

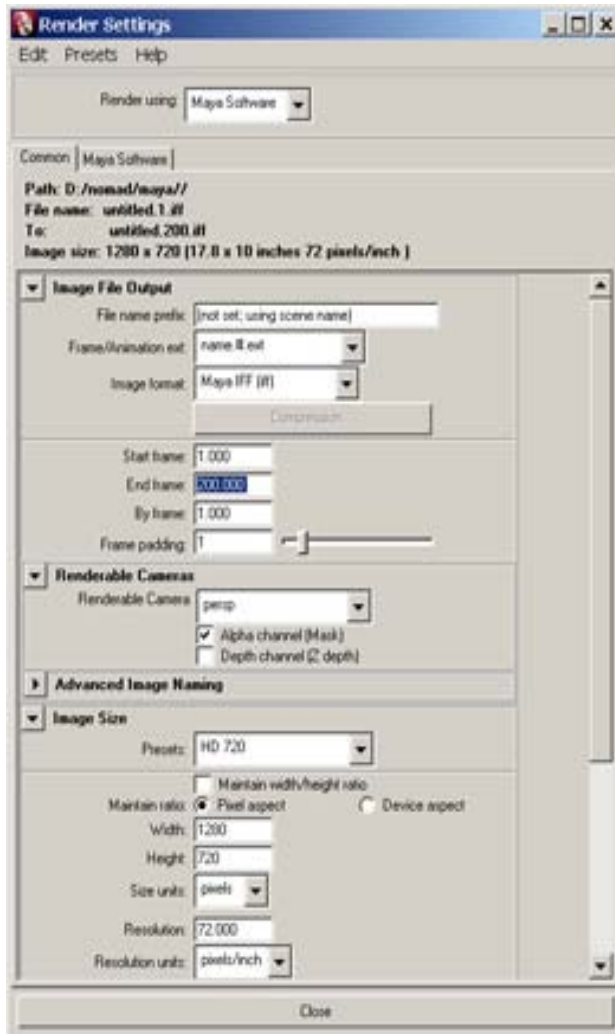
Making QuickTime movies with Maya and After Effects CS3

1) Make frames in Maya.

The frames should have names in the form **prefix.number.extension**.

After Effects can import .JPG's, .TIFF's, and .IFF's

We want 1280x720 resolution, and square pixels.



2) Make your Title Card

Get "titleCard.psd" off the web site. Put your name on it, and your title.

This will be the first 30 frames of your movie.

Use PhotoShop for this. Please don't change the font or layout; if I use your film in a compilation, it looks nicer to have them be all the same.

3) Make your Credit Card, if you need to

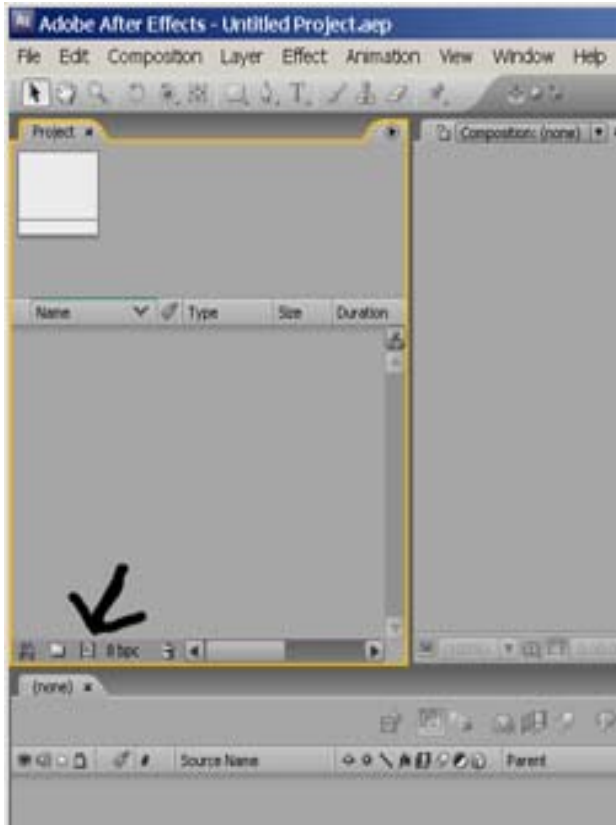
Get "creditCard.psd" off the web site.

