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ADOBE® AFTER EFFECTS® CS4

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Create an iPhone slide-animation tutorial



This is another simple tutorial demonstrating how to do an *iPhone slide animation*. I am going to demonstrate using Adobe After Effects version CS4. The first part of this tutorial was done in Adobe Photoshop; however I am not going to illustrate that in this tutorial. I'll only give you an overview of what to do before getting into this tutorial. There is a similar tutorial I've prepared in video which gives detailed steps on how to go about completing such animation. Refer to end of this tutorial for more information regarding this video.

REQUIREMENTS:

- Adobe CS4 – Photoshop & After Effects (can use any later version also, not much difference)
- Basic knowledge on Adobe Photoshop & Adobe After Effects
- iPhone Image (Google it - make sure you reference where you get the image(s) from)
- Photograph of a hand (take a shot if you have camera, else search on internet for free hand images)

First off, get your assets ready. Look at the images provided under the section **Main assets & Additional assets** and get them ready. You should also make sure you have Adobe Photoshop and Adobe After Effects installed in your computer.

Google the images if you want to start from scratch, else use the Photoshop file I prepared which comes with this tutorial.

ADOBE PHOTOSHOP:

I've started off by creating the required files in Adobe Photoshop. What I did was, I created a Photoshop document (gave it a name **sliding_iPhone.psd**) with height that matched the **PAL standard** height setting (576px) and width slightly larger (about 1200px). I then brought the *iPhone* image downloaded from the internet into Photoshop, edited the background and copied only the phone into the Photoshop document I created (**sliding_iPhone.psd**). I separated the iPhone to two layers, one containing the *iPhone frame* and the other containing the *iPhone screen*, the part which has all the buttons. I added a masked-image layer between the two layers to hide the phone's background. Next, I took a shot of a *hand* using my camera and brought it into Photoshop, removed the background and placed it above the iPhone frame. Finally, I created a couple of graphics with the same dimension as the *iPhone screen* layer and placed them on separate layers with slight repositioning of each layer.

NOTE: The important thing to consider is that you separate the files to be animated onto separate layers. That way, it'd be easier for you to manipulate individual layers once you're in After Effects.

Main Asset(s)



The main asset would be the iPhone image (*picture on left*).

This image is cut in Photoshop onto separate layers (*picture below*)



Additional Assets



You need a hand image to animate the sliding hand (*picture on left*).

Include other images with same size to that of the main screen and position them in Photoshop along the horizontal axis. (*pictures below*)



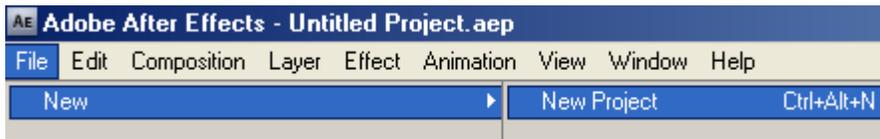
ADOBE AFTER EFFECTS:

You should have your Photoshop file ready to begin in After Effects. Again, if you want to follow along with this tutorial using the working files, simply use the **psd** file I created for this tutorial. This file should be included in the zip file you downloaded containing this note. The rest should be fun. Follow along and shoot me an email if you come across any additional tips or uncertainty.

Now, start Adobe After Effects. Once the program is running, follow the provided steps to learn this tutorial.

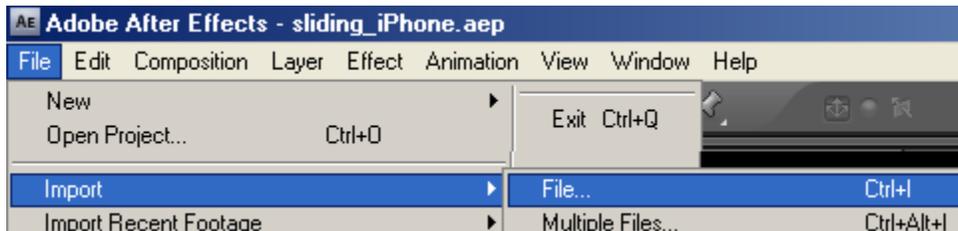
1. CREATE A NEW PROJECT

Create a new project by going to **File>New Project** (*shortcut = Ctrl+Alt+N*)



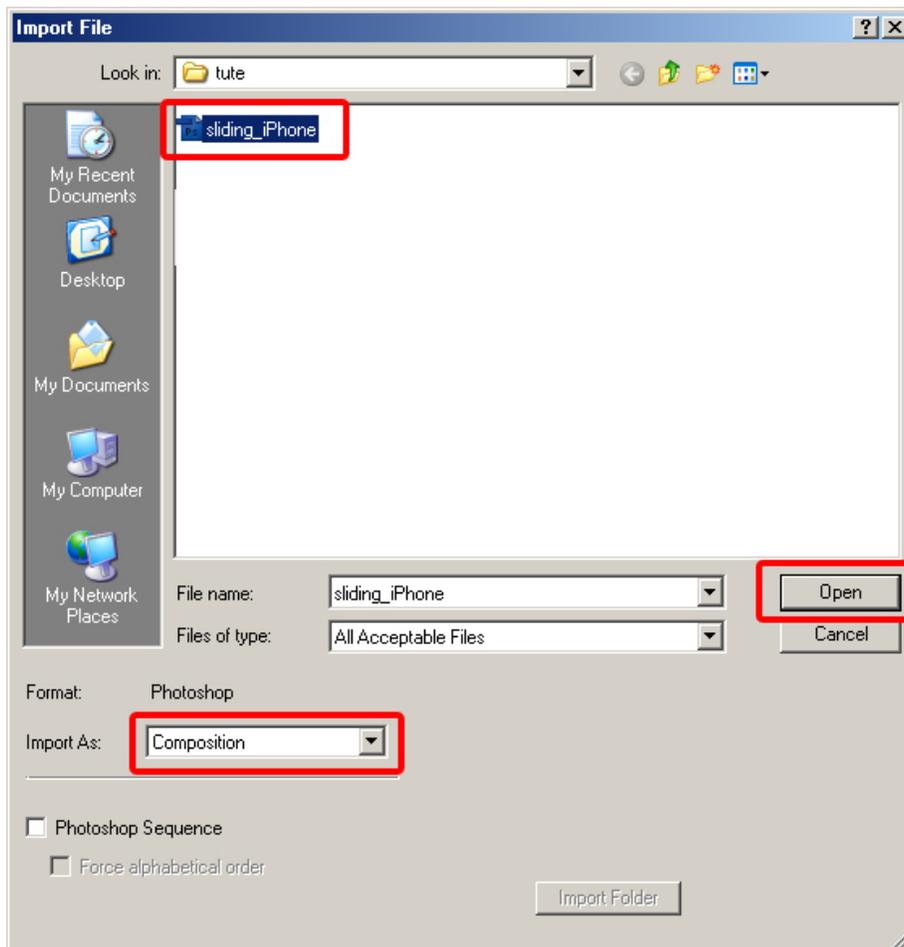
2. IMPORT THE FILE(S)

Import the assets (*working files*) into After Effects. To do this, go to **File> Import> File**



You'll get a pop-up window.

