will appear. They look like **Blue Diamonds** and signify your keyed frames. We are doing this now to prevent any future issues with how the animation will start.

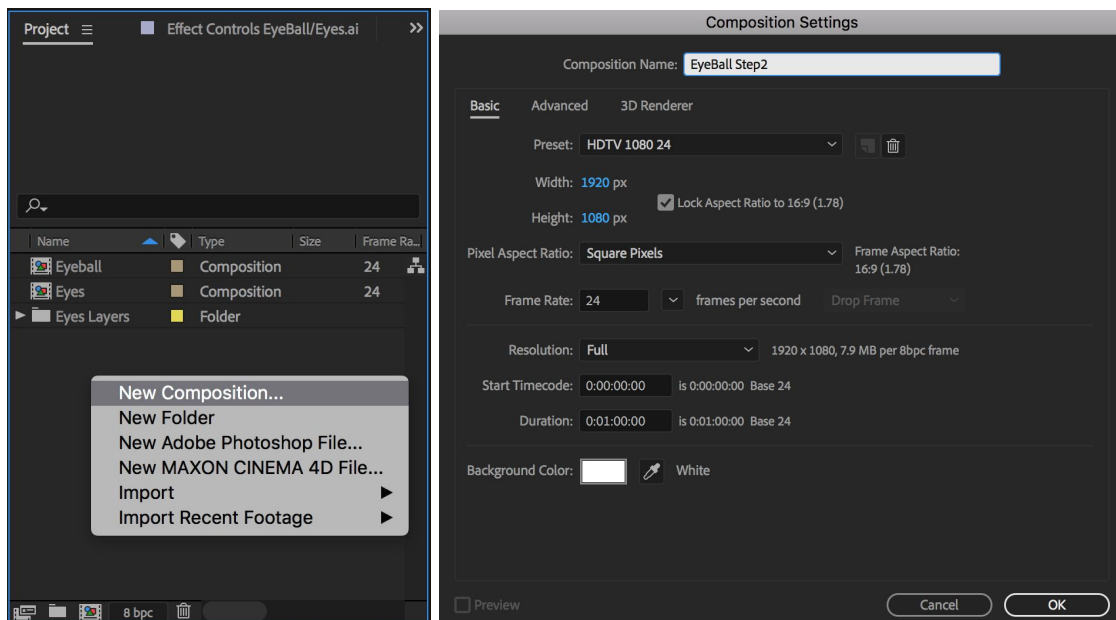
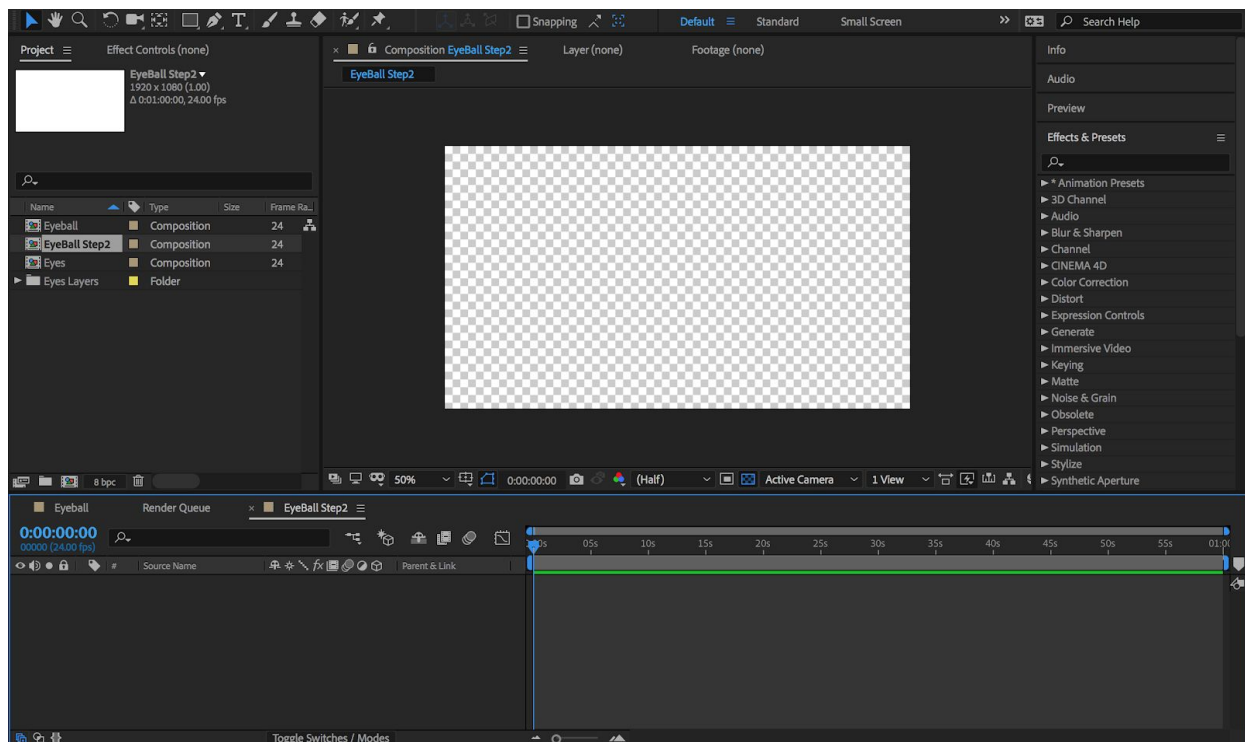