If you used other people's assets to make your movie, you need to give credit! Make as many images as you need. These frames will go at the end of your movie.

4) Start up AfterEffects

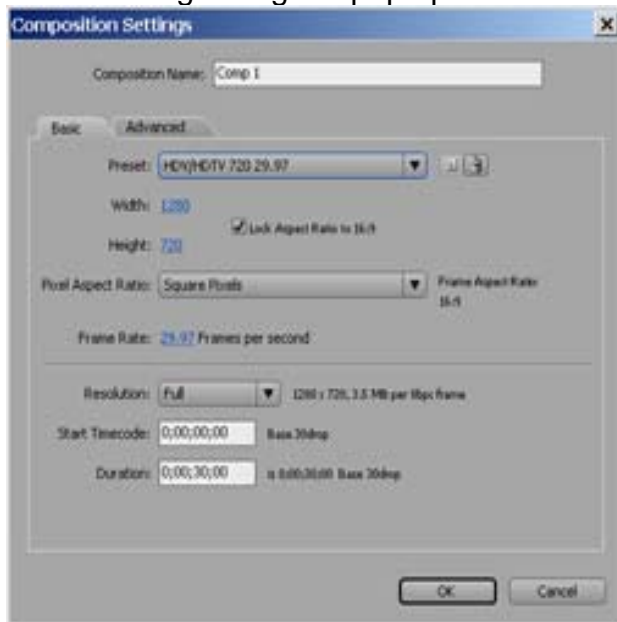
5) Make a project and composition.

a) If you don't have a project open, make a new one (ctrl-alt-N). You'll know you have a project when you see the project window (outlined in yellow, below). An AE project saves to the file type .aep



b) Click on the "new composition" button (indicated above in the project window).

The following dialog will pop up:



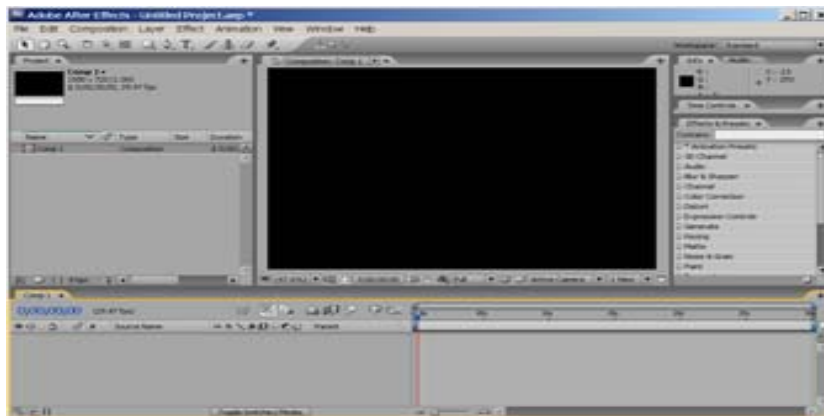
c) Set width and height to match the frames Maya made: 1280x720

d) Set “duration” to match the number of frames you have, plus 150 frames for your title card, and 150 frames for each credit card.

To do this, you will need to enter a “Timecode”, in Hours, Minutes, Seconds, and 30ths of a second.