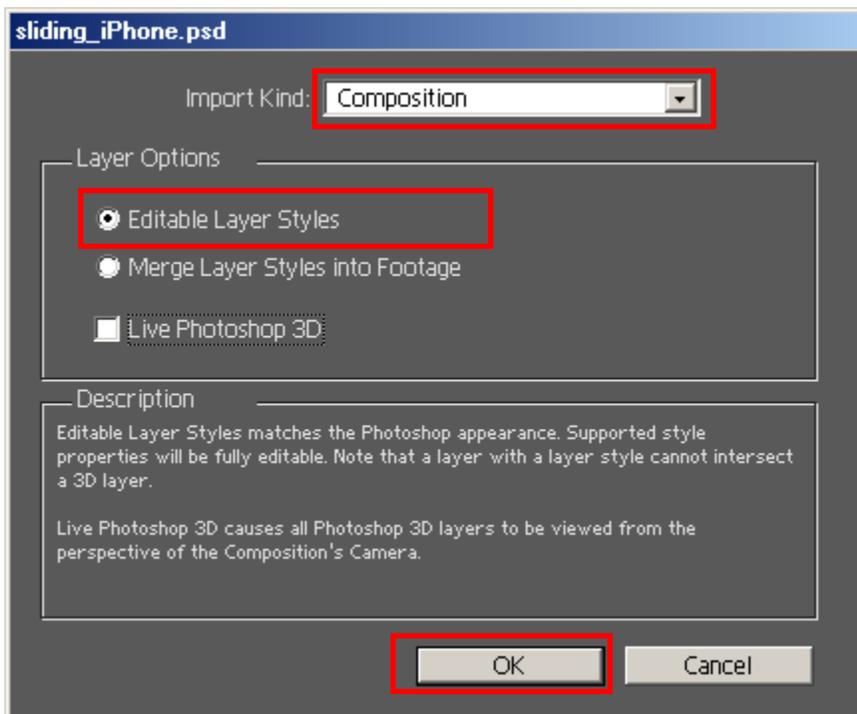
Locate the Photoshop file you edited earlier or downloaded with this tute.



From the pop-up **Import File** dialogue, navigate to where the Photoshop file is located;

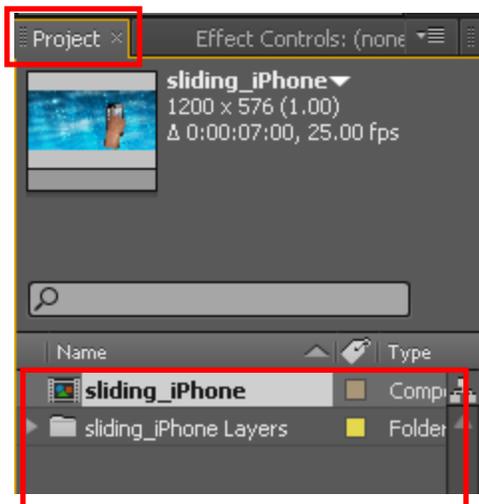
- **Click** the **file** to select
- Choose **Import As Composition**
- Press the **Open** button to open the file.

This will take you into another pop-up window.



From this second pop-up window, make sure the *import kind* option is set to **Composition**, the layer option is set to **Editable Layer Styles** and click **OK**.

If you have Live **Photoshop 3D** option ticked/ checked, uncheck it because we don't need it for this tutorial.

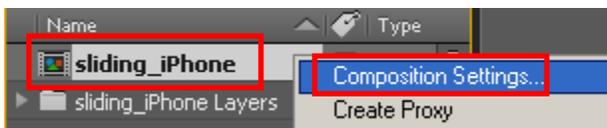


This (*left screenshot*) is what you should see in your **Project Window**.

If you look at the properties of this file (*next to thumbnail preview*), it has a frame size of 1200pixels width by 576pixels height. We want to have our frame size set to PAL standard which is 720pixels by 576 pixels.

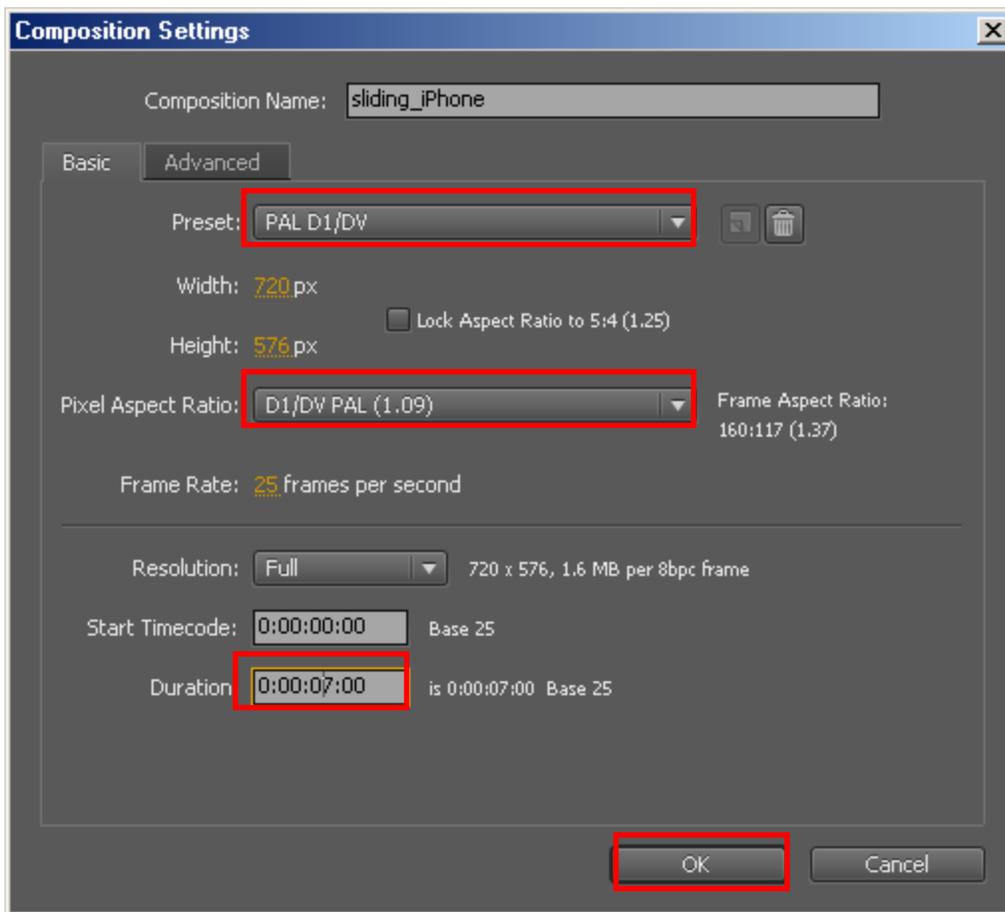
In the next step, you are going to adjust the setting to match that.

