

About the Tutorial Exercises

The following tutorial exercises provide step-by-step instructions for creating various kinds of text effects. These tutorials do not require any specific media files, although the first exercise uses an imported text file. If you do not have the text file, you can complete the exercise by typing or importing text. Some of the exercises use fonts that you may not have on your system. You can replace them with any fonts that you like.

Exercise 1: Creating a Rolling Title Effect

Title Crawl allows you to easily create title rolls and crawls. The text is automatically aligned and animated so that you do not have to set keyframes in the timeline.

You can create a title page in the Text window where you can type, edit or import text and set the font, size, justification, color, opacity, spacing, shadows, and borders. The parameters in the Text window are applied on a character basis, meaning that you can apply separate styles to different characters.

The **Style Palette** allows you to save favorite styles and apply them to other text effects. These styles can be copied and shared with other users or used on other computers. In this exercise you will create a title roll then save and apply the styles.

Creating a Title Page

1. Create a new composition and add the media that you want to use as the background to the timeline. These exercises use a solid color, but you can use whatever you like.
2. Set the duration of the composition to ten seconds.
3. Select the background layer in the timeline.
4. Choose Effects > Boris > Title Crawl.

The Text window opens.

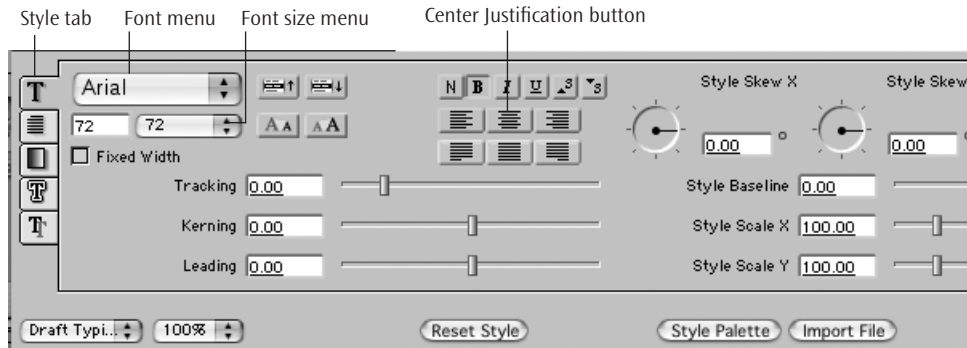
5. Click the **Import File** button at the bottom of the Text window. In the dialog box that opens, navigate to the "Credits.txt" file and click **OK**.

Import File

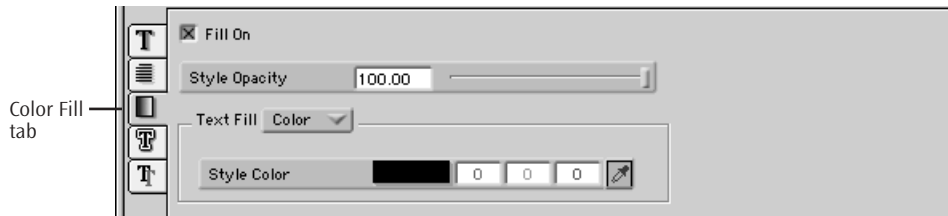


If you have not downloaded this file, simply click in the top of the Text window and type several lines of alternating text. The examples in this exercise show a credit roll, but you can use whatever sort of text you like.

6. Press Command-A (Macintosh) or Control-A (Windows) to select all the text.
7. In the Style tab in the Text window, use the menus to set the font and size of the text and center justify the text. You may want to increase the size of the text to a point size over 40 depending on which font you choose.



8. In the Text window, select only the first line of text. (The words “Senior Producer” if you are using the imported file.)
9. Click the Color Fill tab to open the color fill controls. Use **Style Color** to choose a color for the text.



10. Select the “Boris Yamnitsky” text and assign this text a different color.
11. Click **Apply** to display the changes you made in the Comp window. The Text window will automatically close.

