

# OBJECTS

Shapes (Drawn in After Effects)

PNGs

JPEGs.

Illustrator Files

Video Clips

etc...

# PROPERTIES

Anchor Point

Position

Rotation

Scale

Opacity (Transparency)

**All Objects Have Properties**

**All Properties Can be Animated**

# Keyframes

Literally: Frames that are  
'Key' to the story

# Keyframes

Use as few as possible.

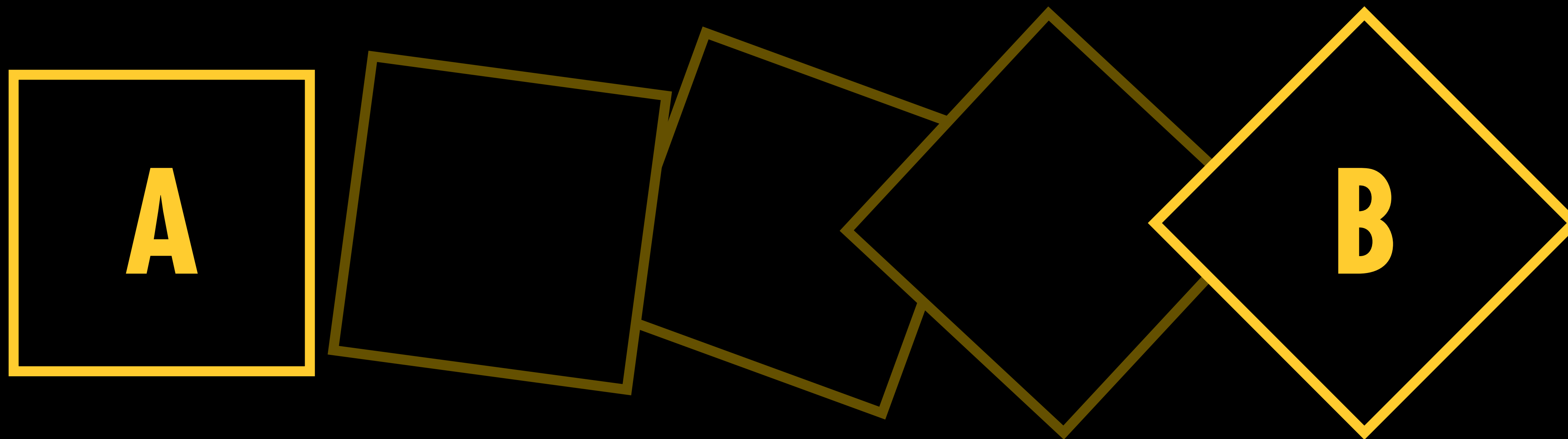
Too many is too complicated to change,  
and too many 'key' story moments  
makes for a sloppy story.