3. ADJUST THE COMPOSITION SETTING



In the Project window, right click the composition **sliding_iPhone** (*or whatever you may have named*) and select **Composition Settings** as shown on the left.

Next thing you should do is, re-adjust few settings within the **Composition Settings** pop-up window. See the screenshot provided and adjust settings appropriately.



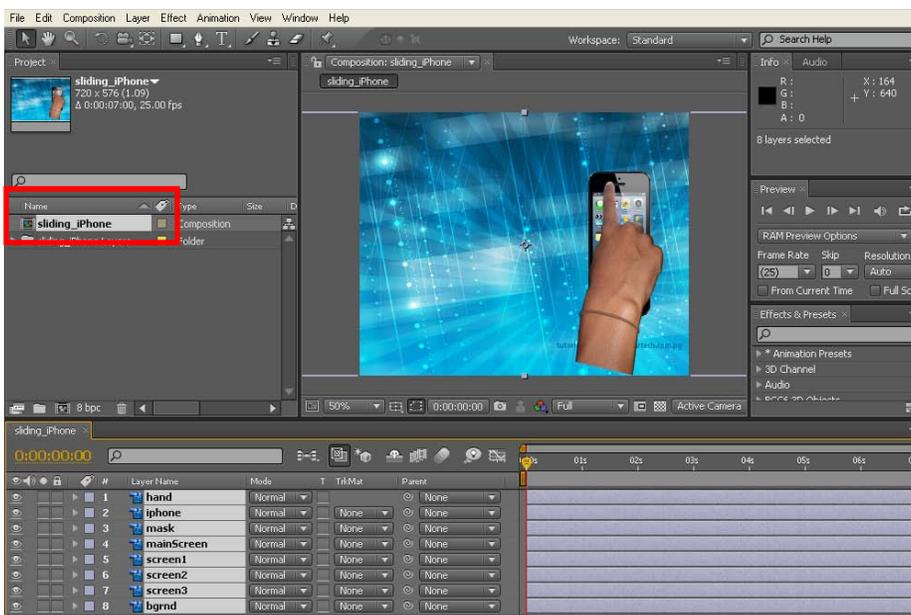
Confirm to make sure that you have;

- **Preset**
PAL D1/ DV
- **Pixel Aspect Ratio**
D1/DV PAL (1.09)
- **Duration**
Seven seconds
[0:00:07:00]

- Also confirm other relevant settings to the ones shown then click **OK** to proceed.

You will return to the main window.

4. OPEN THE COMPOSITION

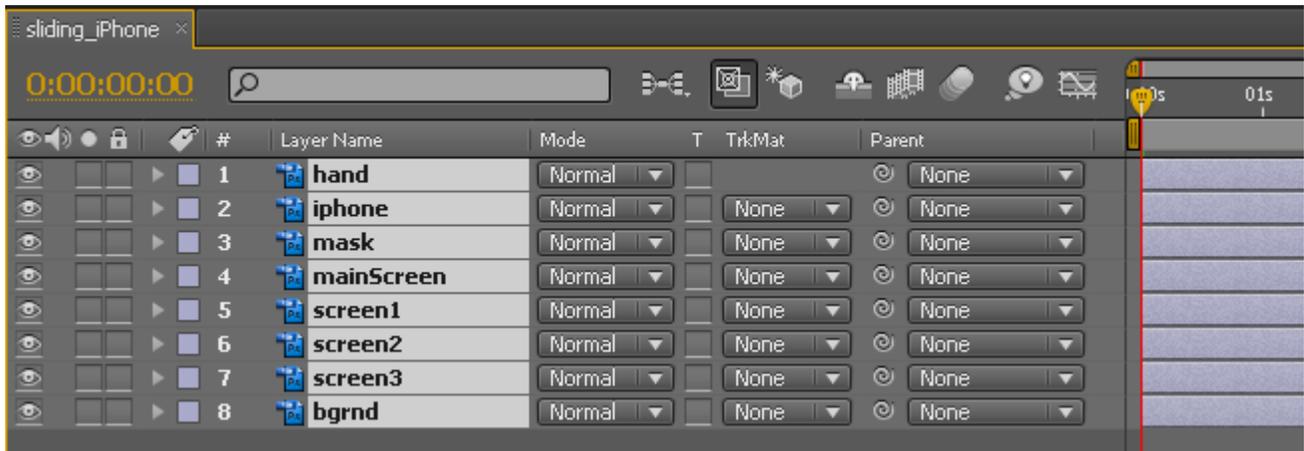


Now, double-click the composition in the project window to open it. You should see the project open with all the layers visible on the timeline.

In the next step, you are going to adjust the position of layers so that they are all placed to the edge of the screen towards the right.

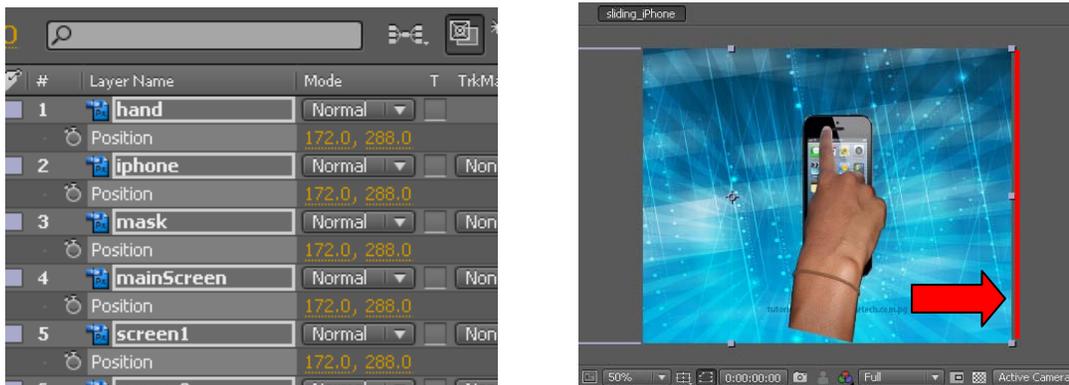
Follow the instructions below;

On the timeline, select all the layers. Simply click the first layer then shift-click last layer to select all. For the case below, select **hand** layer, press shift while clicking the **bgrnd** layer and it will select all other layers within.

