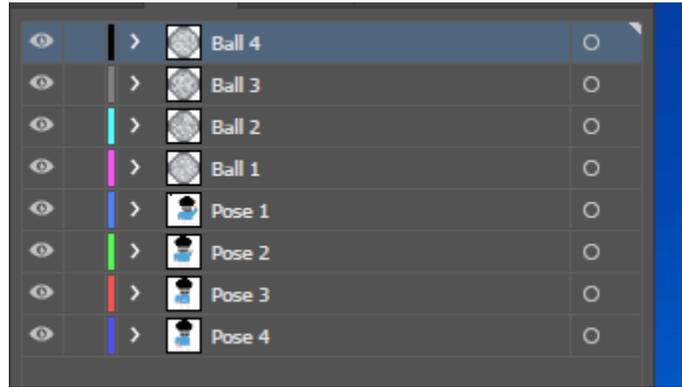


Animating Your Pixel Art in Adobe After Effects

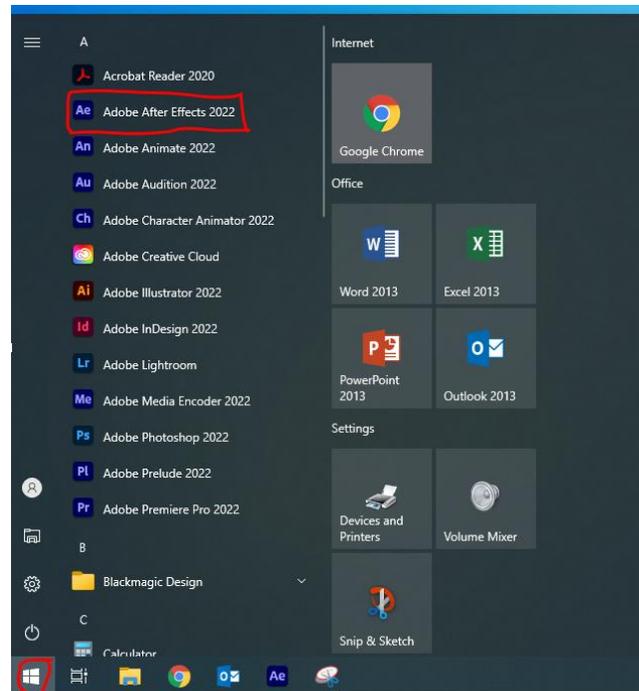
1. Before starting this section, make sure you have completed every step in the previous document “Creating Pixel Art in Illustrator”. Your Illustrator file should have 4 layers of your subject, and at least 1 layer of your background or object.
 - a. *Note: if you have a stationary background, make sure anything that is animated is on its own separate layer.*