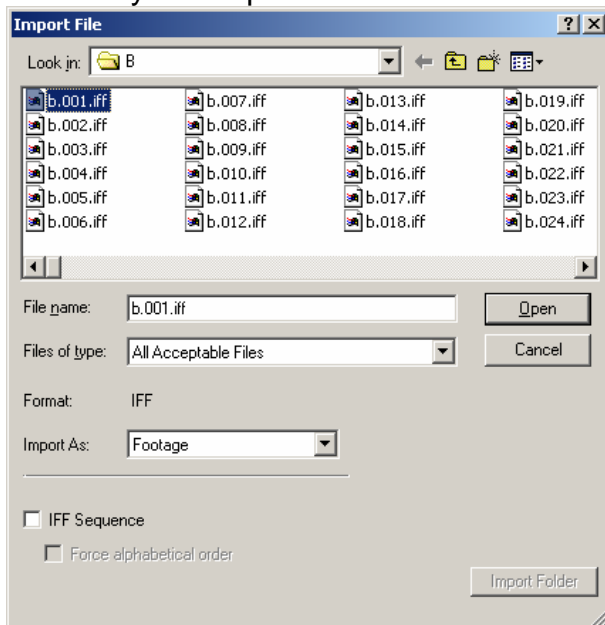
After you press OK, there will be a line in your project for your new comp, and a timeline will appear.

Yay!



6) Add assets to your project

- Select File->Import->File (control-I).
- Select your titleCard, click “open”.
- Repeat for your credits card(s).
- Repeat for the frames you made in Maya, with this difference: select the first frame in your sequence.



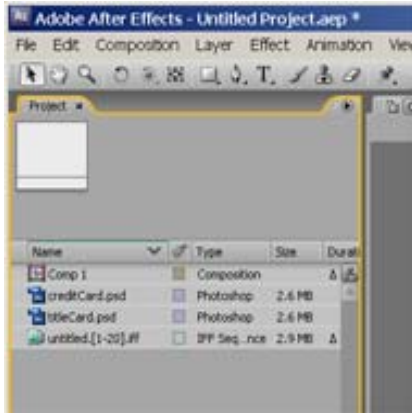
- Make sure that “IFF Sequence” is checked. If you don’t, you’ll only import one file. When you click “open”, you’ll get this dialog:



You want “Straight- Unmatted” or “Ignore”.

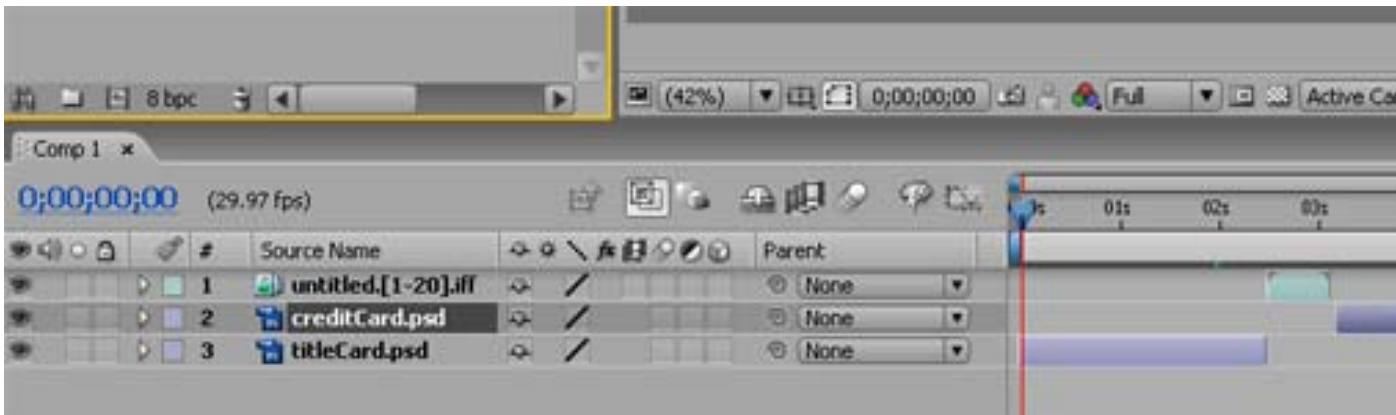
- You should have at least 3 assets in your project window.

g) If you've imported your frames properly, there will be a frame range in brackets in the line in the project window. See it? Yay!