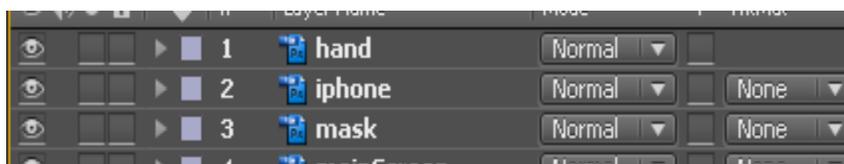


Press **P** on the keyboard to expand and reveal the positions of all the layers.

Carefully, **while all the layers are still selected**, adjust the **X** value to **172**. This should reposition all the layers to the edge of the screen aligning it to the right.

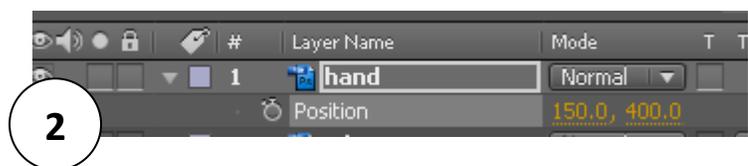


Press **P** on the keyboard again to collapse the position parameters.

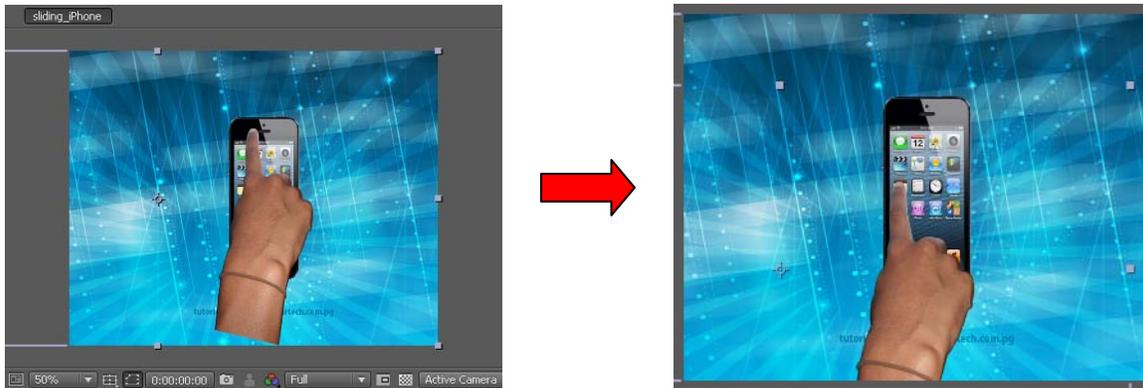


Once the layers collapsed, click anywhere on the timeline and away from the layers to deselect the selected layers (*picture left*)

Select the **hand** layer (*below image-1*) to reposition the hand. Press **P** to reveal the Position parameter of the hand layer (*below image-2*). Then enter **150** for the **X** position and **400** for the **Y** position. Press **P** again to hide the Position parameters.

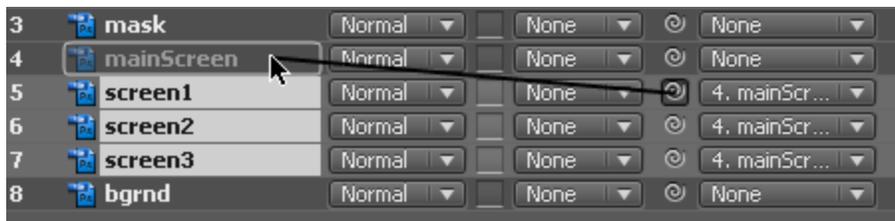
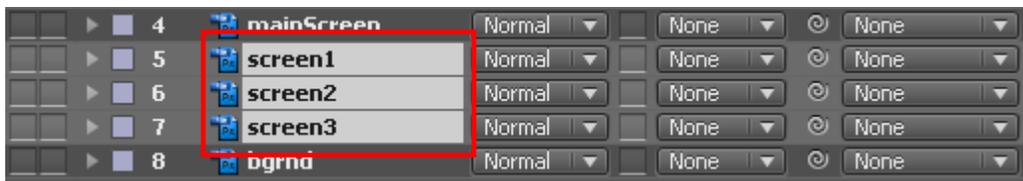


The hand should now be repositioned as shown.



5. PARENTING LAYERS

The next step is to make all layers for the *screen display* be parented to the main screen which is the **iPhone screen** (*mainScreen layer*) itself. On the timeline, select all the other screen layers (*screen1, screen2, screen3*)



Click the *pick-whip* icon of the **screen1** and drop it onto the **mainScreen** layer (*image left*). This will make all the selected layers be a child of the **mainScreen** layer.

6. SETTING ANCHOR POINT

Now, let's reposition the anchor point of the **hand** layer so that when animating the hand, the wrist stays projected to one spot whilst we animate the finger to imitate the sliding effect.

Select the hand layer. Then, select the **Pan Behind Tool** (*press Y, shortcut*). This tool will be used to reset the anchor point of the hand layer.



If you look closely, you should see the current anchor point (*left, outlined*). Using the *Pan Behind Tool*, you are going to change this point.

With the **Pan Behind Tool** selected, click and drag the current anchor point to the bottom of the wrist, to a position similar to the one shown below.



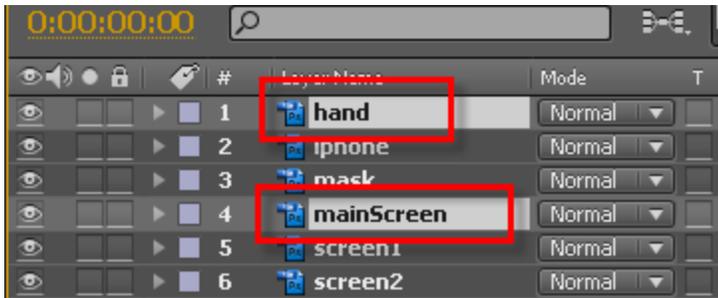
previous position



current position

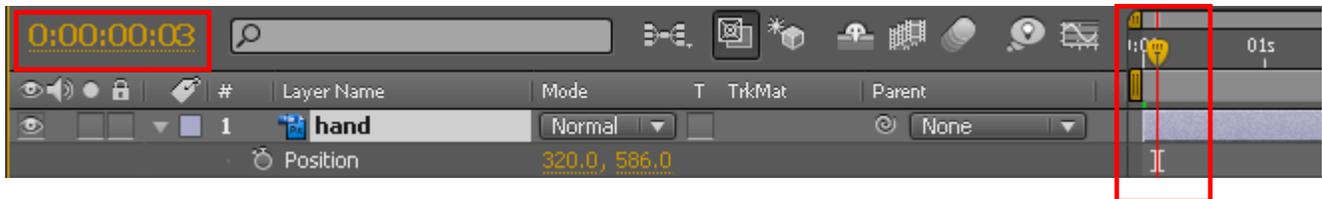
7. ANIMATING LAYERS

Once the anchor point of the **hand** layer is positioned to the appropriate place, you are now going to do the animation.

