

REV. 12\_13\_06 Susanne Kraft

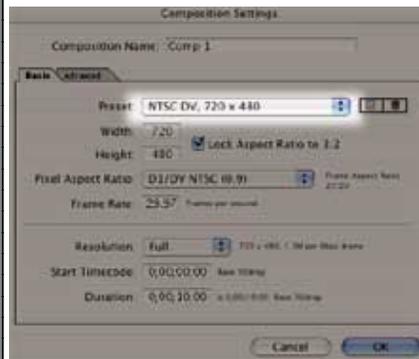
This document will explain how to create and render rolling credits in

After Effects from the Photoshop File created in Part 1.

Open After Effects and create a new composition by selecting

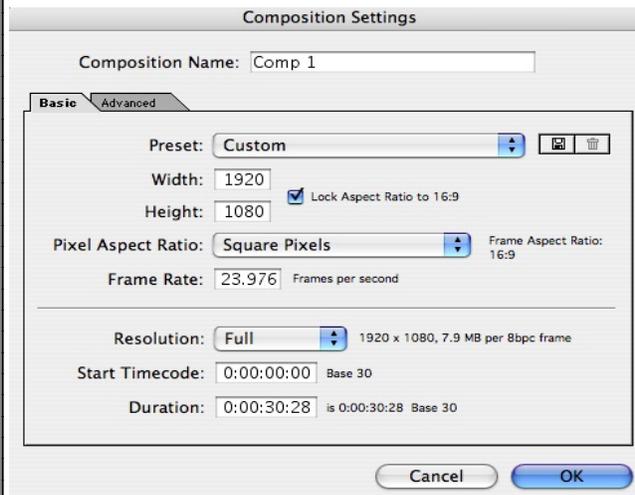
**Composition > New Composition**

**Use the Preset NTSC DV for DV projects or use D1 settings if you are using an uncompressed ONLINE system. The menu changes if you click the blue arrows on right. Once you have the correct preset selected click OK.**

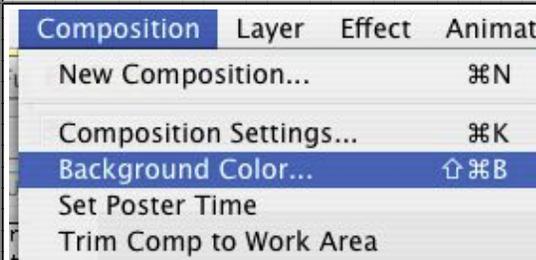


For HD Projects choose 1920 x 1080 square pixels at the correct frame rate

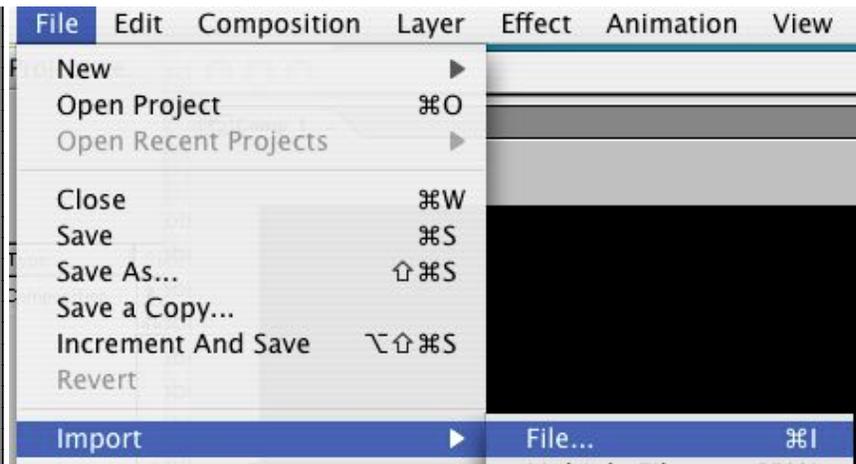
23.976 or 29.97 as shown here.



Check the background color to assure it matches the Photoshop file that will be imported. For example if the credits are over black then the AE background color should be black as well.