7) Add the assets to your composition

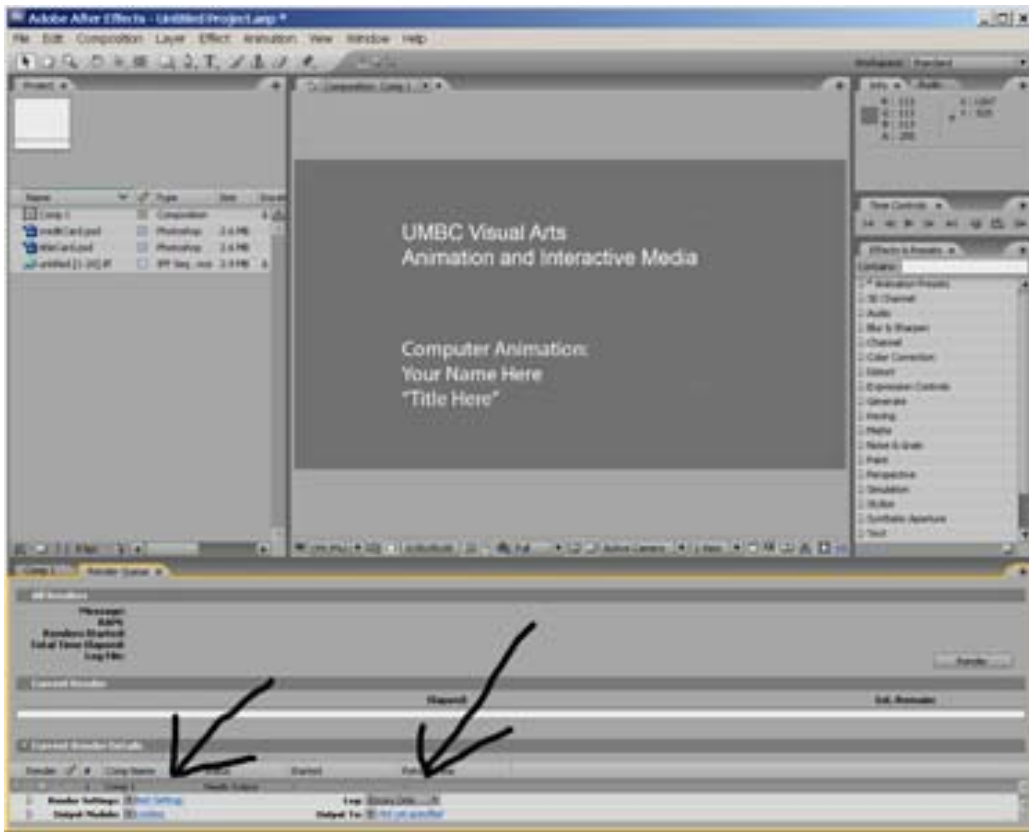
- Drag the titleCard onto the timeline. The default is to have that single frame be visible for the entire comp. Drag the little grey tab at the end so that it only lasts 4 seconds.
- Drag your frames on. Position the yellow line so that they start when the title card ends.
- Drag your credits onto the end, five seconds per frame.
- Tap the space bar to preview. Look good? Yay.



8) Output your comp as a QuickTime movie.

