

Adobe Encore DVD

Make animated DVD menus with After Effects and Photoshop

Pair Adobe® Encore™ DVD with Adobe After Effects® 6 to leverage the features of both applications. You can import AVI files that you create in After Effects into Adobe Encore DVD, and return to After Effects to edit them at any time.

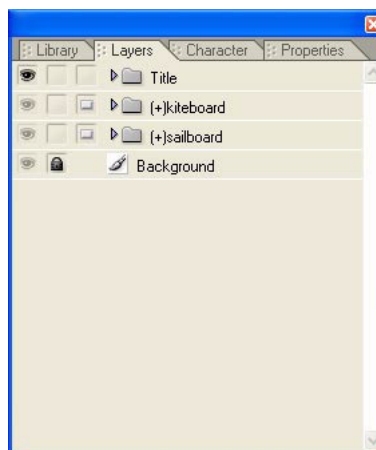
In this lesson, you'll use an After Effects movie as a background for a menu in Adobe Encore DVD, and pair it with an Adobe Photoshop menu to provide subpictures.

Importing a Photoshop menu

First, import the Photoshop menu into your project.

- 1 Choose File > New Project. Click OK to accept NTSC as the television standard.
- 2 Choose File > Import as Menu. Navigate to the layered Photoshop file that you want to use as your menu (in this example, we're using a file called Zephyr.psd). The menu appears in Adobe Encore DVD.

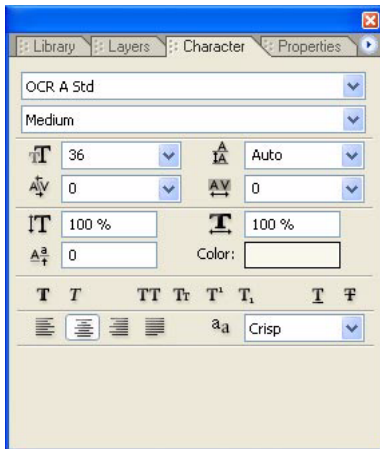
- 3 Click on the menu in the Menu Editor window, and then open the Layers palette. The menu includes a layer set for the title text; a background layer; and two additional layer sets, which Adobe Encore DVD recognizes as buttons.



4 Click the Show Selected Subpicture Highlight button at the bottom of the Menu Editor window to see the subpictures for the buttons. The subpictures were dened in Photoshop. Adobe Encore DVD recognizes the layers as subpictures because their names begin with (=1).



5 Make the Character palette active by clicking the Character tab. Then choose OCR A Std for the font, Medium for the font style, and 36 for the type size. Click the Align Center option.



6 With the text tool, click an insertion point in the Menu Editor window, and type 2004. Press Enter, and type Season.

7 With the selection tool, move the text block you just created to the bottom-left area of the menu.

8 With the text block still selected, choose Object > Drop Shadow. Accept the defaults in the Drop Shadow dialog box, and click OK.

9 Save the project as Lesson_09.ncor.

Modifying a Photoshop file in After Effects

Now you'll import the same Photoshop file into After Effects, and save it with a 10-second duration.

1 Open After Effects.

2 After Effects opens with a new, untitled project.

3 Choose File > Save As, and save the project as Lesson_09.aep.

4 Choose Composition > New Composition. The Composition Settings dialog box opens.

5 Set the duration to 00:00:04:00 (4 seconds). Leave the other settings as they are, and click OK.

Comp 1 appears in the Project window. You won't use this composition, but when you import the Photoshop file into After Effects, the duration of the new composition and each of its layers will be eight seconds.

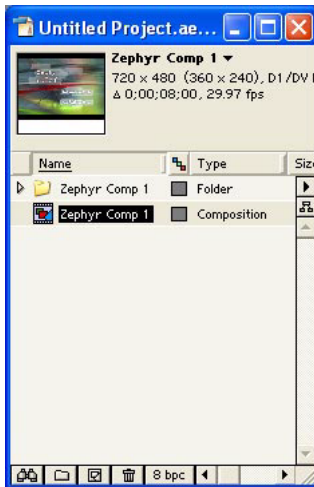
6 Select Comp 1 in the Project window and choose Edit > Clear. The Project window is now empty.