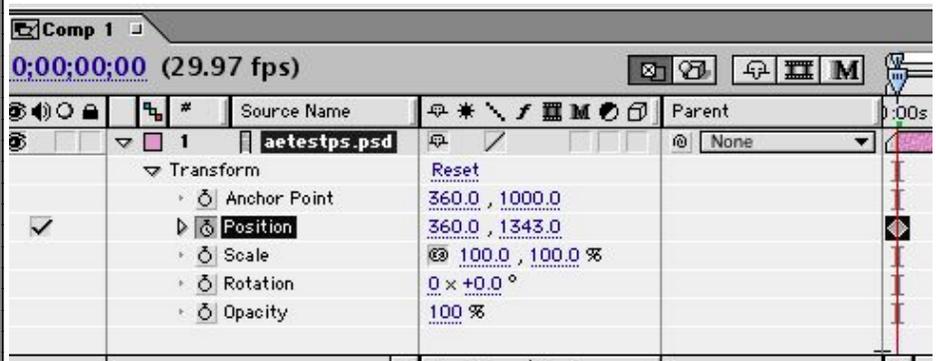
Import the photoshop file of the credits to after effects and place the image into after effects composition by dragging the file down into the composition timeline.



In After Effects click on the arrow next to the Transform option to reveal the sub menus including Position.

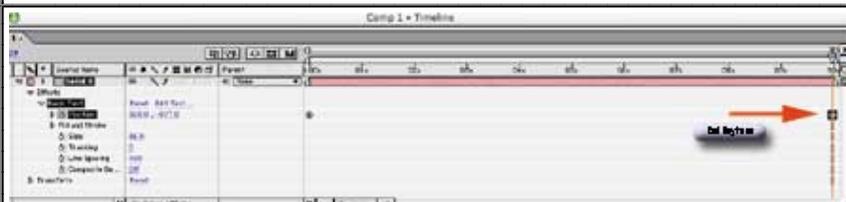
In the AE timeline click the stopwatch next to Position to turn on keyframing.

To begin the roll the position of the text must be located downward in the composition in order to appear off screen in the beginning then roll upwards displaying the text rolling by.

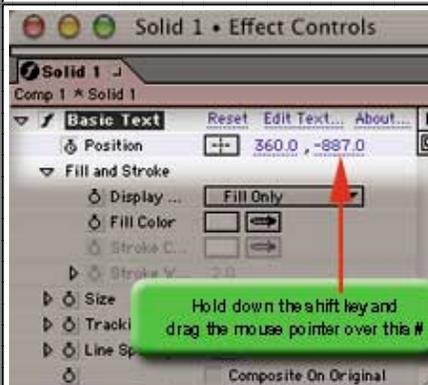


To achieve this change the numerical value of the right most # of the position indicator in Effect Controls. By holding down the SHIFT key and dragging the mouse pointer over the # upwards to increase the numerical amount higher. The text will roll downward in the composition window. Continue to increase the # until the text until it is barely out of screen.

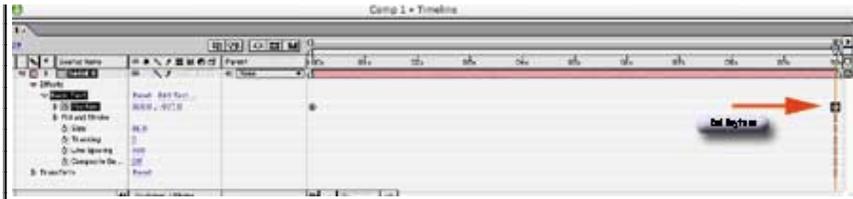
To set the last keyframe, click in the composition timeline and then press the **End** key on the keyboard