- The timeline should look like this with your keyed frames placed at the beginning. From here we will move the blue line that is vertical on the timeline to a point that is a few frames away. After we have done this we can move certain aspects of the eye such as the “**EyePupil**” and the “**EyeColor**” to a corner of the “**EyeBall**”. This will create an automatic **Blue Diamond** keyframe that will signify where we want these parts to be at this time. (**Example Below**)

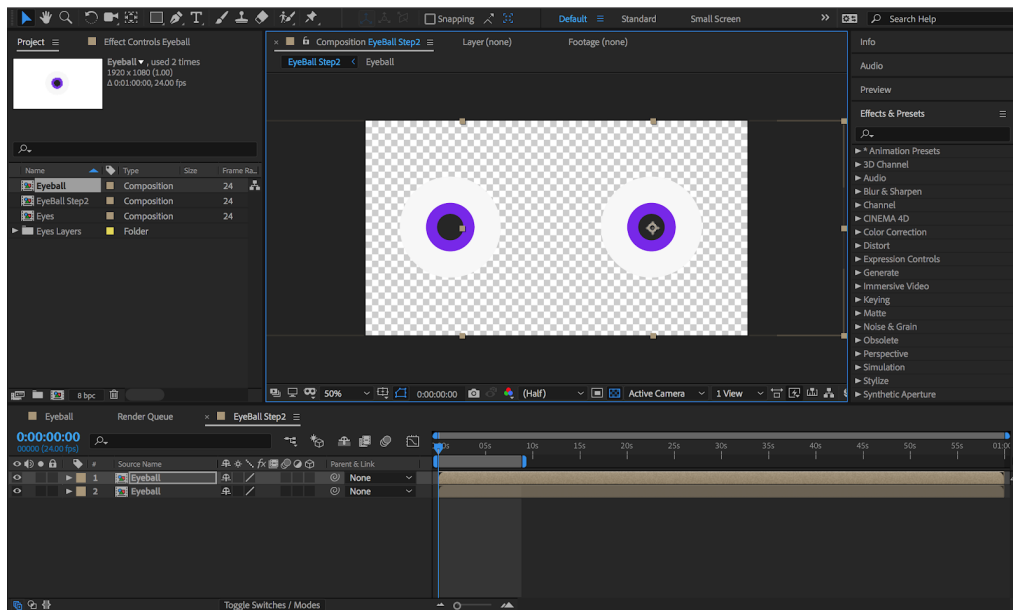
****If it doesn't automatically make the Blue Diamonds then you can press the Grey Diamonds located in the same spot to activate the Blue Diamonds****