7 Choose File > Import > File.

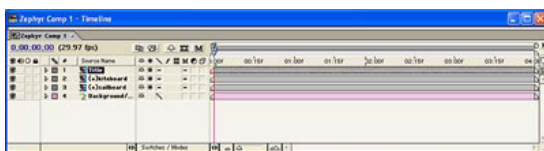
8 Select your Photoshop file (again, ours is Zephyr.psd), and choose Composition from the Import As pop-up menu. Then click Open.

The Project window contains a folder and a comp, both named Zephyr Comp 1. The folder contains the individual layers. The composition is made up of the assembled layers.

Note: If there's only one file in the Project window, you didn't import the layered Photoshop file as a composition (step 7). Delete the file and re-import it as a composition.



9 In the Project window, double-click the composition icon (not the folder) for Zephyr Comp 1. The Timeline and Composition window open. Each Photoshop layer or layer set is on a separate line in the timeline.



10 Choose Composition > Composition Settings.

11 Make sure the Preset is NTSC 720 x 480, and the duration is 00:00:04:00 (4 seconds). Then click OK.

12 Save the After Effects project.

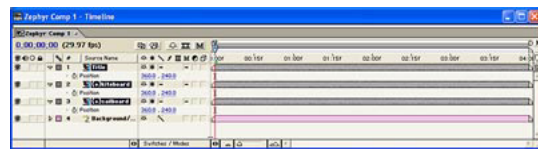
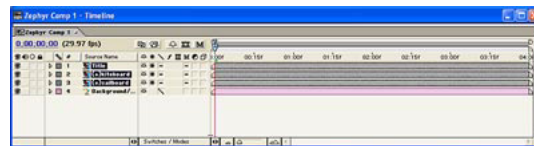
Animating a menu file in After Effects

You imported a static Photoshop menu file. Now you'll animate the file so that the buttons and title move during the four seconds that the menu plays.

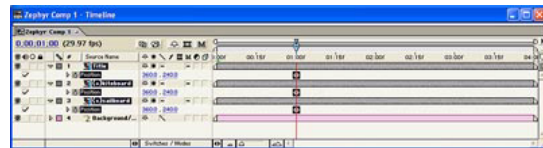
1 In the Timeline window, move the current-time indicator to 01:00 (1 second).

2 Select the first three layers in the timeline. (Hold down the Ctrl key to select multiple layers.)

3 Press the P key on your keyboard to display the Position property for each of the selected layers.

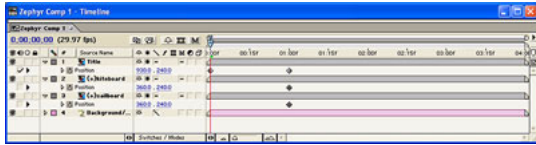


4 Click the stopwatches next to each of the Position properties to create a keyframe for the position of each layer.



5 Return the current-time indicator to 00:00.

- 6 Select the Title layer, and change its position to 930, 240.



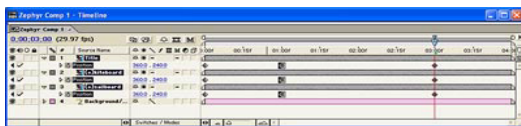
You can change the position manually by selecting and dragging the title in the Comp window. Or you can click the numbers in the timeline and type new values.

- 7 Move both the Kiteboard layer set and the Sailboard layer set to 710,240.
- 8 Choose Composition > Preview > RAM Preview. The title and buttons enter the screen from the right and then stop in their final positions.
- 9 Save the project.

Adding more animation

You have animated the layers so that they are off the screen at 0 seconds and enter from the right. Now you will add keyframes to move them off the screen again.