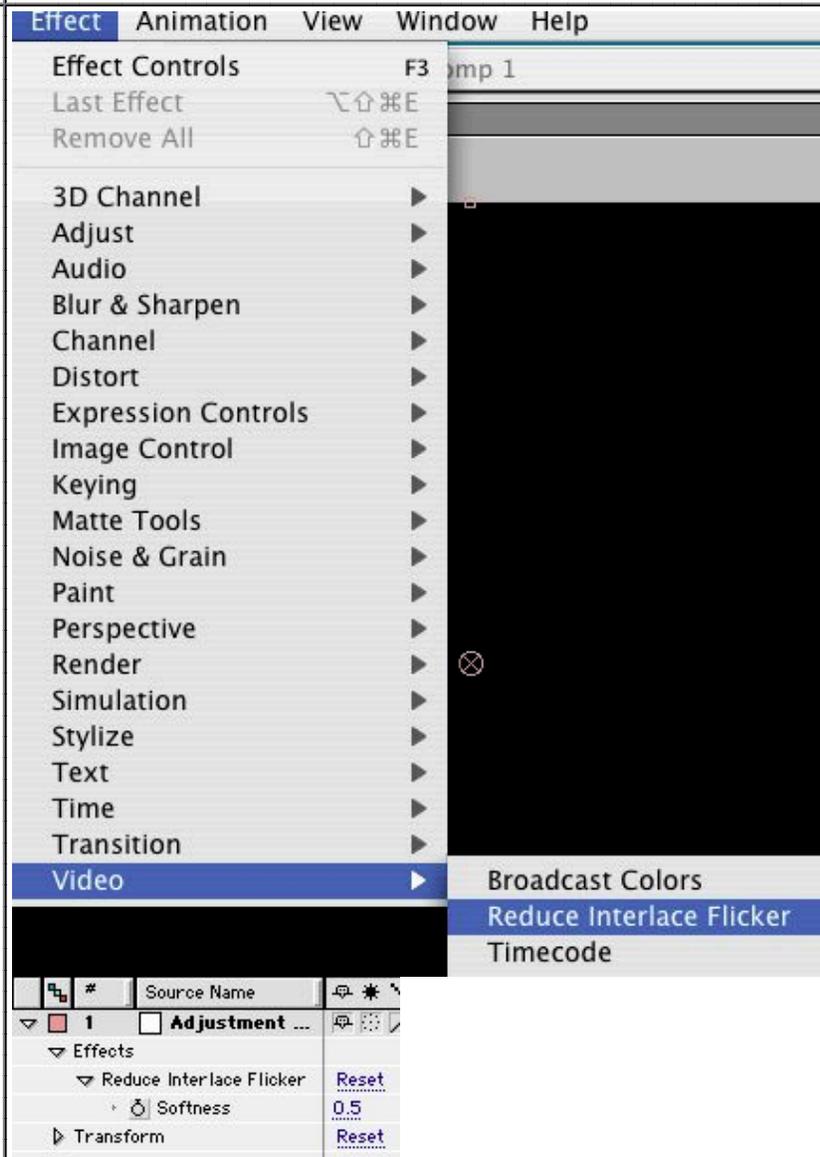
Change the numerical value of the right most # of the position indicator in Effect Controls. By holding down the SHIFT key and dragging the mouse pointer over the # downwards to decrease the numerical amount negatively. The text will roll upwards in the composition window. Continue to decrease the # until the text until it is barely out of screen.



The second keyframe at the end of the timeline should appear after you change the position value. Scroll through the timeline to see if the roll effect is working.



Add a Reduce Interlace Flicker and set softness to 0.5



If working in a 23.98 project it is recommended to add this blur effect to make credits look better.

Add a Fast Blur effect and set the blurriness to .2

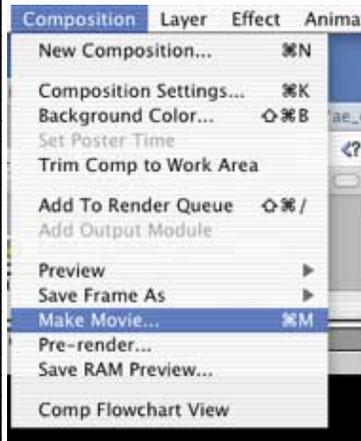




If all looks good render the project.

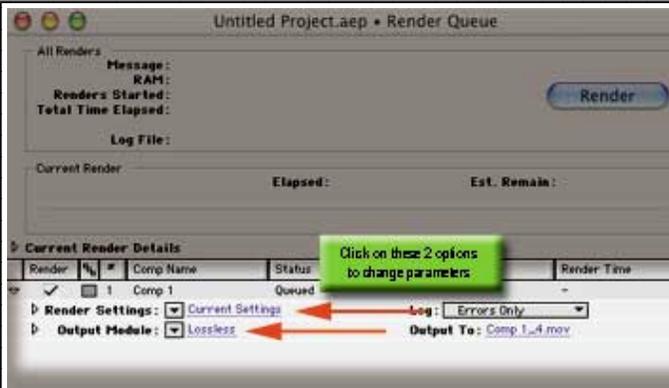
Click in the composition timeline that you just created and click

**Composition > Make Movie**



The Render Queue opens.