2. Open Adobe After Effects from

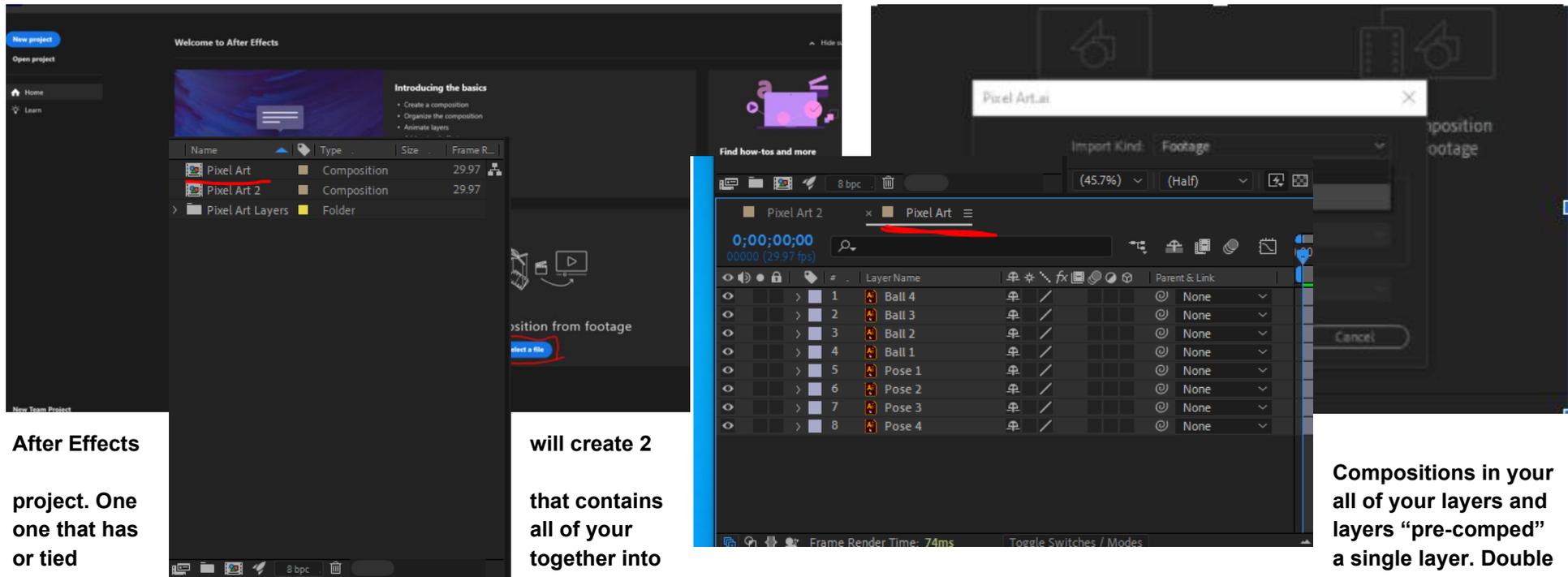
the Start Menu.

3. On the homepage of After Effects, in the “Create a click on “Select a file” and find your Illustrator file on



composition from footage” section, your hard drive. In the options menu

that pops up, change the “Import Kind” to “Composition” and click “OK”.



4. After Effects

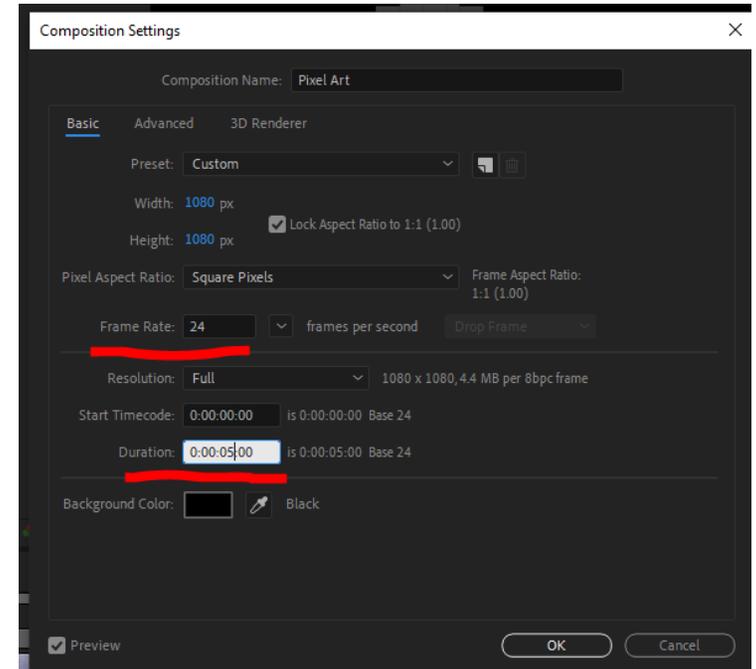
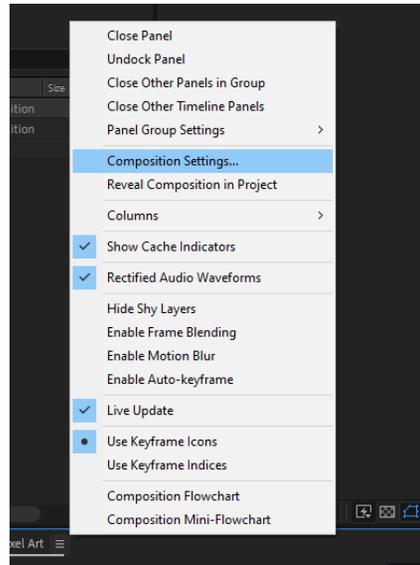
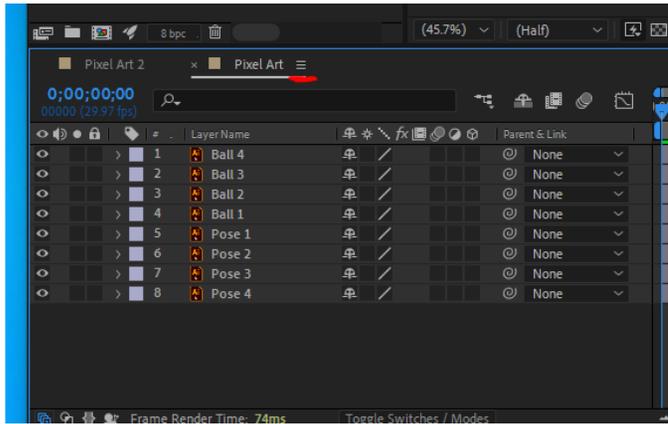
project. One one that has or tied click on the later.