- 1 In the Timeline window, move the current-time indicator to 03:00 (3 seconds).
- 2 Press the Ctrl key as you click the word Position underneath the layer name for the top three layers.
- 3 Choose Animation > Add Keyframe. A new keyframe is added to each layer; it has the same value as the keyframes in the 01:00 frame. You want the layers to stay in the same position from 01:00 to 03:00.
- 4 Click an empty area on the timeline to deselect the keyframes at 03:00. Then press the Shift key as you select the three position keyframes at the 01:00 frame. Choose Animation > Toggle Hold Keyframe. You've ensured that the three layers won't change position until the next keyframe.



- 5 Click an empty area on the timeline to deselect the keyframes. Then move the current-time indicator to the last frame of the composition (03:29).

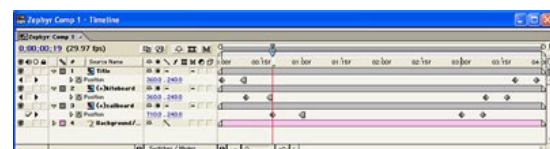
- 6 Move the Title layer's position to the left (-40, 240).
- 7 Move both the Kiteboard layer set's and the Sailboard layer set's position to -280, 240.
- 8 Choose Composition > Preview > RAM Preview. The layers move onto the screen from the right, pause for two seconds, and then continue to move to the left until they're off screen.
- 9 Save the project.

Adjusting keyframes to add interest

To make the animation more interesting, change the keyframes so that the title and buttons move at different times. Times are suggested in these instructions, but the exact times of the keyframes isn't critical. You can experiment with different times, using the RAM Preview command to view the results.

- 1 For the Title layer, drag the second keyframe (currently at 1 second) to 8 frames (00:08).
- 2 For the Kiteboard layer set, move the first keyframe (currently at 0 seconds) to 9 frames (00:09), and the second keyframe (currently at 1 second) to 18 frames (00:18).
- 3 For the Sailboard layer set, move the first keyframe (currently at 0 seconds) to 19 frames (00:19), and leave the second keyframe at 1 second (01:00).
- 4 Move the last two keyframes for each layer to create more interesting exits and entries.

Note: Make sure you don't change the order of the keyframes in a layer.



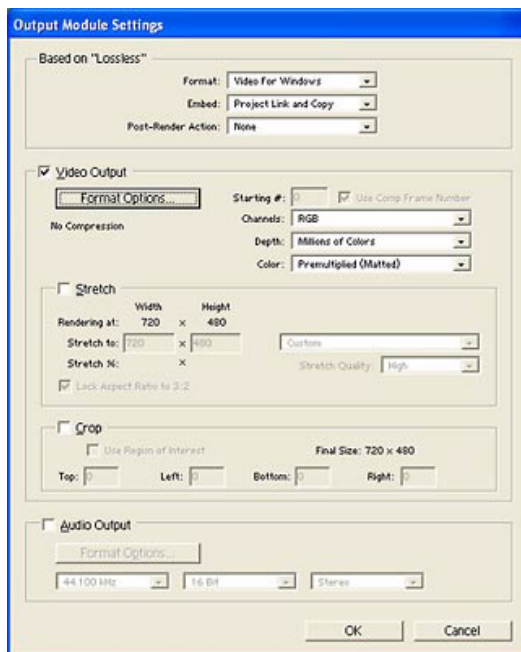
- 5 Choose Composition > Preview > RAM Preview. The title and buttons move into the screen from the right at intervals, and exit the screen according to the keyframes you've created.

- 6 Save the project.

Rendering a movie in After Effects

You're ready to create the movie in After Effects.