First, click on the words **Current Settings** to change the parameters of the **Render Settings**



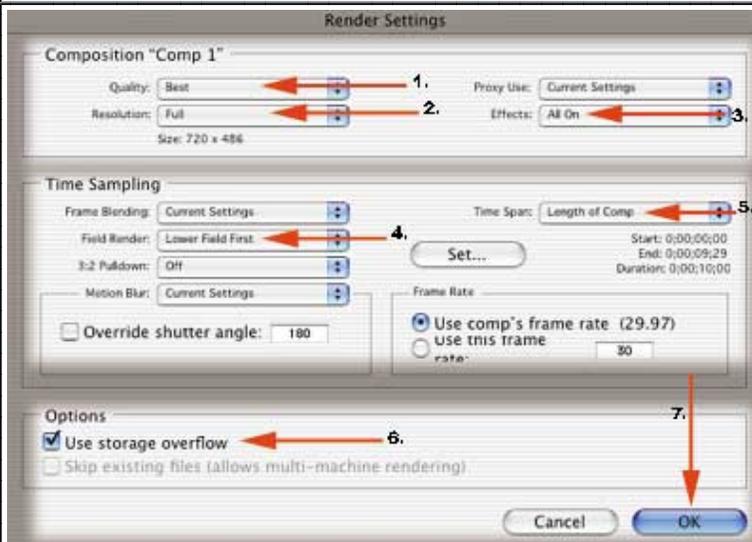
The Render Settings menu will pop open.

1. Change Quality to **Best**

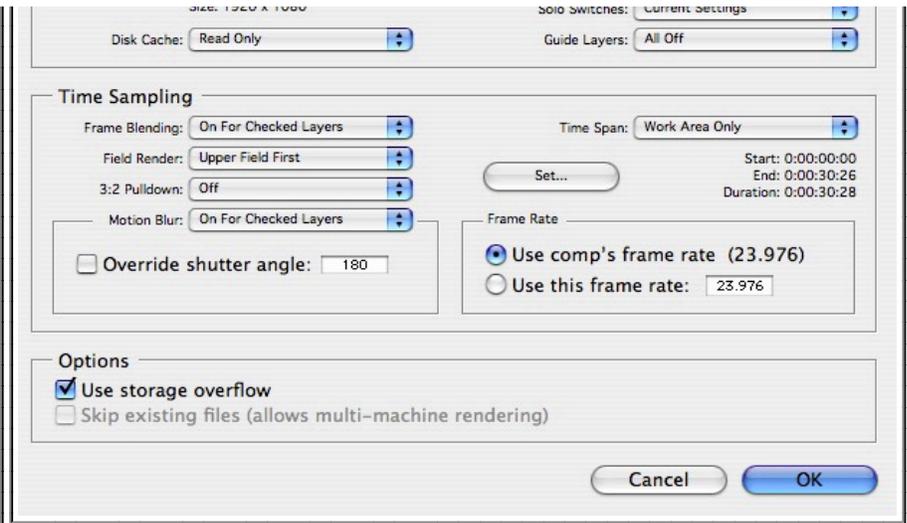
2. Change Resolution to **Full**

3. Change Effects to **All On**

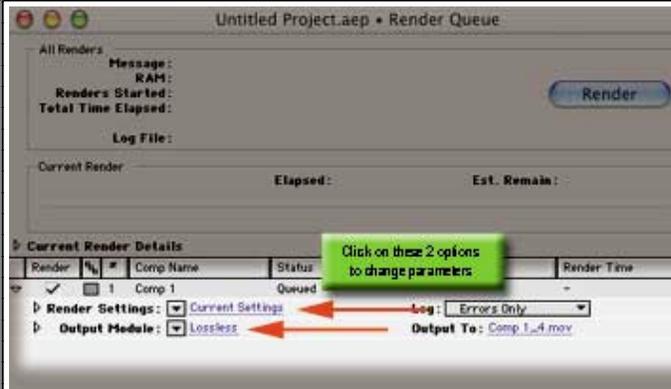
4. Change Field Render to **Lower Field First** or **Upper Field** for 1080iHD video if using 23.98p video leave field rendering off.



- 5. Change Time Span to **Length of Comp**
- 6. Check Use storage overflow
- 7. Click OK to save changes in menu



Next click on the words Lossless to change the parameters of the **Output Module**



The **Output Module Settings** menu will pop open.

- 1. Format should be **QuickTime Movie**
- 2. Click on **Format Options** which opens the **Compression Settings** menu.