will create 2 that contains all of your together into composition that is just your file name, not the one with the number “2” after it. We will use that one

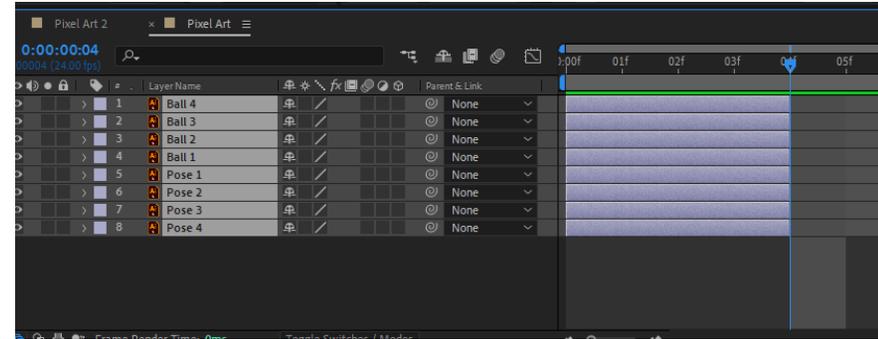
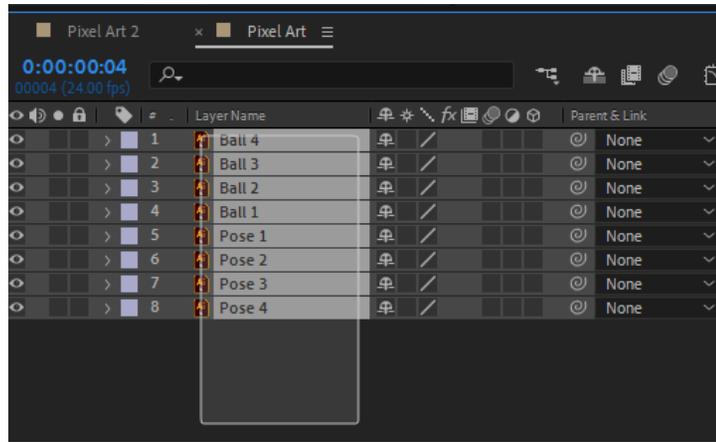
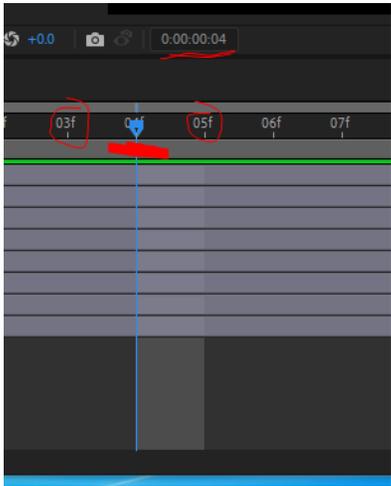
Compositions in your all of your layers and layers “pre-comped” a single layer. Double

- a. You will now see all of your layers in your Timeline panel. If you ever don't see them, make sure you are selected on the correct Composition at the top of the panel.