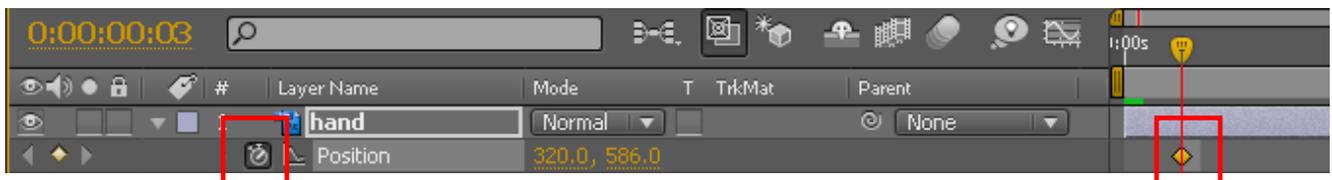


For this part, select the two layers **hand** and **mainScreen** (see picture left) so you animate them in time.

Press **P** on the keyboard to reveal the position parameters, and then set the slider to **3 milliseconds**.

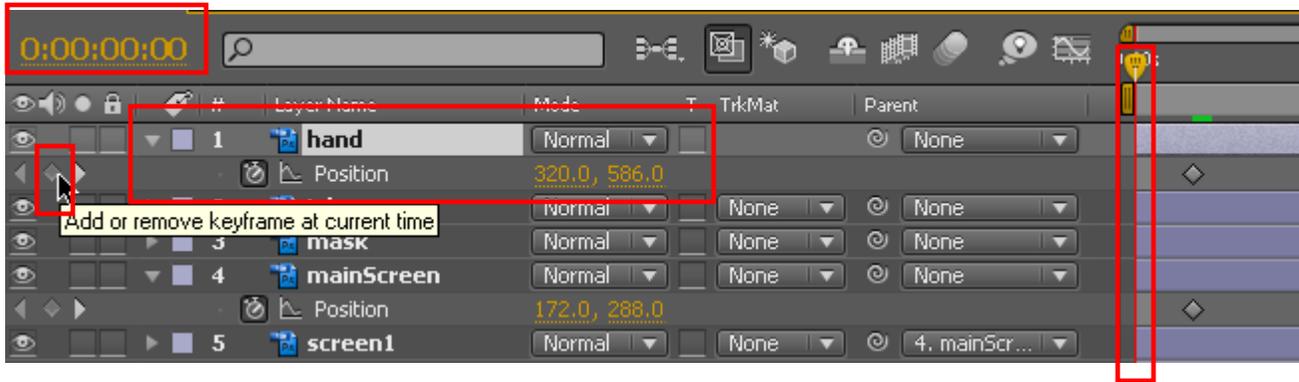


Insert a key frame at **3 milliseconds**. Click the clock **time-Vary stop watch** next to the name **Position** to insert a key frame there.

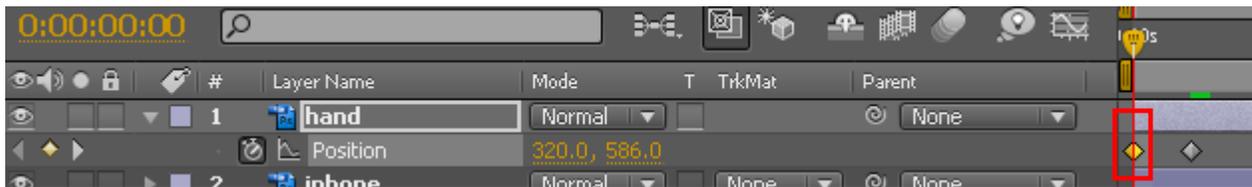


Click anywhere on the empty area of the timeline to deselect the current selected layer(s). Then, select only the **hand** layer.

Move the slider to the start of the animation at **frame 1 (0 seconds)**. Add a key frame to the **hand** layer in that position. Simply click the **Add or remove key frame at current time** icon.

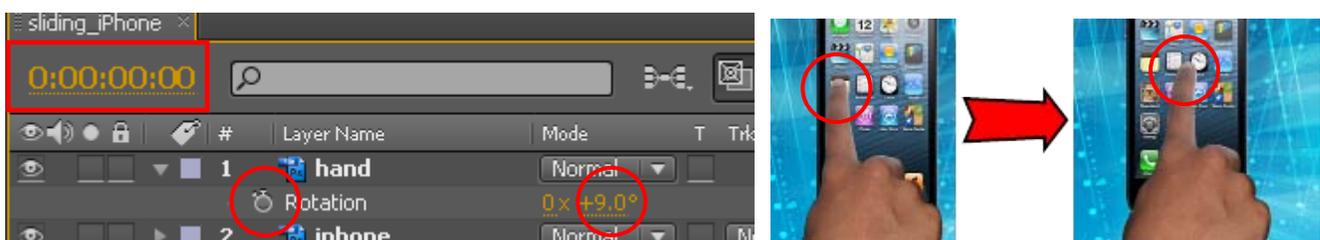


This should only insert a key frame to the current time of the **hand** layer (*current layer selected*).



While the hand layer is still selected, press **R** on the keyboard to access the **Rotation** parameters. This allows us to control and animate its rotation handles. When you press **R**, you would see that there is no key frame on that control because remember, we only made changes to the **position**.

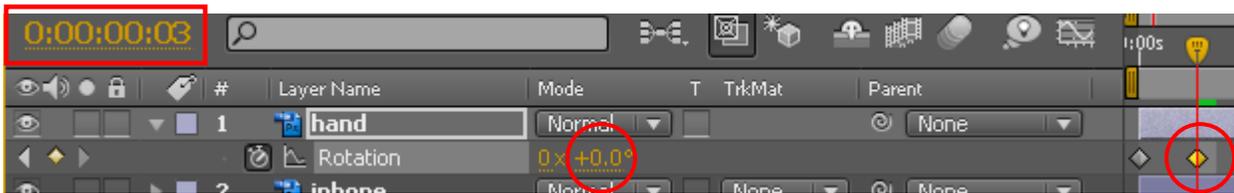
At **0 second (beginning of animation)**, adjust the second value to **9** as shown below and **insert** a key frame by clicking the **time-Vary stop watch** icon.