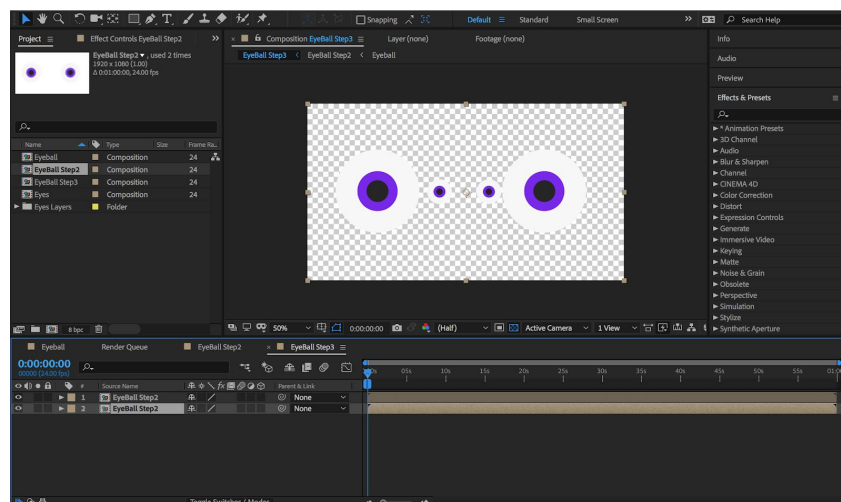
- As of right now, you should be experimenting with how your eyeball will move in its environment. Give it some character and see what potential just an eye can have. Once you have a movement or attitude down we can move on to the next step which will be to create another new composition in the “**Project Menu**” (*Located in the top left where your assets are kept*)



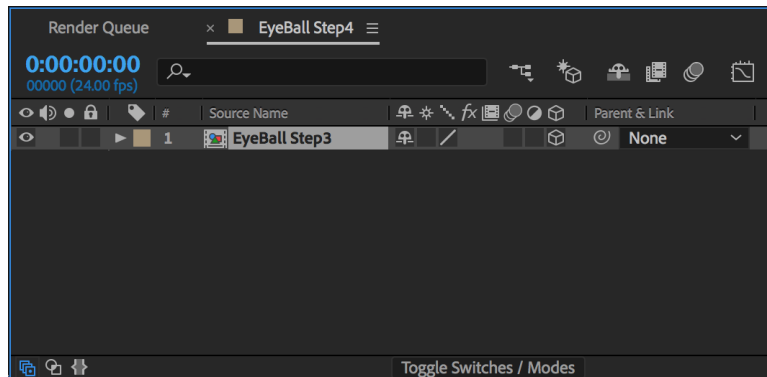
- Now that we have created a new composition we can drag and drop the old Composition into the new timeline. This will basically just compress our previous animation into a singular animation that we can edit. We need to do this at least twice. Your new timeline should look something like this after you have moved your new files around.



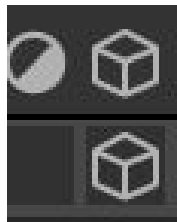
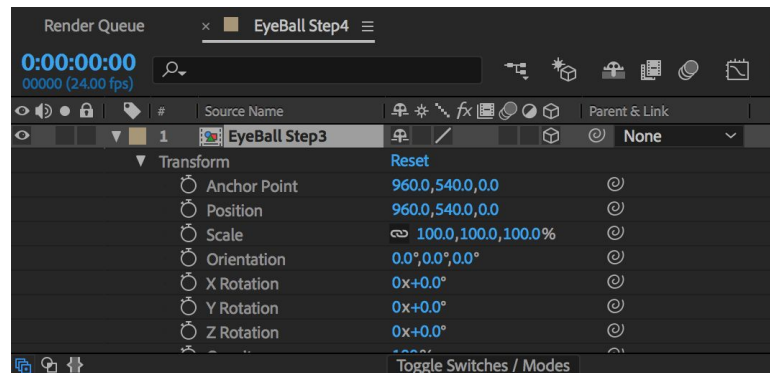
- Once you have placed your set of eyes in the scene, we can now create another new composition, this time we will name it “**EyeBall Step3**”. In step3 we will essentially do the same thing as in step two, by just duplicating the layers and filling the scene with more eyeballs giving us something to look at besides an empty background.



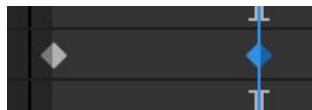
- Again after we have placed more eyeballs into the scene we will create another new composition and call it “**EyeBall Step4**” drag “**EyeBall Step3**” into “**EyeBall Step4**”.

