

## Lesson: The “Zero” point of different effects

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### Overview

Each particular effect in Adobe After Effects has different parameters, which are aspects of the special effect. One changes the parameters over time to control the desired effect. The parameters are controlled using keyframes. Changing the value of the keyframe, changes what a particular parameter does. For each effect, there seems to be one parameter, which is affected the most by ZEROing it. In other words, when you type in the value of ZERO for that parameter, it appears as though nothing happens for that effect. The magic happens when you add another key frame, and change the value of the parameter from ZERO to 100. (Please note that “100” is an arbitrary value.)

**Important Note: If you find the “Zero” point of an effect not listed here, be sure to pass this information onto your classmates and to your teacher!**

- The chart below is a list of effects which have been figured out for you. It is your cheat sheet!
- In the “Effect” column below, you will see the category of an effect, followed by the effect itself.
- Open the “Effects” panel in Adobe After Effects, and type in the name of the effect, and it will appear.
- Click and drag the effect onto a video clip or still image in a composition.
- Find the “Parameter most affected by the Zero point”, and type in Zero for that effect. Add another keyframe later on and change the value of the parameter.

Effect	Parameter most affected by the Zero Point	Special Instructions
<b>Distort</b>		
Distort: Bulge	Bulge Height	
Distort: Mesh Warp	Distortion Mesh	<ul style="list-style-type: none"><li>- You will see a grid of horizontal lines and vertical lines.</li><li>- Where the horizontal line crosses over the vertical lines, there is an intersection point.</li><li>- Using the selection tool in After Effects, click on the intersection point and drag to make the distortion.</li><li>- Keyframe it from 0% to 100% to get the effect</li></ul>
Distort: Liquify - Warp (1 <sup>st</sup> row, 1 <sup>st</sup> icon) - Shift Pixel (2 <sup>nd</sup> row, 2 <sup>nd</sup> icon) - Reflection (2 <sup>nd</sup> row, 3 <sup>rd</sup> icon)	Distortion Percentage	<ul style="list-style-type: none"><li>- Apply the liquify effect</li><li>- click on the tools drop down menu and select the first icon, the warp tool</li><li>- click and drag on the composition frame to distort</li><li>- Keyframe it from 0% to 100% to get the effect</li></ul>
Distort: Liquify - Turbulence (1 <sup>st</sup> row, 2 <sup>nd</sup> icon) - Twirl (1 <sup>st</sup> row, 2 <sup>nd</sup> and 3 <sup>rd</sup> icon) - Pucker (fifth icon) - Bloat (2 <sup>nd</sup> row, first icon)	Distortion Percentage	<ul style="list-style-type: none"><li>- Apply the liquify effect</li><li>- click on the tools drop down menu and select the one of the icons</li><li>- when you select an icon, you will see options appear for each icon</li><li>- do example, when you click on the Turbulence tool icon, you will see “Turbulence Tool Options”</li><li>- click on the composition and hold the mouse button down to watch the distortion</li><li>- Keyframe it from 0% to 100% to get the effect</li><li>- Experiment with each of the options</li></ul>

Distort: Liquify - Clone (2 <sup>nd</sup> row, 4 <sup>th</sup> icon) - Reconstruction (2 <sup>nd</sup> row, 5 <sup>th</sup> icon)		
Distort: Bezier Warp	The Zero point is the default Vertex and Tangent setting when you apply the effect	- Apply the Bezier warp - in the effects panel, click on word “Bezier warp” - you will see a bounding box with Vertex points (corner points) and Tangent points (points in the middle of the line) - click and move the Vertex points or the Tangent points; watch the numbers adjust as you move them
Distort: Ripple	Radius	
<b>Blur &amp; Sharpen</b>		
Blur & Sharpen: Lens Blur	Iris Radius	
Blur & Sharpen: Gaussian Blur	Blurriness	
<b>Simulation</b>		
Simulation: Shatter	Force > Radius	Change “Wireframe” to “Render”
Simulation: Foam		Beside “View” > Click on the drop down menu and select “Rendered”
Simulation: CC Pixel Polly	Right away	This effect happens right away.
Simulation: CC Rain	Opacity	
Simulation: CC Snow	Opacity	
Simulation: CC Mr. Mercury	Right away	
Simulation: Scatterize	Scatter	Please note that you don’t add keyframes.
<b>Generate</b>		
Generate: Beam	Starting Thickness AND Ending Thickness	