

# Mastering After Effects 5 Minute Tips

## Animate Camera Recipe Card

### NOTES:

I hope you enjoy this tutorial. Animating a camera in After Effects can be a frustrating experience. Controlling where the camera is pointing is just as important as controlling the camera position. Simple is always better. I like to set up shots the same way I would on a real set. It's always easier to move the camera and have the actors stand still or keep the camera in one spot and move the actors. It is not impossible to move both the actors and the camera at the same time, it just takes more planning.

Numbers in the Follow Me movie correspond directly with the steps in this recipe card. If you follow along you should be able to complete this project in about 30 minutes.

1. Import file "road\_course.ai as a composition with cropped layers
2. Add Cam POI Null (Cmnd/Ctrl + Option/Alt + Shift + Y)
3. Add Master Null
4. Make all layers 3d (Ctrl A + click 3D)
5. Adjust anchor point of signs (A – add “\*2” to Y value)
6. Rotate signs 90° (R–type 90 for X)
7. Select all layers
8. Make all layers children of Master Null
9. Rotate Master Null -90° (R – type -90 for X)
10. Release all children
11. Hide Master Null – Shy Master Null
12. Add a camera (Mash down all the modifier keys + C)
13. Create a new TOP view (Option/Alt + Shift + N)
14. Lock layer 4 – 13 (Cmnd/Ctrl + L)
15. Reveal Camera Position and Point of interest (P, then Shift + A)
16. Reveal Cam POI Null Position (P)
17. Create expression (Alt/Option + click Point of Interest stopwatch, Pickwhip to Cam POI Null position)
18. Adjust position of Camera (click and drag)
19. Add a DV reference layer – Set blend mode to overlay then lock
20. Adjust starting point of Camera using Top view
21. Adjust Y value of Camera referencing Active Camera view
22. Enable keyframes for Camera and Cam POI Null (Shift + Option/Alt + P)
23. Move to end of animation (5 seconds)
24. Adjust position of Cam POI Null first, then adjust the Camera position
25. Move the CTI back until the camera is at the apex of each curve and adjust X position to place camera over roadway
26. Adjust Bezier handles and control points of camera path
27. Animate the X position of the Cam POI Null while advancing the CTI using the Active Camera view for reference
28. Fine tune the Bezier handles and control points on the Cam POI Null path using the Top view
29. Preview and fine tune movement
30. Unlock all layers (Cmnd/Ctrl + Shift + I)
31. Turn off NTSC Guide layer
32. Set motion blur and continuously rasterize for all illustrator layers
33. Scale "grass" layer to 1000% to create horizon
34. Create a Render comp using NTSC D1/DV template
35. Drop the Road Course comp into the Render Comp with quality at best.
36. You're ready to render.