5. Click on the “Hamburger” icon next to the name of your composition. Change the frame rate to 24 Frames Per Second, and the duration to 5 seconds.

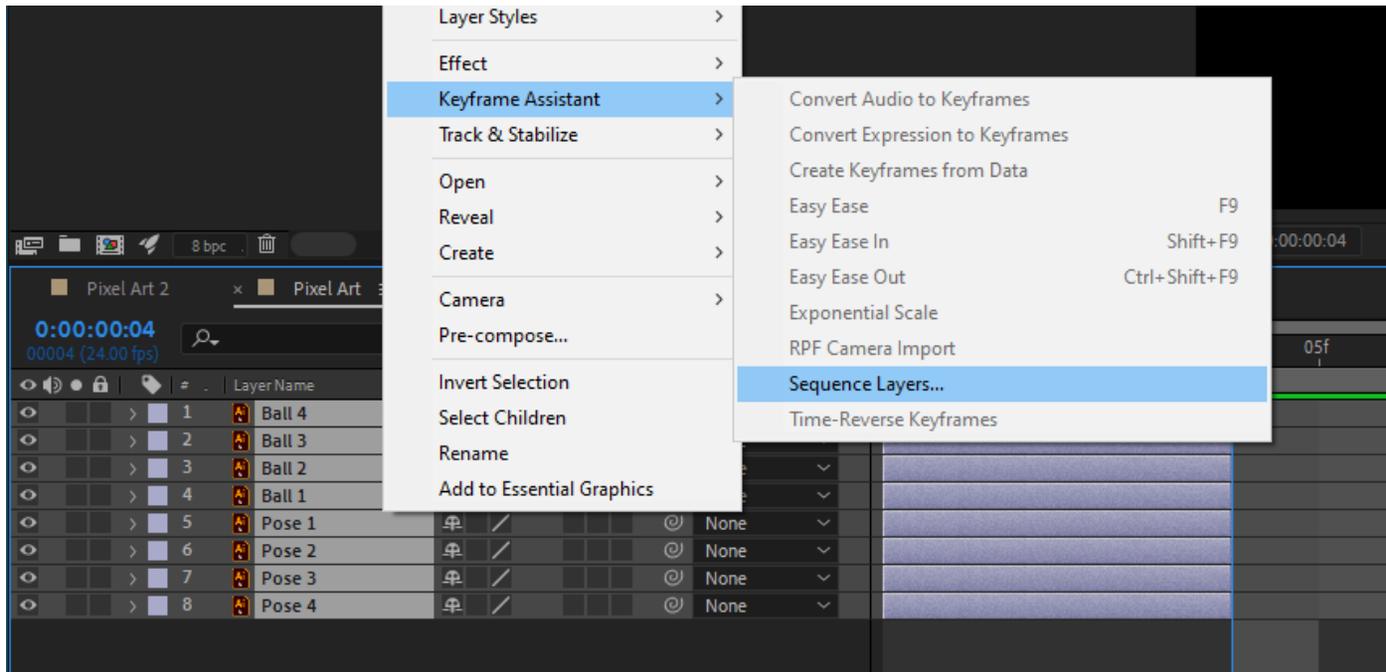


6. Bring your playhead to 4 frames on your timeline. Click and drag to select all of your layers and drag the end of them back to the playhead.
- a. *Note: When dragging the duration of your layers, hover your cursor over the end (of the right side) of the purple line on your timeline, and when the cursor changes you can click and drag to make them shorter.*