Compression Settings menu will open

- 1. Change the codec to **Your Specific Resolution:**

*Kona Suites use the Apple FCP Uncompressed 4:2:2 codec shown in frame grab here. The frame rate should match the frame rate of the project. For example if editing in 1080 23.98p then use the 23.98 frame rate in after effects.*

DVLAB use Animation or DVNTSC

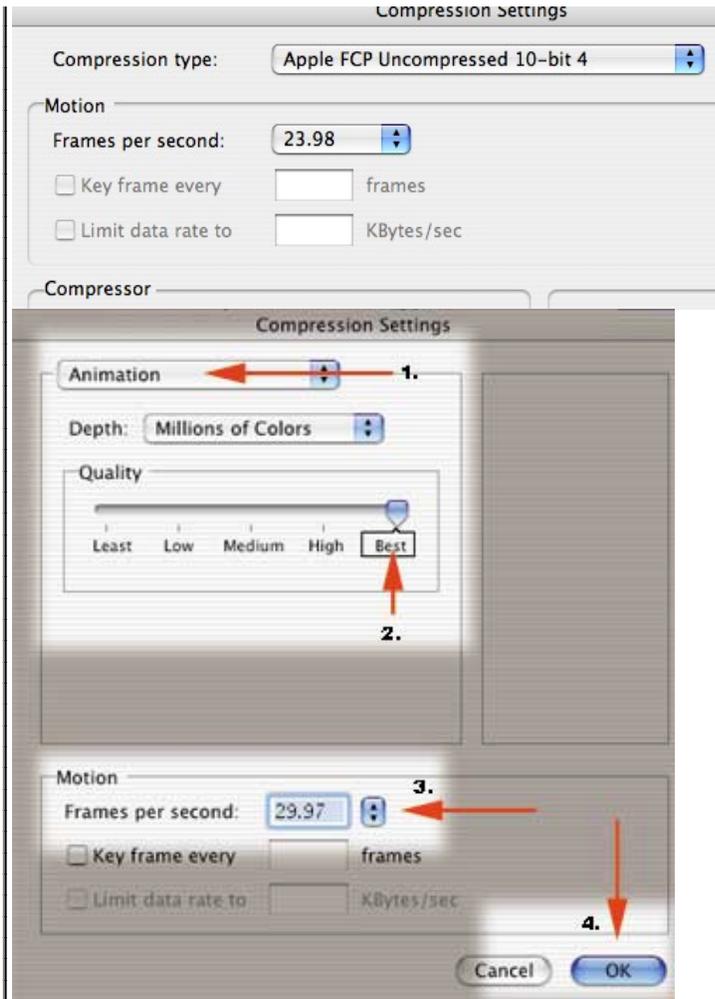
AVID use AVID codec

Use 8 or 10bit if you don't want to use any compression or use Animation to apply compression. In tests both look about the same in quality but using Animation makes the resulting quicktime file smaller.

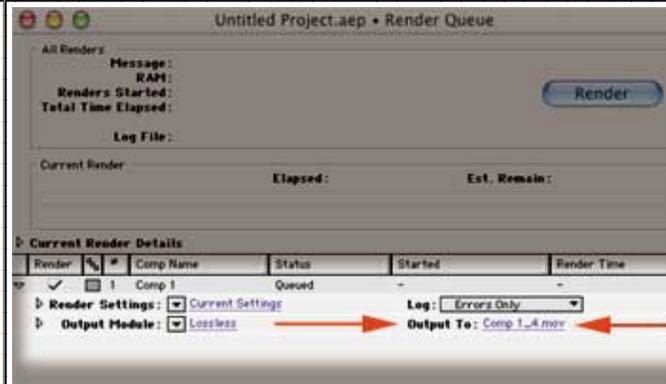
2. Change the quality to **Best** if it is not already set

3. Change the Frames per second to 29.97 if it is not already set

4. Click OK to apply changes

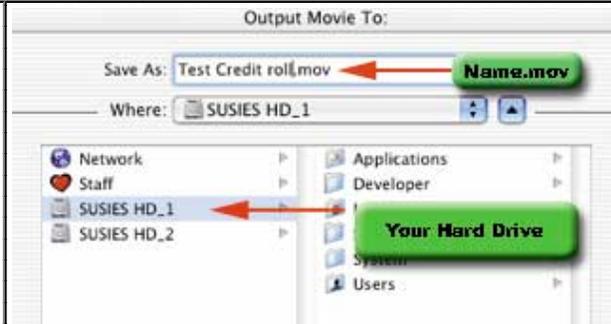


Back in the Render Queue click on the blue text next to **Output To**



Under Save As: Name your clip keeping the .mov extension

Select the Hard Drive to save the file to



Click Save



All the parameters are changed and the **Render Queue** should look like this:

Click **Render** to begin Rendering

Once the quicktime is made import the file into Final Cut Pro or AVID.

