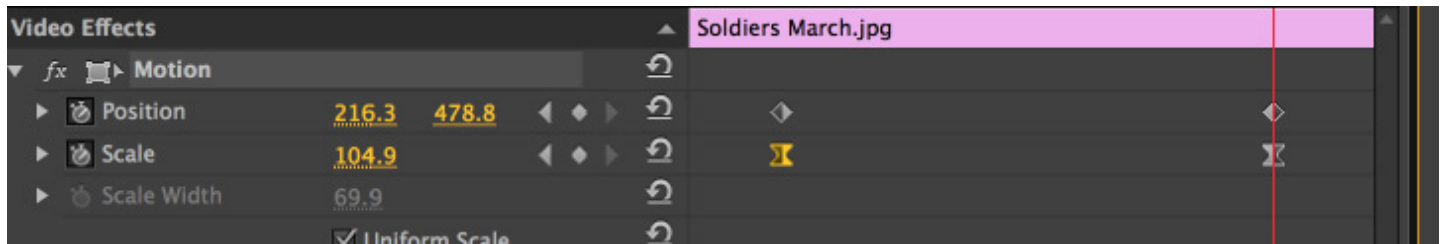


Animating a Photo in Premiere

- Create a new Project in Premiere Pro CC. Name this project KenBurnsEffect_ck (except use your initials!)
 - Import the Soldiers March photo and the Family House photo. Edit these photos to the Timeline. Make each clip 5 seconds in duration.
 - In the Effects Control Tab, under Video Effects, open the Motion Controls
 - Add Keyframes to the Motion Controls (Position, Scale, Rotation) to add movement to the images.
 - One clip should be a 'tracking shot' moving across the image. The other should be a zoom in or out.
 - Create smooth moves with soft landings. (Ease In, Ease Out)
 - Create smooth transitions between the images (Dissolves)
 - Export an .mov file
 - **Save the Premiere Project and your exported .mov into your > NEXUS > DCM260 > Assignments > Assignment 1 > KenBurnsEffect_yi**



Animating a Photo 3D in After Effects (& Photoshop)

- Using the supplied image (Soldiers_Field) or an image of your own choosing, create a 10 second animation which illustrates your understanding of 'Parallax' animation. (Sometimes called 2.5D)
 - Choose an image which is high enough in resolution that it supports a video image.
 - Using Photoshop's Quick Selection Tool, Quick Mask Mode and Refine Edge Command, separate the image into at least three planes - Foreground, Mid-ground and Background.
 - Using Photoshop's Clone and Stamp Tools, as well as the selection tools and Content-Aware Fill Command, fill the 'holes' in your three new layers.
 - Save As a .psd file.
 - Bring this .psd file into After Effects (Bring in as Composition - do not choose retain layer sizes)
 - Save As... ParallaxAnimation_yi (your initials)
 - Turn your image layers into 3D layers using the ToggleSwitches/Modes button.
 - Add a 3D camera layer.
 - Also Import and keep in your New Composition, the original photo as reference. You can hide this layer by making it 'Shy.'
 - Duplicate the Layers and rename to Save the project in stages. This way, you can always go back if you mess up.
 - Add depth to the image by spacing out the layers on the Z-axis.
 - Increase or Decrease the **Scale** of the layer to match the original photo. (hit 's' to add the scale parameter.)
 - Change your Composition Settings to a Video standard that makes sense (SD is fine for this project)
 - Change the Duration to 10 seconds.
 - Adjust the Zoom in your Camera Options to frame the shot.
 - Set the Starting position for the animation. Activate Keyframes for position.
 - Adjust the Camera Position and Point of Interest controls to make the camera move. The handles on a side or 3/4 View will change both parameters.
 - Move to the End (where the last keyframe will go) position in the Timeline. Position the camera (and any layer movements.) Add Keyframes.
 - You've now created the basic animation. Refine the keyframes and controls until the image looks right to you.
 - Render your Project output to a .mov file. Copy the output .mov file to your Folder in my Dropbox.
 - Save the Project itself in your Nexus folder in your DCM260 Folder.

*Good Luck
Everybody*