7. Once your layers have been shortened, Right click on one of them and hover "Keyframe Assistant" "Sequence Layers".

over and select



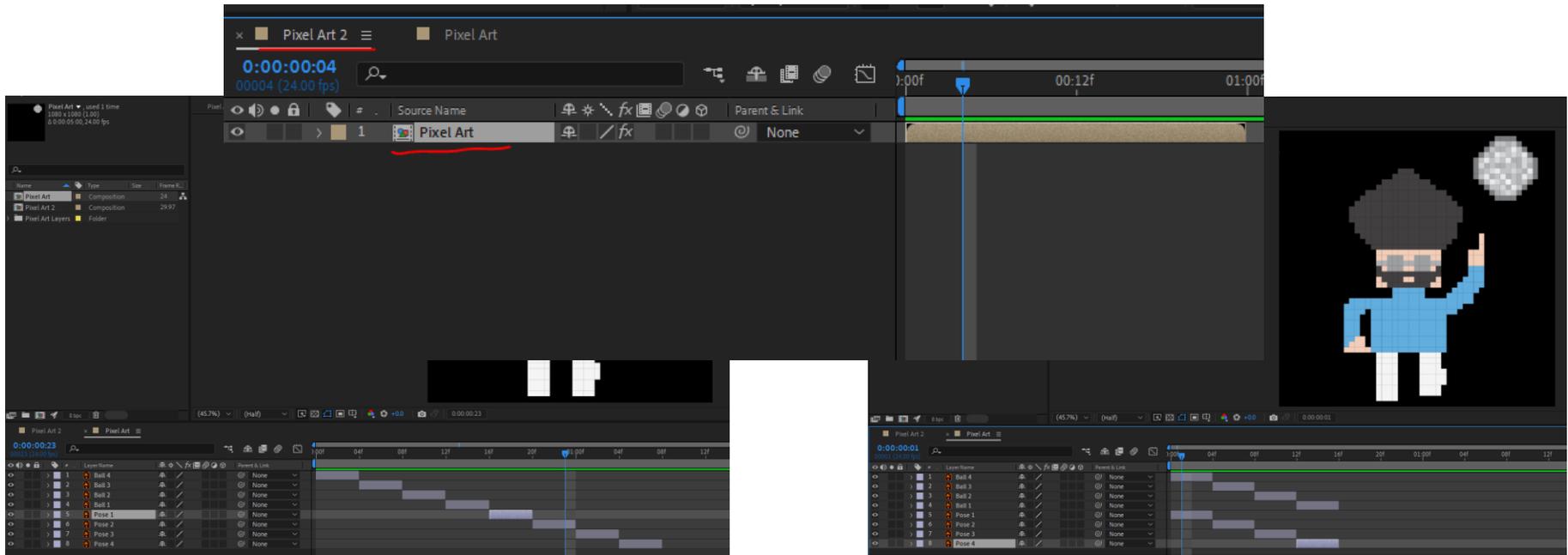
8. This will so that they your timeline. match exactly play. But from begin to of the layers

around the timeline into the order you want them to play. For example, you may have to stretch a background layer to overlap with the rest of the images, or have some of your frames on screen at the same time. This will vary depending on your animation. The before and after for my disco example is below. I had to drag the layers of my character over so they were underneath the frames of the disco ball. This made it so they were on

arrange your layers do not overlap on However, it may not how you want it to this point you can customize the order by dragging them

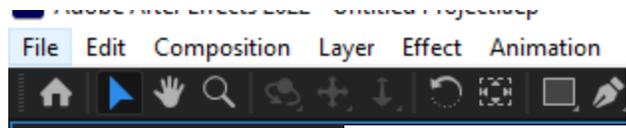
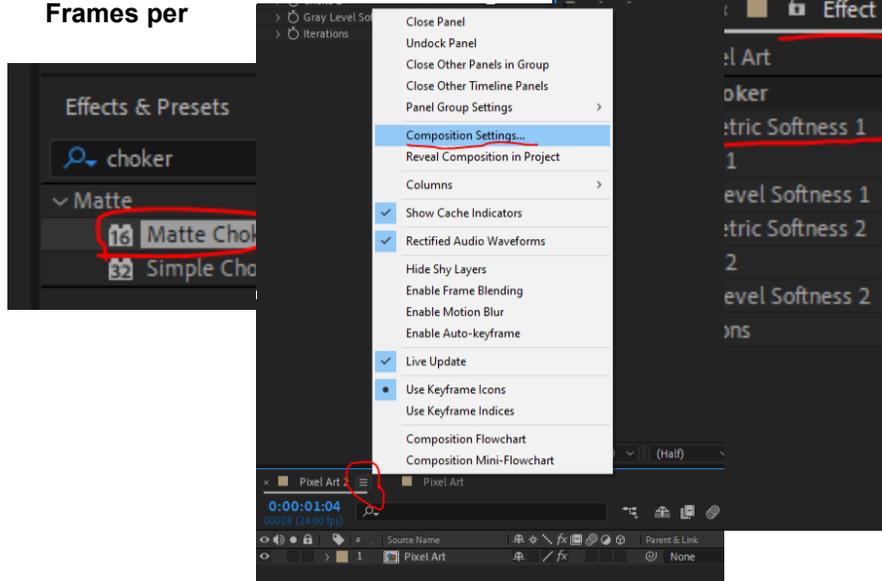
screen at the same time. Once this step is finished, go back into the Composition settings and adjust the duration to the length of your animation.