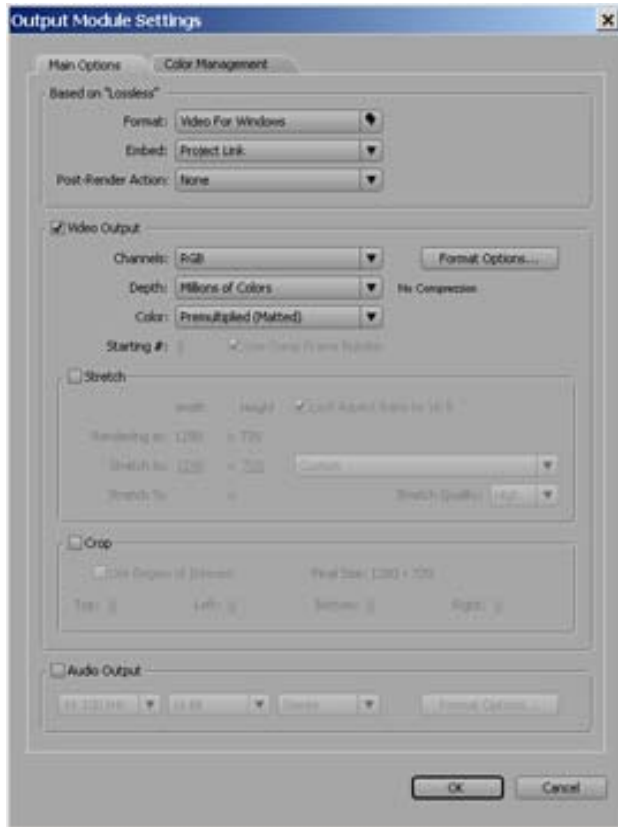
- All the commands through the save menu just save the project—not what you want. You want a movie file. To do that, use the render queue.
- Click in the comp's timeline to make sure it's selected.
- From the main menu: Composition->Add to Render Queue.

d) The timeline hides, and over it is drawn the “Render Queue” dialog. If you can’t see the blue words at the bottom (indicated below), make the AfterEffects window larger.

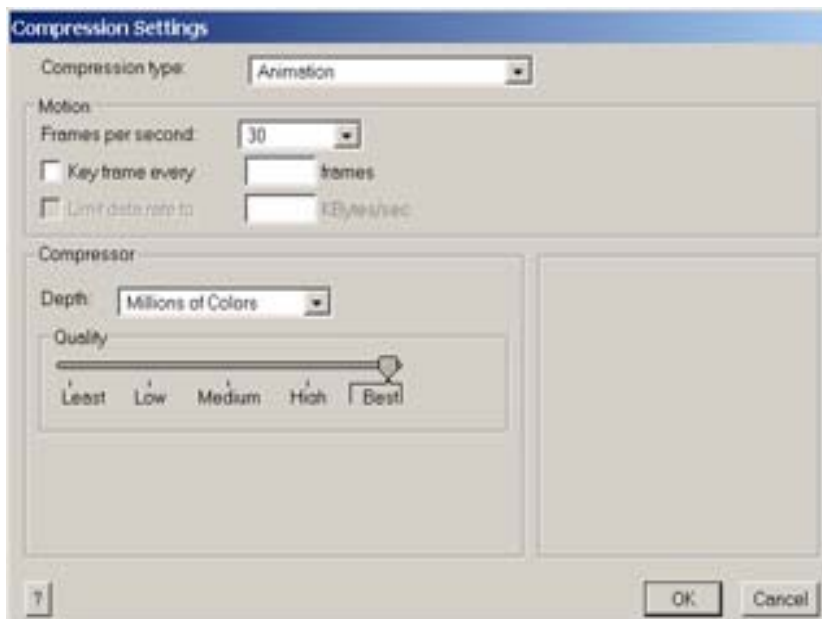


d) Click on the words after “Output To”. This is how you set the output file name and location. For this export, I’ll use mcdonald_B_H.mov

e) Click on the words after “Output Module:” This is where you set compression options and file formats. Yet another dialog comes up.



For “Format”, select “QuickTime movie”. Another dialog comes up:



These settings are pretty good for the “Pretty” QuickTime file. For the “Fast” version, drag the slider to “Low”.

Right! Hit OK, Ok, and then Render. You'll see a progress bar, and a thrilling trill as your QT file is written to disk. Yay!

Repeat step 6 to make your "Fast" QT file, and you're done. Yay!!

DNM 09/27/07