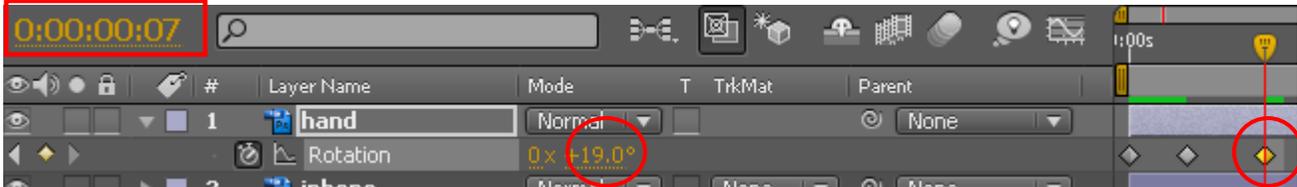
A Key frame will be inserted at **0 second**.



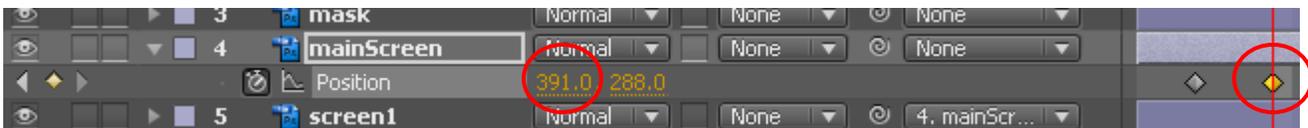
Move to **3 millisecond** on the timeline and reset the second value back to **0 degree** as show below. This should insert a new key frame on that position (**3 millisecond**).



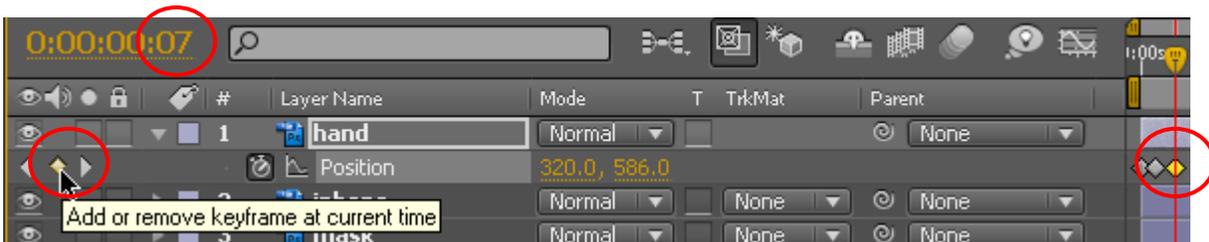
Move the slider again to **7 milliseconds** and reset the second value to **19 degrees**. You should now have the third key frame inserted as shown below.



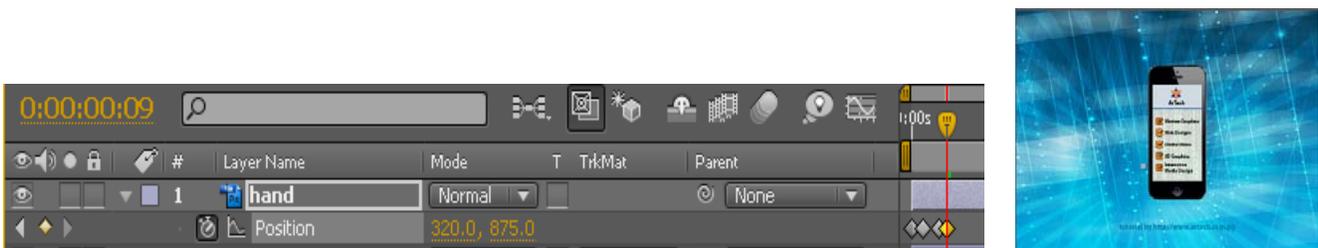
While still at **7 milliseconds**, click on the **mainScreen** layer to select it (*image below*). Adjust the **X** value to **391** as shown below.



Now select the **hand** layer, press **P** on the keyboard to reveal the position parameter and click the **Add or remove key frame at current time** icon to inert a key frame there.

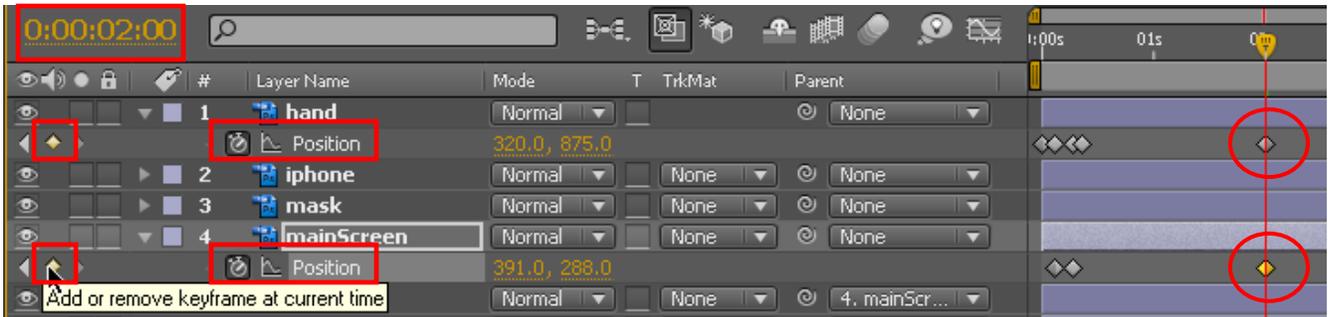


Move forward **2 milliseconds** and adjust the parameter of the **position** of the **hand** to the one shown below.



This should animate the hand off the screen allowing the reader to read what is on the iPhone's screen.

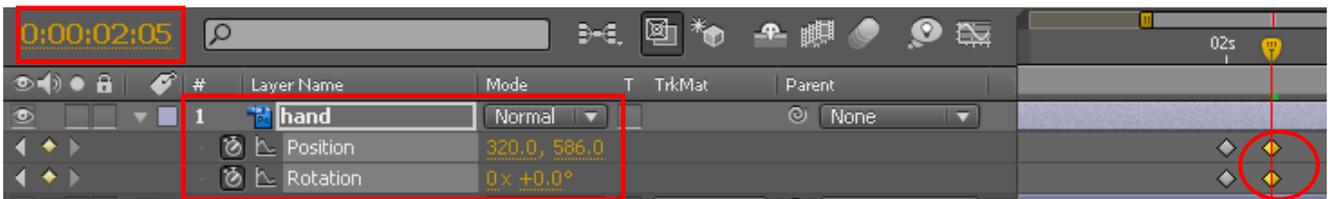
Now, move the slider forward to around **2 seconds** on your timeline, and insert a key frame on the **hand** layer on that time. Also insert a key frame on the **position** parameter of the **mainScreen** layer on that point in time. Click the **Add or remove keyframe at current time** icon to that. You should have something similar to the screenshot below.



