

① Import File

Kind: **Composition**

Footage

Dimensions: **Layer Size**

pages 287 - 290  
**VIAL COMP**

After Effects  
Apprentice  
textbook

② Delete guides layer - not needed Delete key

Change **background color** to **WHITE**

Duration **05:00** — comp setting

→ **COPYING PATHS FROM ILLUSTRATOR** ←

③ Vector based graphics

VS

Pixel based graphics

**Illustrator** is a **DRAWING** program.  
**Paint** is a painting or **bitmapped graphics** program.

**Vectors**  
↑  
**Illustrator**

not rasterized into

**RASTERIZED**

**pixels** in AE

**raster graphics**

We want **VECTORS** back!!

(Copy Vectors from Illustrator —

paste them into AE as **MASK paths** —

— **STROKE** effect — **all masks**

Select **inner ring**

**Edit** > **Edit Original**

**11 paths** — 1 circle  
— 10 lines

Select all **11 paths**

Alt-click on inner ring in **Layers panel** Illustrator

▷ turn down inner ring

▽

Alt-click on layer name  
note the blue boxes

Alt+click

selects all 11 of the paths, the vectors.

Ctrl+C copy — in Illustrator

Ctrl+V Paste back in AE

In AE with inner ring selected

Type M to see the MASK

M (show or hide) MASK PATHS

PATHS —

Effect > Generate > Stroke

Color — RED

**STROKE effect**

ALL Masks

otherwise it only does first mask

Paint Style popup ON Transparent

Brush Size 5.0

original gets OPACITY of 0.0%

Animate the STROKE effect

⌘ End parameter gets 2 KFs

00:00

0%

02:00

100%

Now do the outer ring —  
Illustrator —

page  
289

Select it, ALT-Click to select  
all of its paths —

Ctrl+C

↑ 37 paths!!

Go to AE — select outer ring layer

Ctrl+V

Paste the paths in as MASKS  
for the outer ring layer.

Now choose AE inner ring layer —

U to reveal Stroke in Timeline  
Layers panel

Click on Stroke here,

00 up in fx Stroke Effect panel

Ctrl+C

Select outer ring (Be sure at 00:00)

Ctrl+V to paste the inner ring STROKE  
effect and KFs into OUTER RING  
layer.

Coloring the Event Names ring —

MAP Black

to pick orange

MAP WHITE to black

Effect > Color  
Correction  
> TINT

TINT

# Animating the DIALS

Page 290

3D layer switches on

Select All → **Ctrl + A**

then click



to make  
all 3  
be  
3D

ctrl + A still

R reveals

Rotation and Orientation

F2 - deselect All

parameters

inner ring, Y Rotation +60

outer ring, X Rotation -60

Inner Ring —

Alt + Click on Orientation

Wiggle(1, 25)

Event Names ring —

Z Rotation gets animated

to rotate about 30 or 45  
or 60 degrees in 5 seconds.

2  
KF2