9. Once you have your animation ready to be looped, go into the “2” composition, where you only see the single layer.

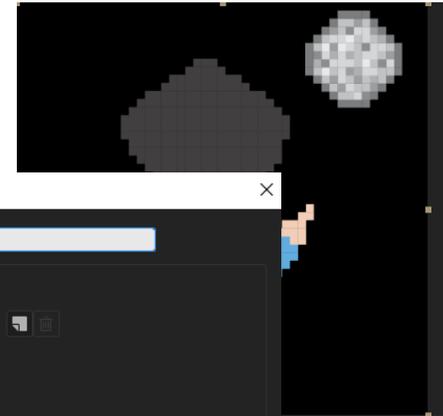
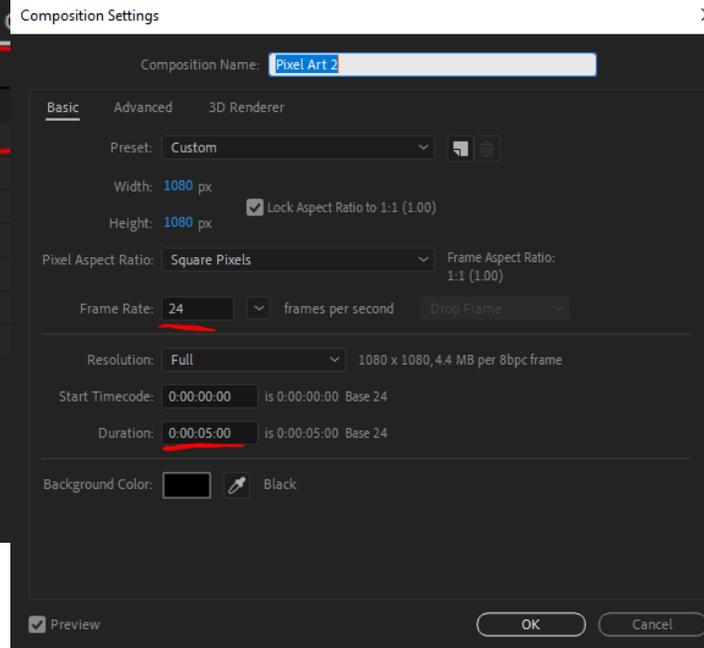


10. On the right side of the screen find the “Effects & Presets” menu and type “choker” into the search bar. Click and drag the “Matte Choker” onto the “Pixel Art” layer. On the left side of the screen, in the “Effect Controls” tab adjust the “Geometric Softness” to “1”. This should remove the grid lines from your artwork.

11. Click on the Hamburger icon for this composition. Go to the “Composition Settings” menu and set the frame rate to 24 frames per second.



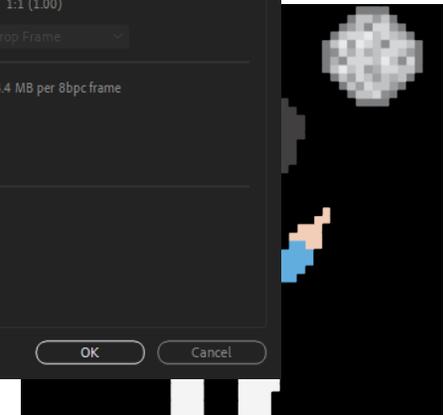
new Settings



Menu” and rate to 24 Second and the duration to 5 seconds.