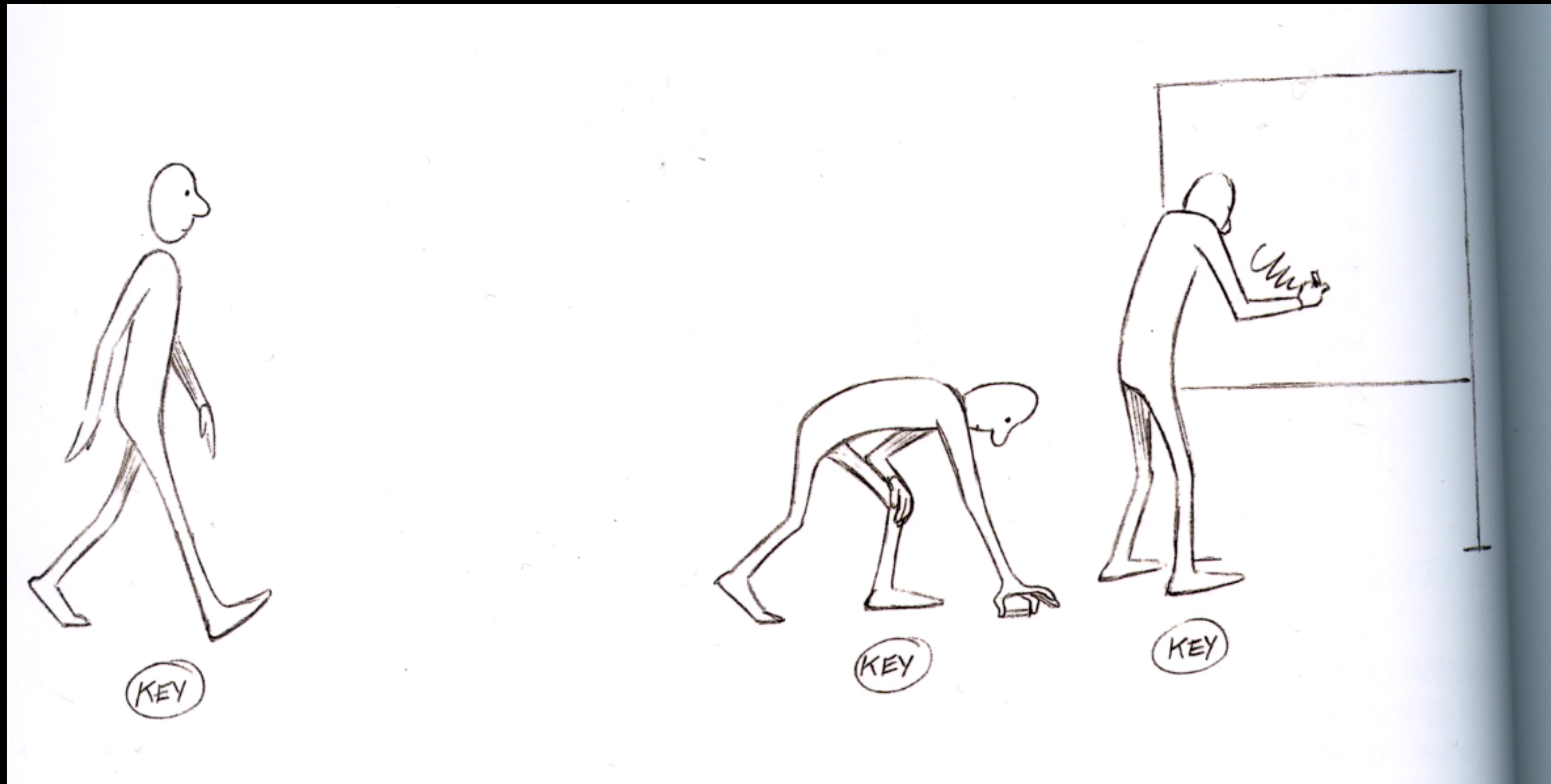
# Inbetweens

Also called 'tweens'

Everything that is not a keyframe. After Effects automatically tweens between two keyframes.

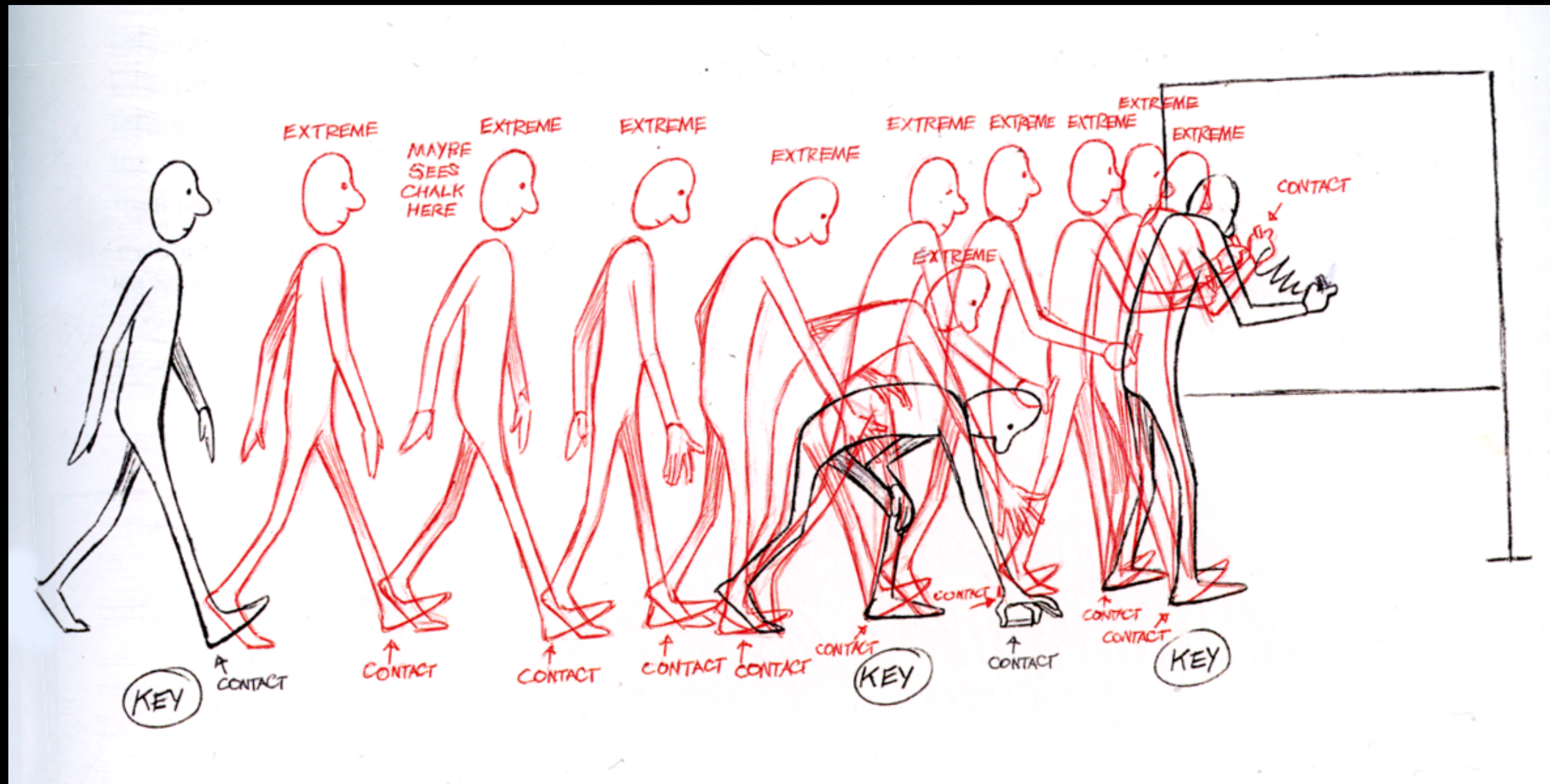
Originally, Inbetweener was a job description.





