

Dancing Buildings

This technique comes from music videos where inanimate objects dance to the beat of a song and here we'll create that effect.

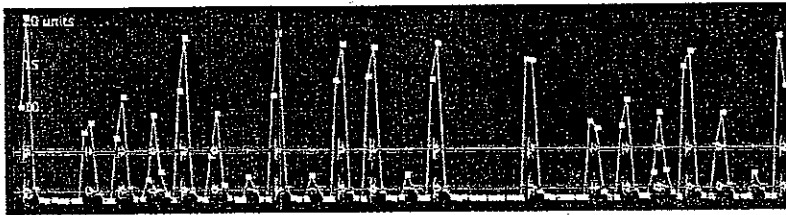
Ingredients

- The shot that has the items you'd like to have move to the beat
- A piece of music, preferably percussion heavy

The Effect

Step 1—Create a new *composition* in After Effects and import our dancingbuildings.mov and put it in the time line. Open our audio file, hh.aif, and drag and drop it into the time line.

Step 2—Highlight the audio layer and go to *Animation > Keyframe Assistant > Convert To Audio Keyframes*. This will create a new *Null* layer called *Audio Amplitude*. The keyframes on this layer will be data based on information gathered from its audio waveform.



Step 3—Duplicate the footage layer and *Mask* out the center building's top half. Rename the layer "center building".

Step 4—On our "center building" layer apply *Effects > Distort > CC Bender*. Set the *Top* and *Base* crosshairs to the top and bottom of our masked area. For style, choose *Marilyn*. Option-click the stopwatch for *Amount* and drag the pickwhip from *CC Bender* to the *Both Channels* slider under *Audio Amplitude*.

Done—Repeat this process on the other two tall buildings in the frame. On the other two, experiment with using a different style under *CC Bender*. This look is very cartoonish and fun and will spice up an otherwise dull shot.



Convert to Audio Keyframes will read a sound layer and generate number values based on the volume of the audio. So when you look at a sound layer's waveform the peaks will translate into higher values. I made an example of this by superimposing the waveform of a sound to the graph editor's presentation of the Audio Amplitude keyframes that were generated from it.

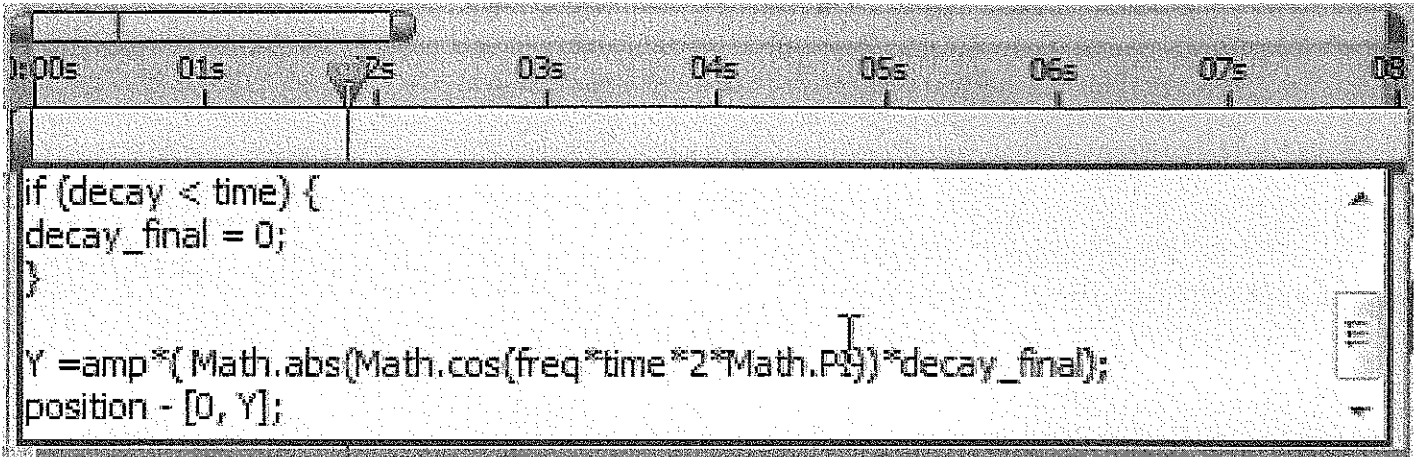
So as you can see this is great for any situation where you would have an effect that is reliant on sound sync.

