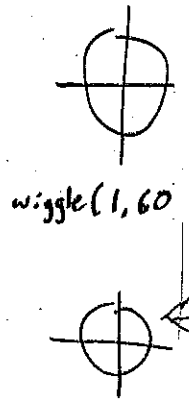


Wiggling in time

Initially we wiggled our target once a second

James and Taylor



PROBLEM:
Target did not wiggle with the audio.

PROBLEM solved:
wiggle(29.97/20, 60)

There is one beat every 20 frames. Our new expression is:

wiggle(29.97/20, 60)

$\frac{29.97}{20} \approx 1.5$

wiggling close to $1\frac{1}{2}$ times per second, with the audio beat now.

You can also wiggle scale with the same expression

- if music is done in $\frac{4}{4}$ and you can count each beat.
- So one measure equals **4 beats.**

the lead

You can find the chorus on the waveform by looking for the "biggest" waves.

When editing with audio you want your voice levels to be around 12 db and the music to be just under that depending on how loud you want the music.

12 db = 12 decibels

biggest waves = surfers dream.

Keyframing Effects

Carter
Collin

Use **Box blur** on the text in example.
Save text animation as a preset for future use, or duplicate layer then change text.

- Use **LL** to reveal waveform
(RAM Preview) Press **O** to preview sound, or scrub while holding **Ctrl** or **Cmd** on Mac

~~RAM~~ RAM preview — **O** to preview sound and video.

- Press ***** to add layer marker, or **alt + *** for additional comments on the audio layer.
Make sure audio layer is selected

Decimal point to preview audio only - **NUM KEY PAD "."**
= decimal point

- Now, you can **Keyframe effects** and transitions to the beat where you placed your markers on the audio.
Use easy ease on transitions
Use bar blur on text
Right click Keyframe Assistant - Easy Ease
Save text animation as preset if working on other projects, or just duplicate text layer in same project to keep animation without doing it over for each one

Scrub while holding down **CTRL** key - scrub the **CTI** with **CTRL** key.

Use **EASY EASE** on transitions - **EASY EASE KE!**
RMB click, choose from **Keyframe Assistant Easy Ease** or **FAST WORKFLOW**

This saves you from having to open up the audio waveform **FAST WORKFLOW IS KEY TO SUCCESS**
Fast workflow is the key to success

Divide and conquer - focus on audio waveform, **MARK SONIC EVENTS**, then close **AUDIO WAVEFORM** and use **layer marker** or **comp marker** (if no layer markers selected).
F9

Numeric Keypad *

(make sure **AUDIO LAYER** is selected.)