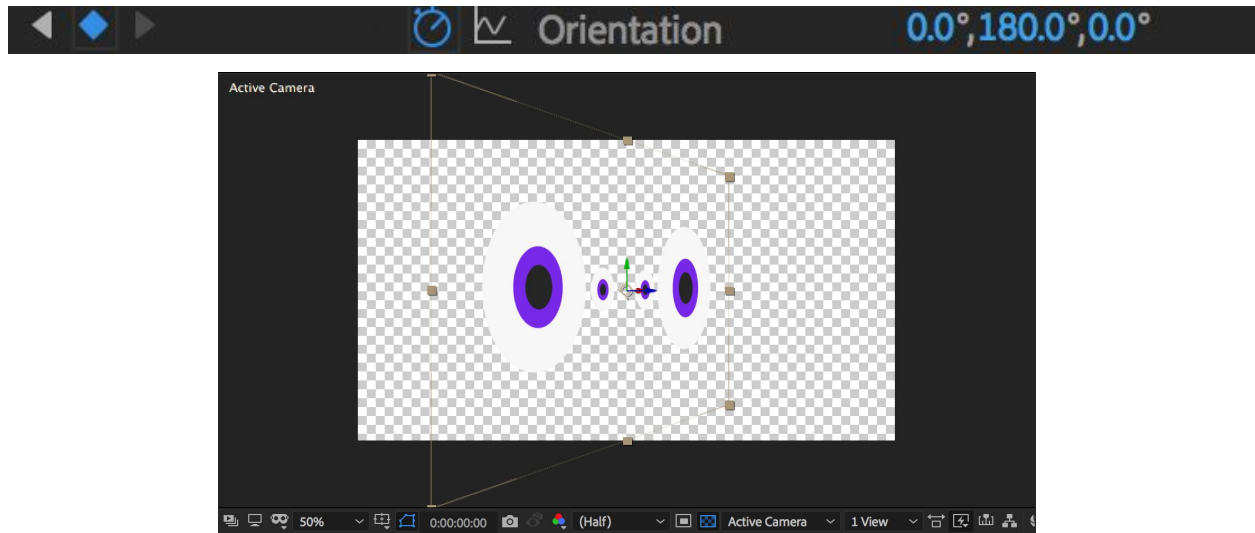


- Finally, after we have loaded our scenes with many different eyeballs we can now move onto a new tool! Located to the right of the layer name in the timeline we can see a tiny 3D cube with an empty box below it. Click the box to create a 3D Plane within the layer you selected.

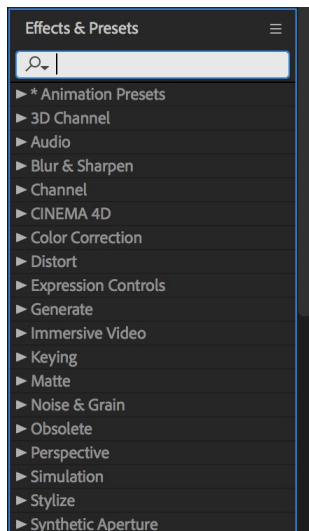
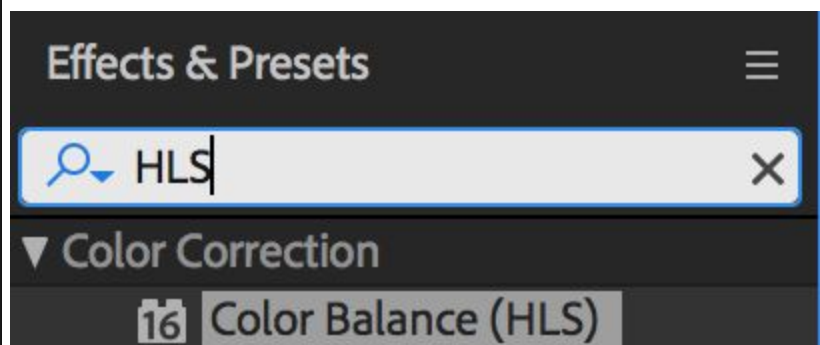


- Inside the transform pull down we can now see a new panel called “**Orientation**”
If we play with this tool we can actually rotate the 2D plane as if it was a **3D Object**. So go ahead and give the orientation a little spin. Don’t forget you need to click the **Stopwatches** and **Blue Diamonds** to set keyframes!