Saving and Applying Styles

You can use the Style Palette to save, name, and apply styles for future use.

1. Click the Title Crawl filter’s banner in the Effect Controls window to reopen the Text window.
2. Click the **Style Palette** button in the bottom of the Text window.

Style Palette



- Preview the composition. The title page is automatically positioned and animated to roll up the screen in order.



Masking the Edges of the Text Frame

Now you will mask the edges of the text frame so that the credit roll appears to fade in and out at the Title Safe Area.

- In the Effect Controls window, adjust **Mask Start** and **Mask End** to mask the text at the edges at the top and bottom edges of the frame.
- In the Effect Controls window, adjust **Blend Start** and **Blend End** to soften the edges of the mask.
- Preview the composition. The title page is automatically positioned and animated to roll up the screen in order.



Exercise 2: Creating an Animated Type On Effect

Vector Text allows you to easily create animated text effects. The Type On parameter group allows you to create animated type on effects.

- Create a new composition and add the media that you want to use as the background to the timeline. These exercises use a solid color, but you can use whatever you like.
- Set the duration of the composition to ten seconds.



16. Select the first keyframe in the layer. In the Type On parameter group, set **Shift Y** to **-480**. Set **Scale Y** to **3000**.
17. Preview the animation. The text now scales and shifts as it types on screen.



18. Select the first keyframe in the Text track. In the Type On parameter group, set **Overshoot** to **-100**.
19. Preview the animation. The text now appears to bounce as it scales and shifts.

Exercise 3: Creating Text on a Path

Now you will put text that you create on a motion path.

1. Create a new composition and add the media that you want to use as the background to the timeline. These exercises use a solid color, but you can use whatever you like.
2. Set the duration of the composition to three seconds.
3. Select the background layer in the timeline.
4. Choose **Effects > Boris > Vector Text**.
5. The Text window appears. Click in the window and type some text. The following examples show the phrase "See ya LATER..." However, you can use any text that you like.
6. Select the text and make any adjustments to the font, text color, shadow and fill properties. The examples in this exercise use the font Impact at 72 points, but you can use any font and size that you like.
7. When the text appears the way that you want, click **Apply** then close the Text window.



Make sure that Text Wrap is set to No Wrap. This parameter is found in the Page tab in the Text window. By default it is set to No Wrap.

8. In the Effect Controls window, select the **Composite on Original** checkbox. When this is selected, the filter composites the text over the source layer. When this checkbox is deselected, the text is composited over an alpha channel. Layers in the timeline that are below the filtered layer are visible.



The illustrations in this exercise use the settings shown in the illustration at right: Denmark font at 60 points with blue Fill and a Solid Shadow. However, you can use whatever type of text you like.



7. When the text appears the way that you want, click **Apply** to close the Text window.
8. In the Effect Controls window, select the **Composite on Original** checkbox. When this is selected, the filter composites the text over the source layer. When this checkbox is deselected, the text is composited over an alpha channel. Layers in the timeline that are below the filtered layer are visible.
9. Select the background layer in the timeline.
10. Choose Effect > Boris > Vector Shape.
11. Make sure that the Vector Shape filter is above the Vector Text filter in the Effects Controls window.
12. Click the disclosure triangle to expand the Primitive Shape parameter group.
13. Choose the shape that you want from the **Shape Primitive** menu.

The illustrations in this exercise use the *Oval* shape, but you can use whatever shape you like.



14. Adjust the **Shape Left**, **Shape Top**, **Shape Right**, and **Shape Bottom** parameters until the shape appears behind your text. These parameters set the positions of the corners of a rectangle in which the oval is inscribed. These values are scaled as percentages of the width and height of the Comp window.

The illustrations show **Shape Left** set to *5.00* and **Shape Right** to *95.00*, but you can use whatever parameters you like.



15. Click the disclosure triangle to expand the Border 1 parameter group.
16. Leave the **Border Type** menu set to *Bevel*.



