

▼ Introduction	2m 58s
□ Welcome	52s
□ Using the exercise files	2m 0s
▼ 1. Frame Blending for Slow Motion	10m 13s
□ Frame Mix mode	5m 12s
□ Pixel Motion mode	5m 0s
▼ 2. Stop Motion and Freeze Frames	13m 48s
□ The Preserve Frame Rate option	3m 28s
□ Calming overactive effects	4m 21s
□ Creating hold and freeze frames	5m 59s
▼ 3. Time Remapping	18m 41s
□ Spotting hit points in time	4m 39s
□ Keyframing time	7m 51s
□ Refining speed changes with the Graph Editor	8m 11s

### After Effects Apprentice 10: Time Games

1h 0m Intermediate Aug 31, 2011 Updated Dec 06, 2012  
Viewers: 8,531 in 105 countries Watching now: 2

Discover how to manipulate time in After Effects. Author Chris Meyer shows how to stop, slow, and speed up footage, and how to combine these techniques with nested compositions, expressions, and the Graph Editor. Along the way, he reveals several important yet somewhat hidden functions, such as the advanced composition setting that ensures predictable stop motion, the Frame Mix and Pixel Motion modes of the Frame Blending switch, and the Time Remap parameter.

The *After Effects Apprentice* videos on lynda.com were created by Trish and Chris Meyer and are designed to be used on their own and as a companion to their book *After Effects Apprentice*. We are honored to host these tutorials in the lynda.com Online Training Library®.

- Topics include:
- Smoothing out slow motion
  - Creating stop motion
  - Creating hold and freeze frames
  - Keyframing time

Quiz on Wednesday April 16<sup>th</sup>

<http://lynda.uni.edu> Search for Apprentice Expressions

Search for Apprentice Time Games

Q Search this course	Search
▼ Introduction	4m 40s
□ Overview	2m 40s
□ Using the exercise files	2m 0s
▼ 1. Basic Expressions	13m 43s
□ Keyframes and client changes	5m 34s
□ Creating an expression	4m 47s
□ Managing expressions	3m 22s
▼ 2. Modifying Expressions	13m 47s
□ Simple math	4m 18s
□ Coordinating simple properties	5m 7s
□ Clockwork	4m 22s
▼ 3. Expressions Worth Learning	23m 46s
□ Linear interpolation	7m 31s
□ Looping	7m 55s
□ The wiggle expression	8m 20s

Course details Transcript FAQs

### After Effects Apprentice 09: Expressions

1h 37m Intermediate Jul 27, 2011 Updated Nov 29, 2012  
Viewers: 10,370 in 112 countries Watching now: 4

Expressions are one of the most powerful but underused features in After Effects. They can be used to animate layer properties with code, as compared to explicitly keyframing every value in the Timeline, and have multiple parameters and layers that follow the lead of a master layer or controller effect, making it much easier to coordinate complex animations and quickly accommodate client changes. In this introduction, Chris Meyer shows how to let After Effects do most of the work by creating simple but very useful expressions that can be put to work on a wide variety of jobs.

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- Topics include:
- Creating and managing expressions
  - Linking together different parameters
  - Randomizing a layer's movement

Quiz Wednesday April 16<sup>th</sup>

Include simulating GRAVITY from quiz #4  
Bouncing Ball