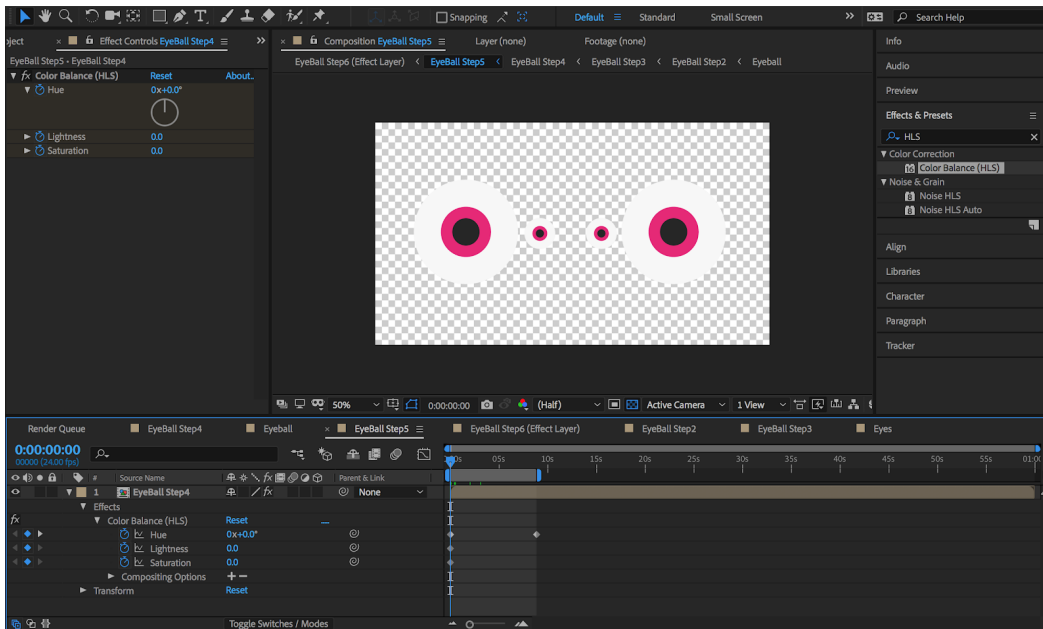
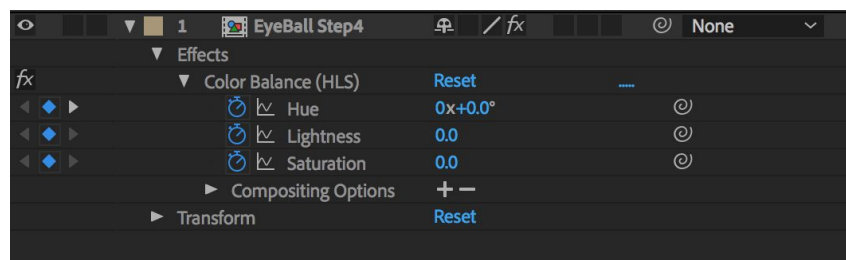
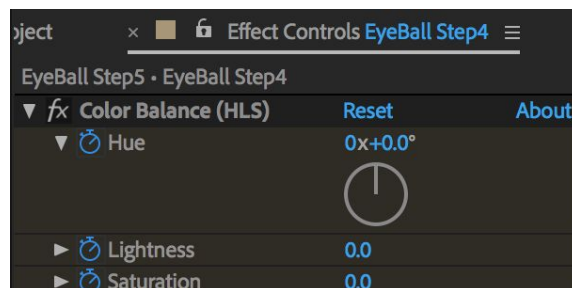




- Sweet! Now that we have played around with the **Orientation** function we can create another new composition called “**EyeBall Step 5**” This step will take advantage of the **HLS** Effect in the right-hand side of After Effects. So once again create a new composition and place “**EyeBall Step4**” Inside of “**EyeBall Step 5**”’s timeline.
- On the right hand side of After Effects, you will see an “**Effects & Presets**” menu. In the search bar type, the letters “**HLS**” an option should pop-up saying “**16 Color Balance (HLS)**”

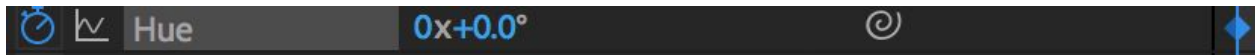


- We need to click and drag the “**16 Color Balance (HLS)**” onto the timeline layer. Once we do that then a new menu will pop up in the top left corner of After Effects. Along with a new panel in the timeline editor called “**Effects**”



- Just like moving a shape layer we set the keyframe **Blue Diamonds** at the beginning for this effect to work. Then we set the other Blue Diamond at the end of the animation. Change the hue effect by spinning the wheel or by typing in how many cycles you want.