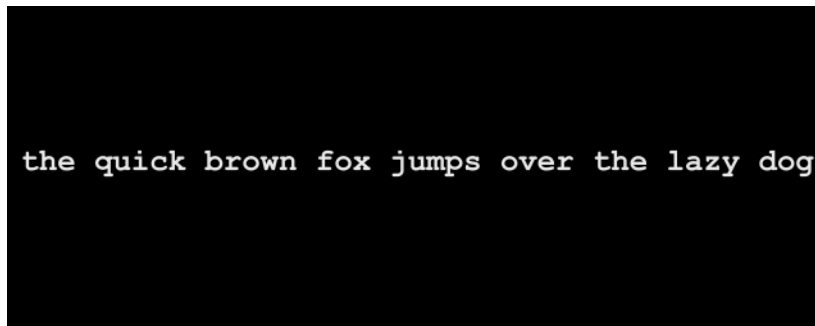
8. In the Timeline window, select the **Spin** and **PreRotate Position X/Y** parameters for the Vector Shape.
9. Choose Animations > Add Expression.
10. Click the disclosure triangle next to **Spin** and drag the **Pick Whip** from the **Spin** parameter for the Vector Shape to the **Spin** parameter for the Vector Text. For information on the Pick Whip, see your After Effects documentation.
11. Click the disclosure triangle next to **PreRotate Position X/Y** and drag the **Pick Whip** from the **PreRotate Position X/Y** parameter for the Vector Shape to the **PreRotate Position X/Y** parameter for the Vector Text.
The **Spin** and **PreRotate Position X/Y** parameters for the Vector Shape turn red in the timeline.
12. With the current-time marker at the first frame in the layer, set **Spin** (in the Vector Text) to *35 degrees*.
13. Move the current-time marker to time 00:00:03:00 in the layer and create a new keyframe for the **PreRotate Position X/Y** parameter for the Vector Text by selecting the **PreRotate Position X/Y** and choosing Animation > Add Keyframe.
14. Move the current-time marker to time 00:00:04:00 in the layer and set **PreRotate Position X/Y** parameter for the Vector Text to *1200 x 243*.
15. Preview the effect. The text and backdrop now animate out of frame for one second.

Exercise 6: Creating a Text Scrambler Effect

In this exercise you will create a random text effect using the Text Scrambler filter. The text will appear randomly scrambled, then it will reveal itself in an animated wave-like effect to be a familiar phrase.

1. Create a new composition and add the media that you want to use as the background to the timeline. These exercises use a solid black color, but you can use whatever you like.
2. Set the duration of the composition to four seconds.
3. Select the background layer in the timeline.
4. Choose Effects > Boris > Text Scrambler.
5. The Text window appears. Click in the window and type some text. The following examples show the phrase “the quick brown fox jumped over the lazy dog.” However, you can use any text that you like.
6. Select the text and make any adjustments to the font, text color, shadow and fill properties. The examples in this exercise use the font Courier New at 100 points, but you can use any font and size that you like.
7. When the text appears the way that you want, click **Apply** to close the Text window.

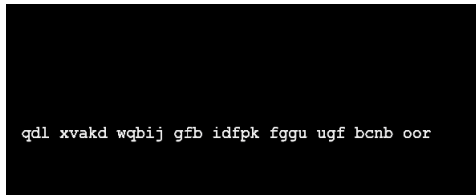
8. In the Effect Controls window, select the **Composite on Original** checkbox. When this is selected, the filter composites the text over the source layer. When this checkbox is deselected, the text is composited over an alpha channel. Layers in the timeline that are below the filtered layer are visible.