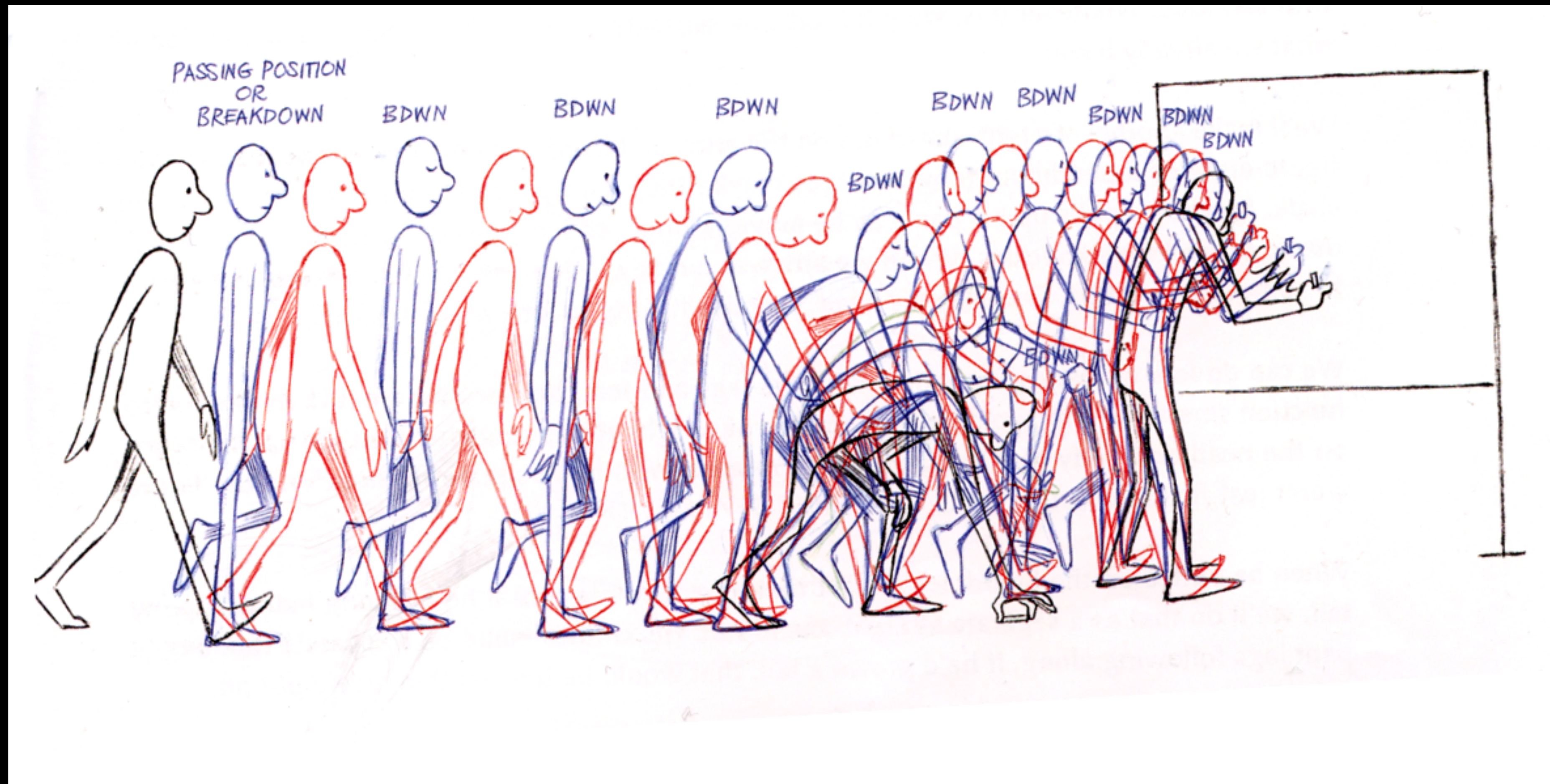
**Source: The Animator's Survival Kit by Richard Williams**