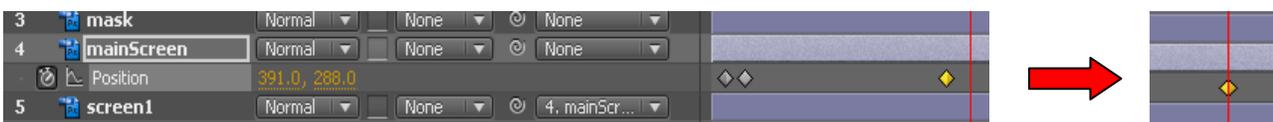
Select the **hand** layer. Make sure the **position** is visible, if not press **P** on the keyboard to show it. Press **shift R** to reveal the **rotation** parameter of the **hand** layer. You should have the **position** and **rotation** of the hand layer now shown.



Move the slider to about **2 seconds, 5 millisecond (0:00:02:05)** and insert a key frame for the **position** of the **hand** layer. Adjust the **rotation** values to the one shown below. You should now have a key frame set for the parameter and rotation of the hand at time **0:00:02:05**.

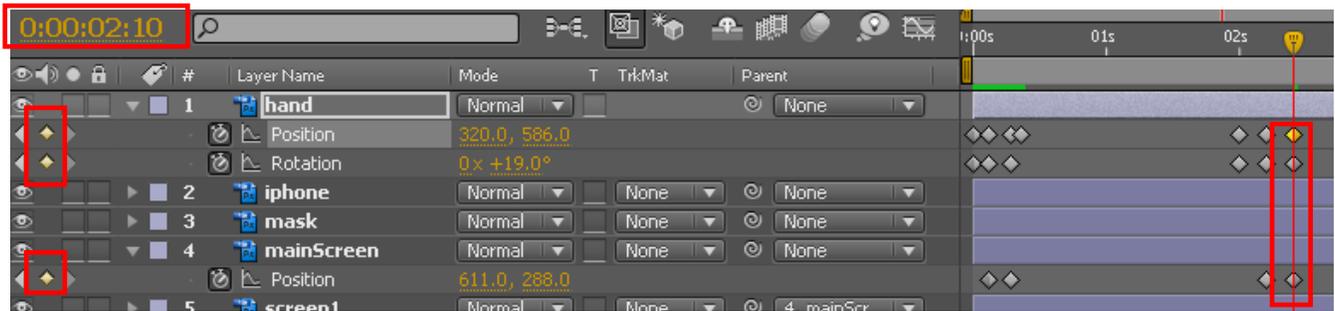


Still at time **0:00:02:05**, reposition the key frame of the **position** of **mainScreen** layer to the where the slider is now. Simply **press shift and drag** the key frame to the slider (*following the movement of illustrated arrow below*). The key frame should snap to the slider position.

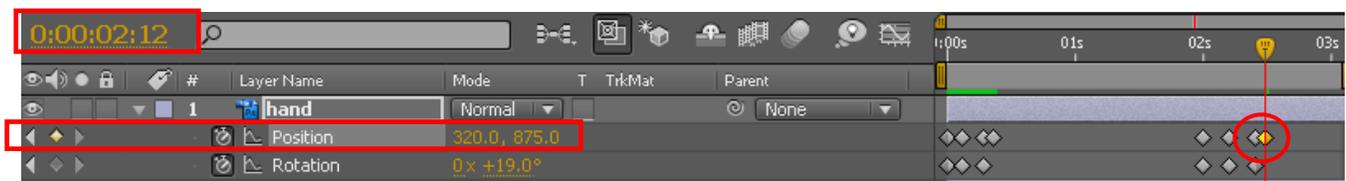


Move the slider forward **5 milliseconds** to around **0:00:02:10**

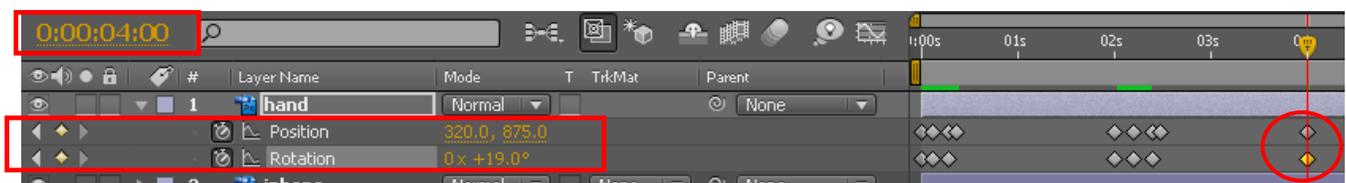
Now insert a key frame for the **position** and **rotation** of **hand** layer and **position** of **mainScreen** layer at this point in time. See screenshot below to confirm.



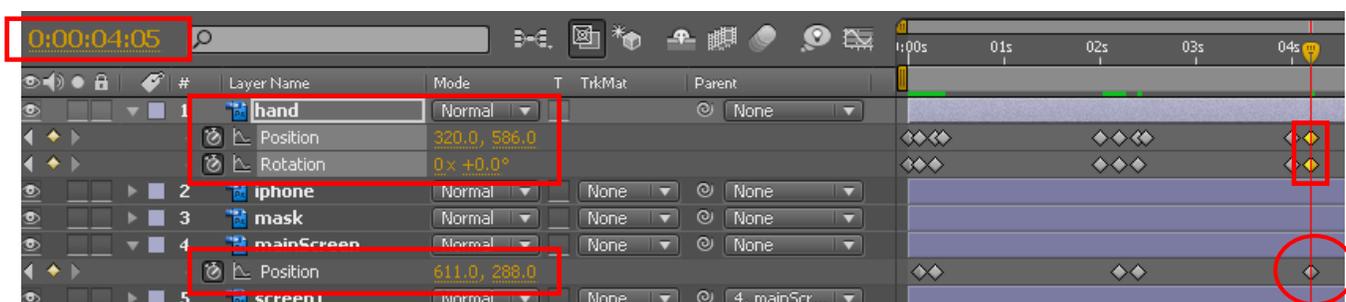
Move the slider forward **2 millisecond**, and adjust the **position** parameters for the **hand** layer appropriately as shown below. This should again hide the hand off the screen.