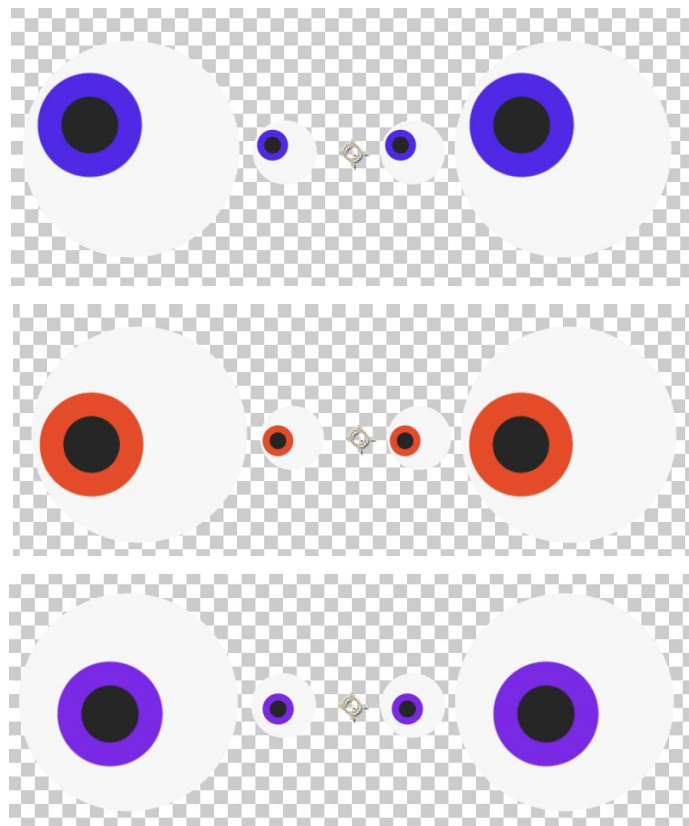




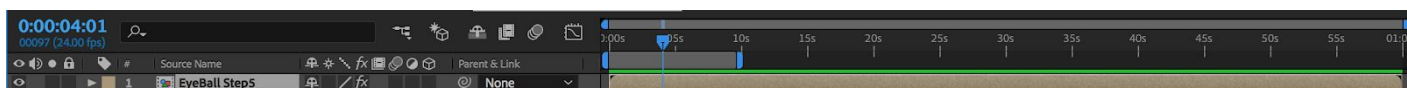
The **top image** is **start point** The **Bottom image** is the **endpoint**



- Below is the results of changing the Hue within the timeline, if you hit spacebar “**Play**” you can see that the animation is very colorful now!



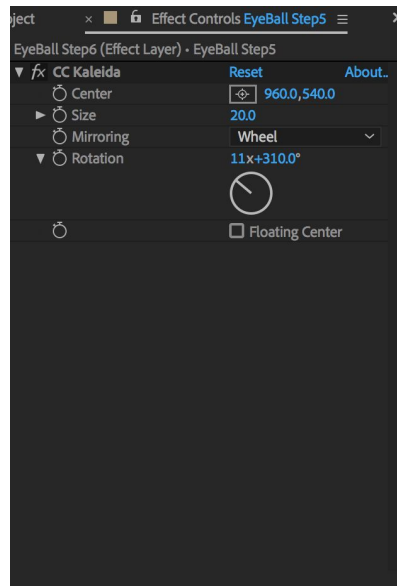
- Finally, we need to make one more composition this will be the last composition we make unless you want to add more later. Create a new Composition and call it “**EyeBall Step6**”. Then again drag the previous composition “**EyeBall Step5**” into the timeline of “**EyeBall Step6**”.



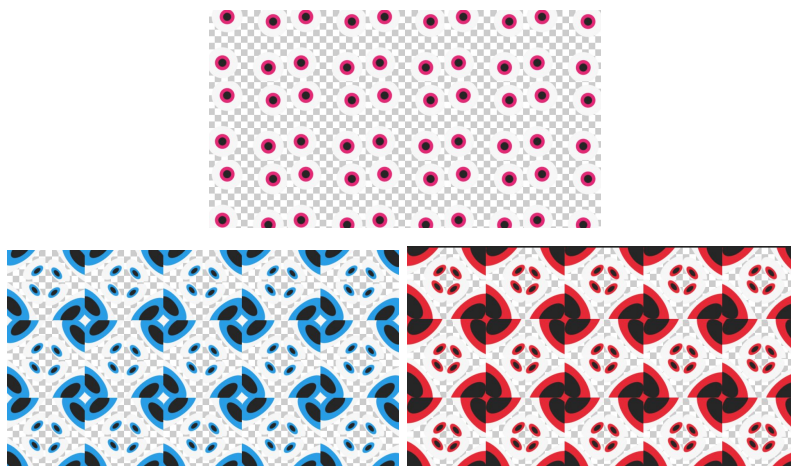
- Next, select your “**EyeBall Step5**” in the timeline then at the top of your computer click on the “**Effects**” tab and then find “**Stylize**” and then click on the “**Kaleida**” tab. This will add an effect to your composition. It will also open up a new menu in the top left-hand side.



