

10 Second Character Animation

Create a 10 second character animation [without a background]

Be sure to use the following in your animation

Multiple moving pieces created from separate Photoshop files

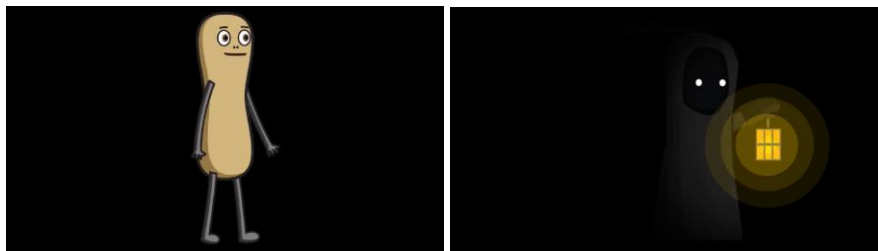
Anchor Point adjustments

Parent Objects

Keyframes

Mesh Warp Tool (Effect ... Distort ... Mesh Warp)

Easy Ease (Keyframe Assistant... Easy Ease/Easy Ease In/Easy Ease Out)



To Render

File ... Export ... Add to Adobe Media Encoder Queue...

[media encoder opens]

In Media Encoder, Click the Output File information to name the file and render it to the proper location

Click the Green Arrow and watch it render

Why are we doing this?

This project will cover the basics of Adobe After Effects and prepare you to create your full game animation.