Dancing
Campanile

Creative Cow
Gravity
tutorial

www.cs.uni.edu/~jacobson/2880/oct31
→ building to dance.mov
→ line.aif

```
decay_final = Math.exp(-time*5.3/decay);
```



```
if (decay < time) {  
  decay_final = 0;  
}  
  
Y = amp*( Math.abs(Math.cos(freq*time*2*Math.PI)) *decay_final);  
position - [0, Y];
```

Why do you look for the lowest point in the GRAPH, according to the video tutorial?

How do we make the bounces happen more often over time as the ball or the phrase bounces off the ground or the floor?

<http://www.motionscript.com/>



The screenshot shows a browser window with the address bar containing <http://www.motionscript.com/>. The page header features the site name "MotionScript.com" and the subtitle "Dan Ebbert's resource for AE expressions and scripting". A navigation menu includes "Expressions", "Scripting", and "Animation Techniques". A cartoon ostrich is pointing to a sign that says "JavaScript loops conditionals arrays".

Welcome

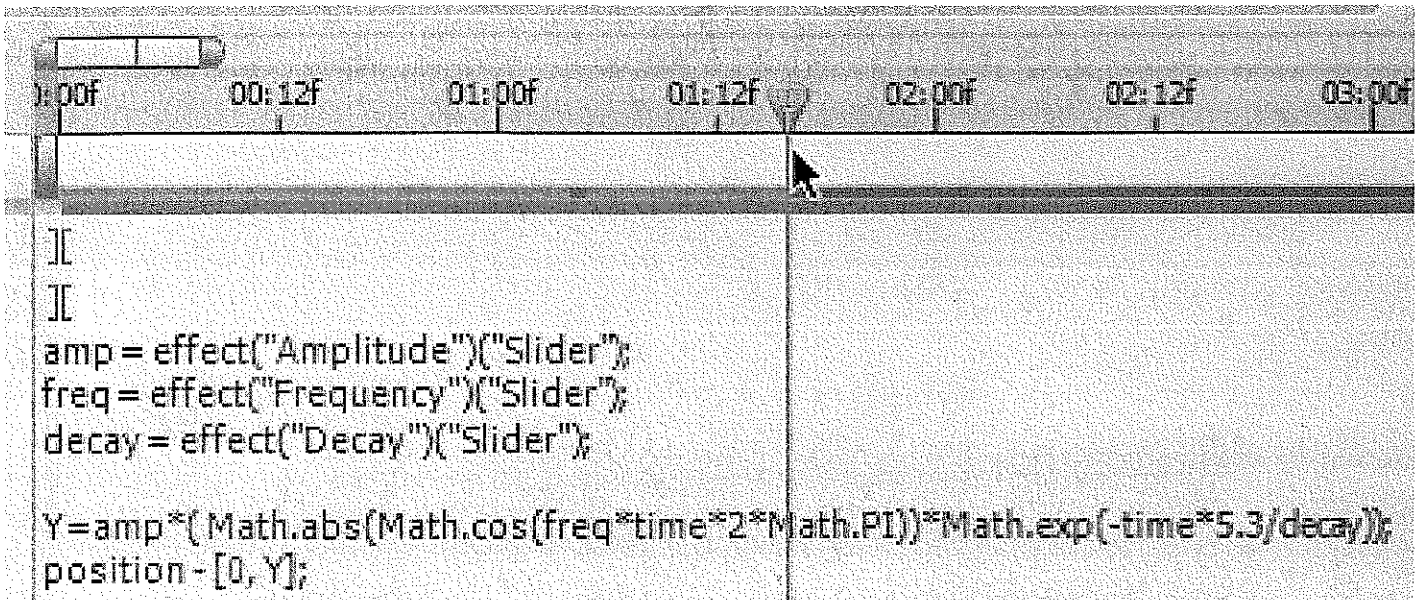
Welcome to my site. What I'm trying to do here is provide a resource for folks that want to learn more about expressions and scripting in After Effects.

I'm in the process of overhauling the site. I'm afraid it hasn't had much attention in the last couple of years because I've been so busy, but I hope to add new content on a more regular basis. There's a lot of new stuff to talk about. My plan is to leave the old parts of the site up until I can supercede them with more up-to-date material. Enjoy your visit and please check back occasionally for new content.