- Go ahead and play with these settings for the “CC Kaleida” below is what I used to create some interesting patterns within my original video.

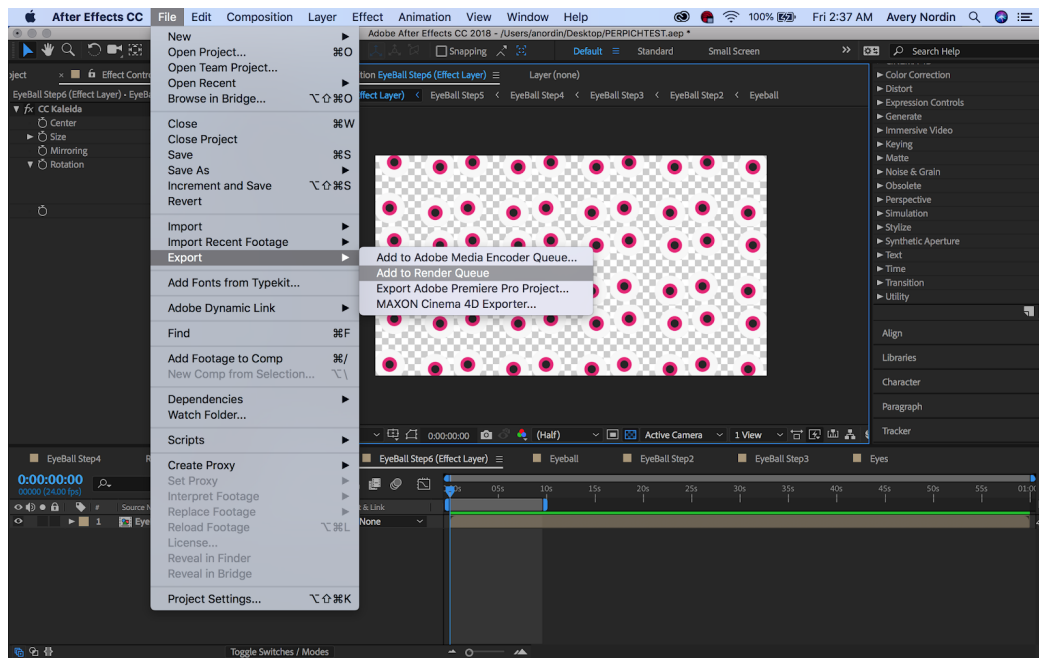
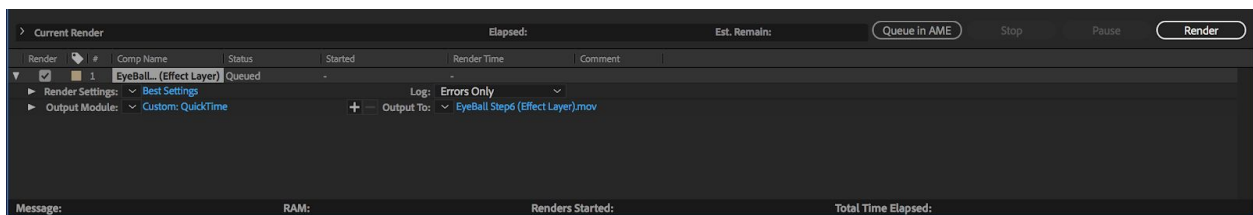


- You can also stack effects, so if you repeat these steps above you can add smoke and grain to the video or something totally different.

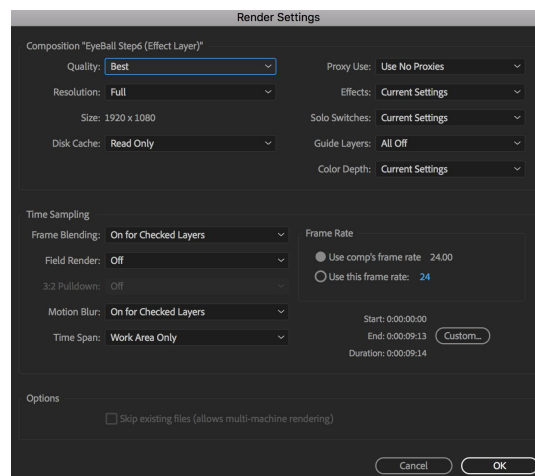


Rendering in Adobe After Effects:

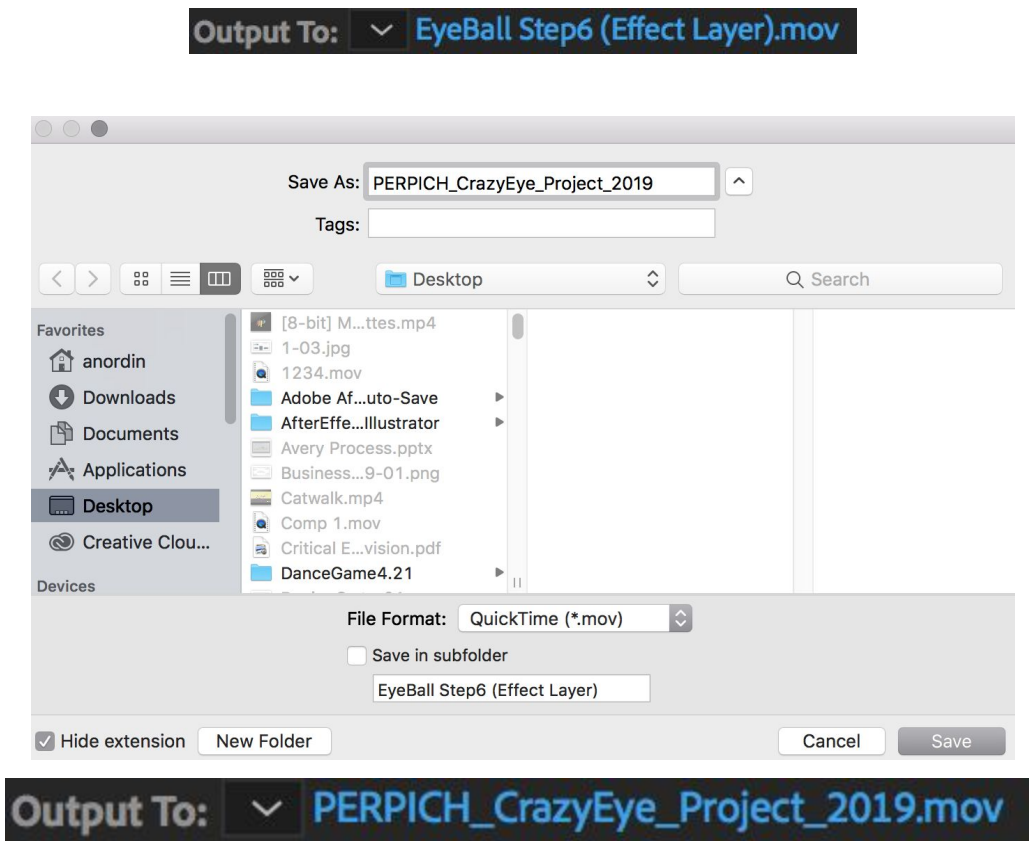
- **File, Export, Add to Render Queue**



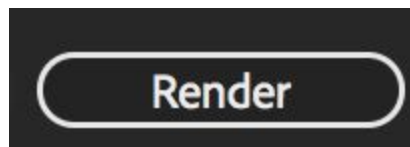
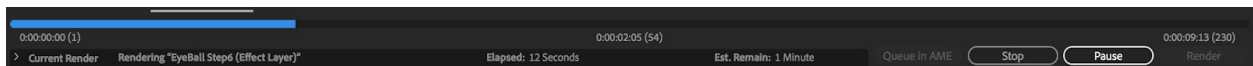
Render Settings: Best Settings



- Change the location of the final render by clicking “**Output To**”



- Hit the Render button once you have all of these settings set up



- After Effects will then make a little chime saying it's done!

Thanks!
-Avery Nordin
2019

CHEAT SHEET PAGE/ PERSONAL NOTES

Hotkeys:

P = Position on timeline

S = Scale on timeline

R = Rotation on timeline

A = Anchor Point on timeline

O = Opacity on timeline

Shift = Keeps size when scaling

(Cmd+) =Zoom in on Artboard

(Cmd-) =Zoom out on Artboard

Timeline Hotkeys:

SpaceBar =Stop/Play

B = Set Beginning of timeline

N = Set End of timeline

J = Go to beginning of timeline

K = Go to end of timeline