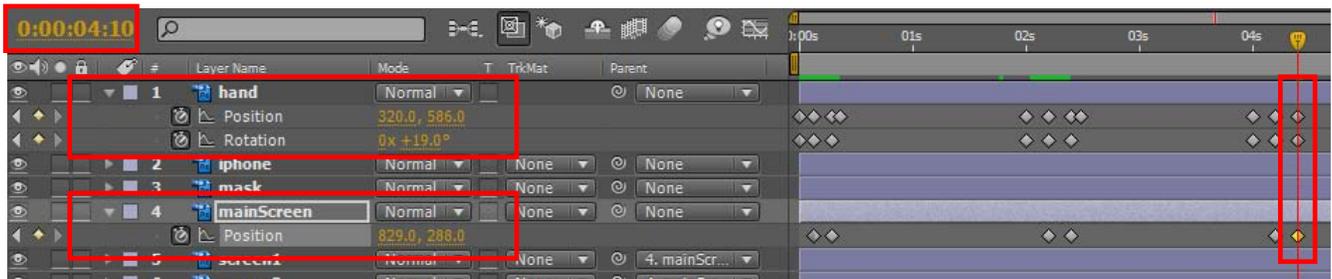
Move the slider forward again to **4 seconds (0:00:04:00)** and set key frames for the **position** and **rotation** of the **hand** layer. See image below.



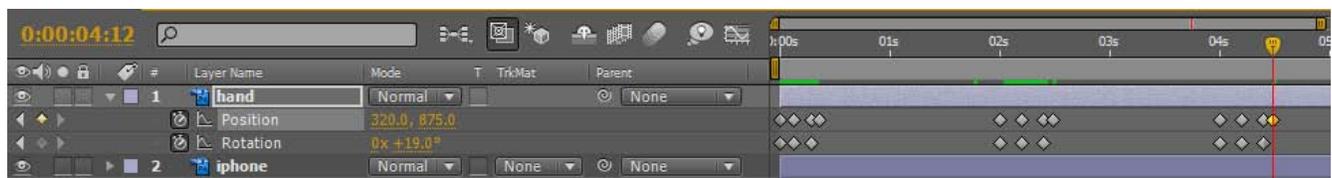
Move **5 milliseconds** forward to **0:00:04:05** and insert a keyframe for the **position** parameter of **mainScreen** layer. Also, adjust the values of the **position** and **rotation** of the **hand** layer to that shown below. That will create keyframes on the same point. See figure below.



Move the slider **5 milliseconds** to **0:00:04:10**. There, you are going to insert few keyframes to the two layers again. Adjust the settings of each parameter for the respective settings (*position/ rotation*) of the two layers. See screenshot below to fit your setting.



Move forward another two frames to about **0:00:04:12**. Adjust the setting of the hand layer's **position** to the one shown below. This will add a keyframe on that point in time.



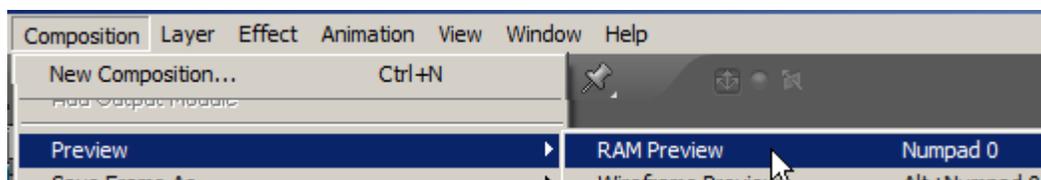
Well that brings us to the end of the animation segment.

The next thing you would want to do is to preview the movie. Though you should regularly preview your movie throughout the animation process, this tutorial only gives you a head-start on the sequence involved in animating layers that's why we have to do it after all is set. You can go back and do necessary touches.

8. PREVIEWING COMPOSITION

Do a RAM Preview of the composition by pressing **Zero (0)** on the keyboard (*number on the right side of the keyboard*). If you are still used to the traditional step by step, long walk; find this function under the Composition Menu.

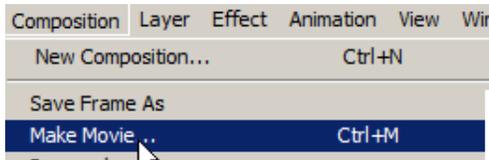
Composition > Preview > RAM Preview



You can do further tweaks to fine tune the animation and also feel free to add more adjustments. Once you're satisfied, it's time to save the composition for playback.

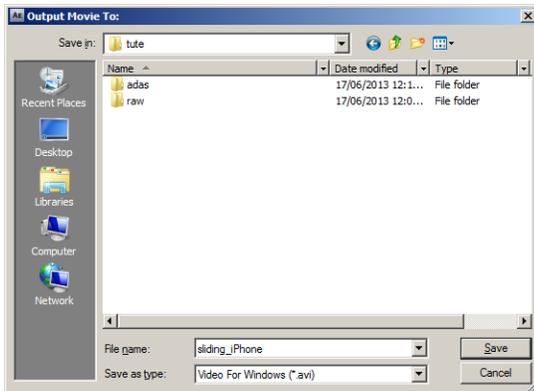
9. RENDERING MOVIE

Render the animation to a format which you can use later in your video project, web project or other formats available under its render settings. Use the Composition menu to create your render.



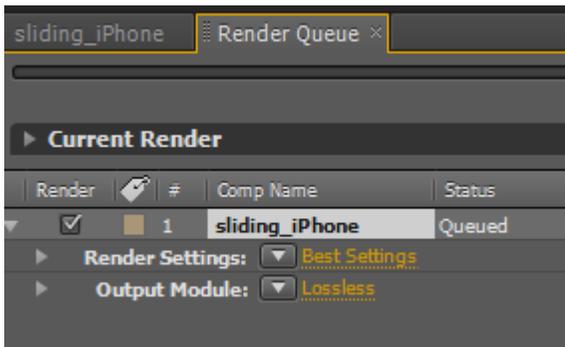
Under the **Composition Menu**, click **Make Movie**

Composition > Make Movie

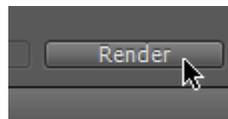


Locate where you want to save the movie, select your desired file type (*Save as type*) and click **Save**.

Once you click the Save button, it will bring you to the Render Queue window.



We won't do any changes for this tutorial, however if you want, you can click the different options provided to explore the different settings. For the selection of formats, use the **Output Module** option.



Click the Render button, on the right of the **Render Queue** window to create the movie.

Go to where you saved the movie. Now you can bring that movie to other video project to spice it up with this little effect. Well, I hope you've learnt something here and as always, I'll be happy to hear from you of what benefits you get from this tutorial.

10. DETAIL TUTORIAL

NOTE: This tutorial is very brief and partially demonstrated. It does not include sound. If you add sound, especially narration and other effects, it should take you to another level. Full version of this tutorial is demonstrated in my video lesson which can only be downloaded based on request. For those who still want to learn through the video tutorial, visit the contact page via URL [://www.artech.com.pg/](http://www.artech.com.pg/) and send your request using the provided contacts.

Final Note: I had to run against time in creating this tutorial and therefore it's not all perfect. If you find irregularities, please post me fixes so I can update. This is version 1 and in future, I might put up another version.