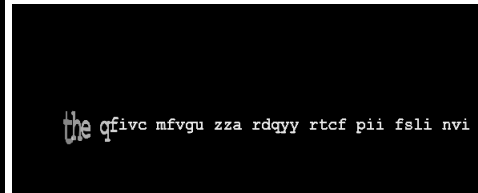
9. Move the current-time marker to the beginning of the timeline.
10. In the Page Transformations parameter group in the Effect controls window, adjust **Position X/Y** so that the text appears at the bottom third of the screen. Set **Master Scale** to 22. Set **Scale X** to 90.
11. In the Variations parameter group, click the Stopwatch to create a keyframe for **User Text Variation** at the first frame of the layer and set this to 14. When you adjust User Text Variation, each ASCII character value offsets by a certain amount. This includes spaces between words. When Letter Variation is 0, no variation occurs.
12. Choose *User Text* from the **Generator Type** menu. Choosing User Text allows you to type a phrase into the Text window for this effect.
13. Choose *Random Text* from the **Variation Mode** menu. Random Text uses alphabetical characters for the text randomization. The characters are randomized so that repeated letters in the original words are not necessarily the same.
14. Choose *Right to Left* from the **Progress Order** menu. Choosing this option will type the text on from right to left.
15. Move the current-time marker to 00:00:02:00 in the timeline.
16. In the Variations parameter group, click the Stopwatch to create a keyframe for **Progress** and set this parameter to 100. The Progress parameter allows you to control which characters change.
17. In the Type On parameter group, click the Stopwatch to create a keyframe for **Text Type On** and set this parameter to 0. Text Type On adjusts the percentage of the text that is visible in each frame.



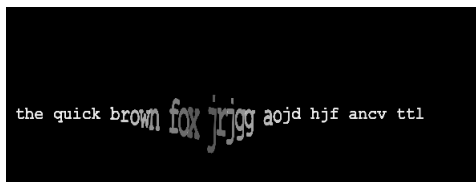
18. In the Type On parameter group, enable the **Always Visible checkbox**. Selecting the Always Visible checkbox forces characters to remain visible while the transformations are progressively applied.
19. In the Type On parameter group, set **Reveal Time** to *1565*, set **Fade** to *34*, set **Shift Y** to *-25*, set **Scale X** to *143*, set **Scale Y** to *415* and set **Rotate** to *4 degrees*. These parameters transform the letters during the portion of the effect where the words are revealing themselves. You can only see their effects while Progress and Text Type On are animating.
20. Move the current-time marker to 00:00:03:00 in the timeline.
21. In the Variations parameter group, set **User Text Variation** to *100*. Setting this parameter to 100 here stops it from animating until the end of the effect. Set **Progress** to *0*. Setting this parameter to 0 stops any characters from changing until the end of the effect
22. In the Type On parameter group, click the Stopwatch to create a keyframe for **Text Type On** and set this parameter to *100*. Setting this parameter to 100 stops characters from typing on until the end of the effect.
23. Play the effect. The words reveal themselves in a wave-like effect.



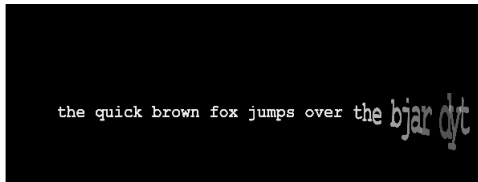
Time 00:00:00:00



Time 00:00:02:03



Time 00:00:02:14



Time 00:00:02:24

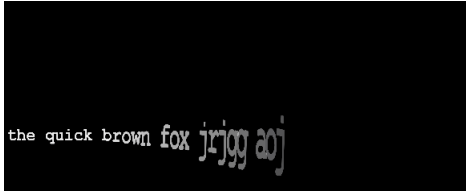
24. Play the effect without the **Always Visible** parameter checked. Notice how the effect is changed and you cannot see all of the letters when they are not animating.



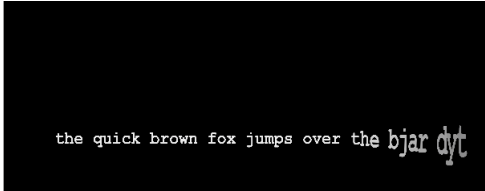
Time 00:00:00:00



Time 00:00:02:03



Time 00:00:02:14



Time 00:00:02:24