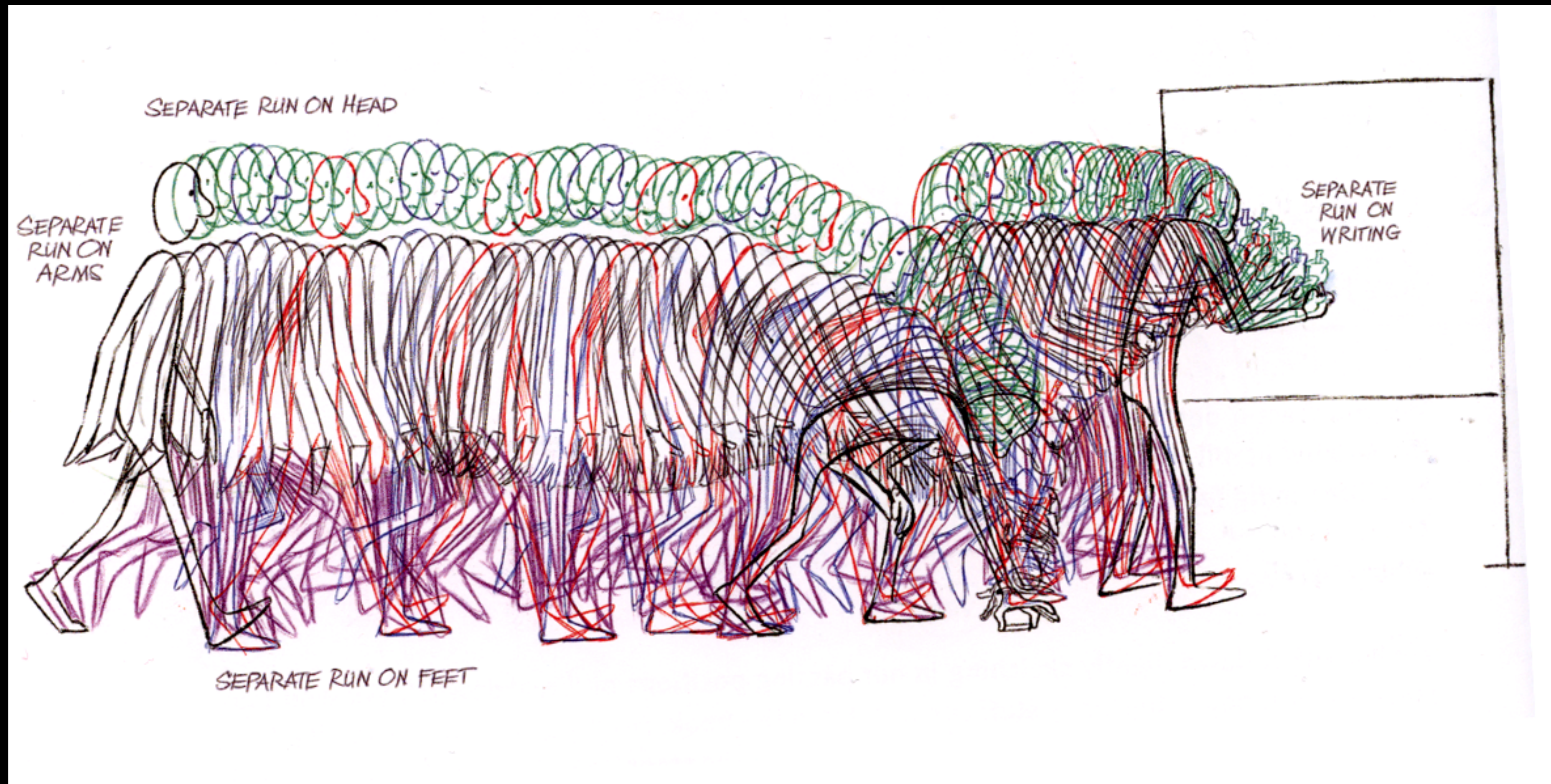
Source: The Animator's Survival Kit by Richard Williams





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