Dan

About Me

I've been writing scripts and expressions commercially, on a freelance basis,

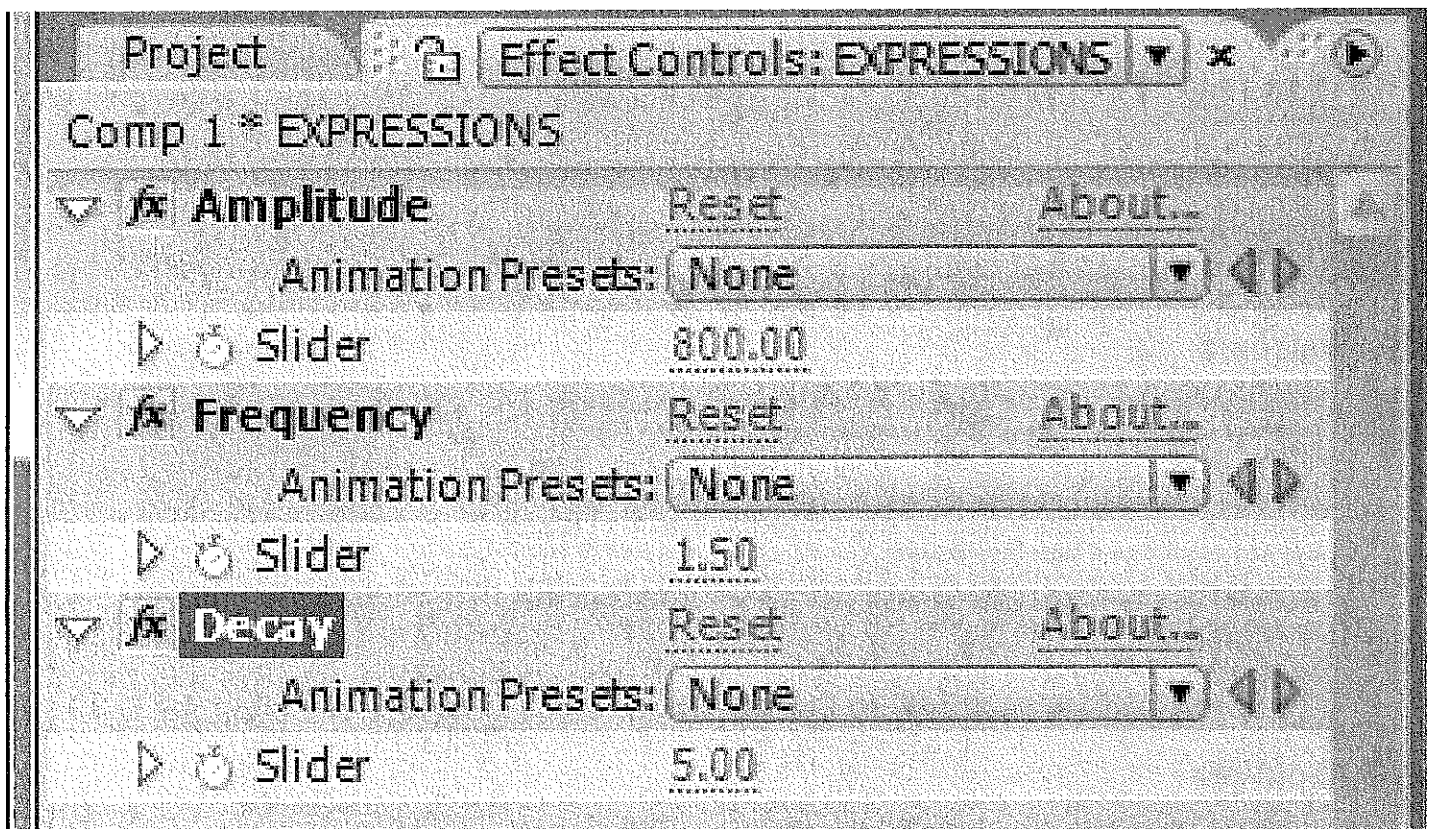


Amplitude, Frequency, and Decay SLIDER controls.

Effect menu > Expression controls > Slider Control was used. It was duplicated twice.

http://library.creativecow.net/articles/toula_jesse/Gravity-in-After-Effects/video-tutorial

21:00 – 24:00 (from the 21st to the 24th minute of the Gravity in After Effects video tutorial covers the creation and use of the Amplitude, Frequency and Decay slider controls.



QUIZ on Wednesday, November 9th and on Wednesday, November 16th.