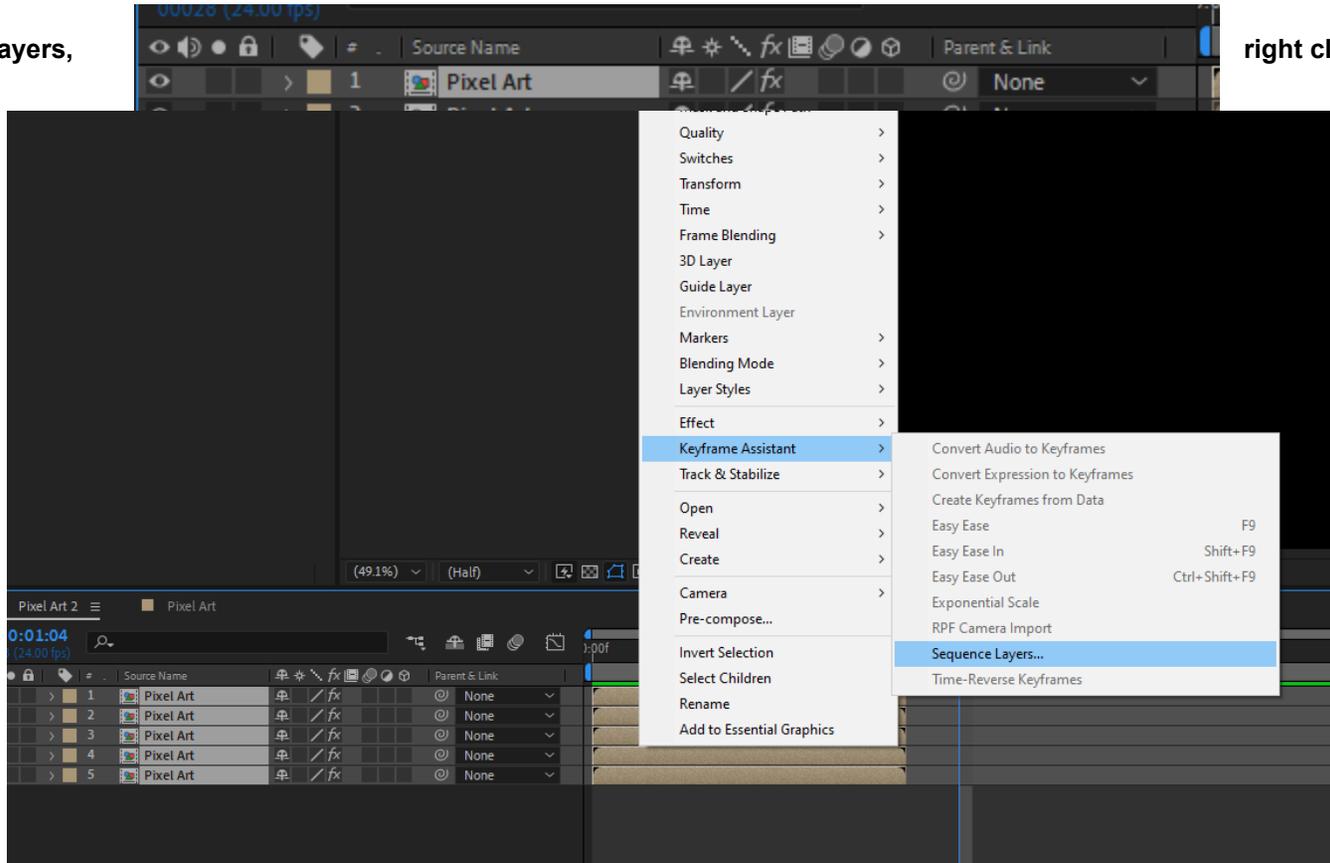
12. Click on the pre-comped layer, and hit “CTRL + D” on your keyboard to create enough duplicates of your layer to play for 5 seconds.

a. Note: If you need to adjust the length of the composition slightly longer or shorter so your loop plays correctly you can do so.



comped duplicates of loop plays

13. Select all of your layers, Assistant” and Layers”. Click menu that pops



right click go to “Keyframe then click on “Sequence “OK” in the options up.