- 1 Choose Composition > Make Movie. If prompted, name the movie file (we named ours Zephyr_background.avi) and specify a folder for it. The Render Queue dialog box opens. Your project appears in the queue.
- 2 Click the value next to Render Settings for your project.
- 3 Choose Best from the Quality pop-up menu and Full from the Resolution pop-up menu. Then click OK.
- 4 Click the value next to Output Module in the Render Queue dialog box.
- 5 In the Output Module Settings dialog box, choose Project Link from the Embed popup menu. Embedding a project link ensures that you can return to the After Effects file to edit it from Adobe Encore DVD, even though you'll place a rendered movie file—not the After Effects file itself—into your Adobe Encore DVD project.
- 6 Click Format Options in the Video Output section of the Output Module Settings dialog box.



- 7 Choose No Compression from the Compressor pop-up menu, and click OK. Click OK to close the Output Module Settings dialog box.
- 8 Click the name next to Output To in the Render Queue dialog box. If you haven't already named the file, do so and specify a folder for it.
- 9 Click Render. If you're prompted to save the After Effects project, click OK. After Effects renders the movie. Depending on your system, this may take a few minutes.
- 10 Leave the Render Queue open, and don't change the settings.
- 11 Save the After Effects project and close it.

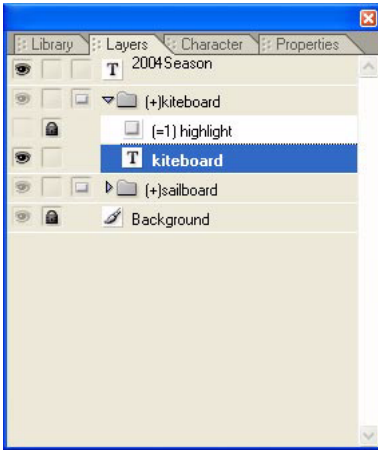
Note: It's important to close the project.

Importing an After Effects movie into Adobe Encore DVD

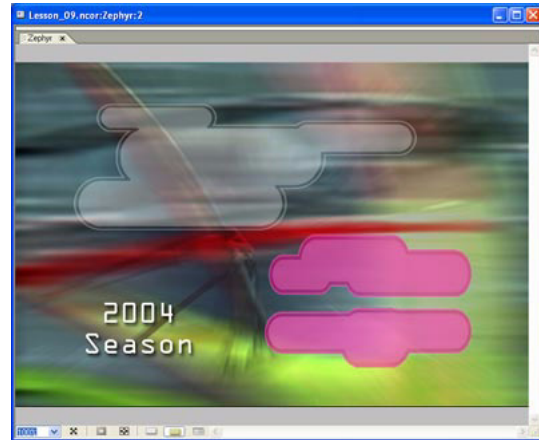
You'll import the movie into Adobe Encore DVD as an asset. Though you'll use the movie in the menu, it's only a component of the menu. The Photoshop file you imported will provide the framework for the menu, so the subpictures will be intact.

- 1 In Adobe Encore DVD, click the Project window to make it active, and then choose File > Import as Asset.
- 2 Select the AVI file you just rendered in After Effects (Zephyr_background.avi), and click Open.
- 3 In the Project window, double-click the Zephyr menu to open the Menu Editor window, and then click the Layers tab or choose Window > Layers to open the Layers palette.
- 4 In the Layers palette, select the Title layer set and choose Edit > Clear. The title disappears from the menu in the Menu Editor window.

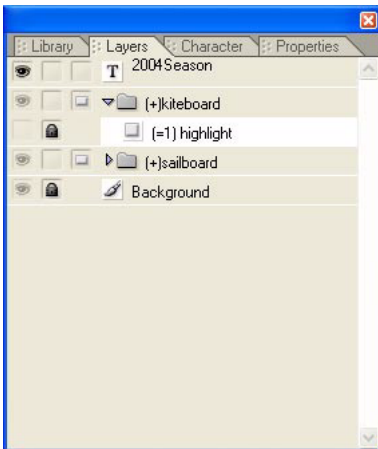
5 Click the arrow next to the Kiteboard layer set to expand it. Then delete the text layer in it (named “Kiteboard”). The “kiteboard” text disappears from the Menu Editor window, but the Kiteboard layer set and the subpicture layer remain in the Layers palette.



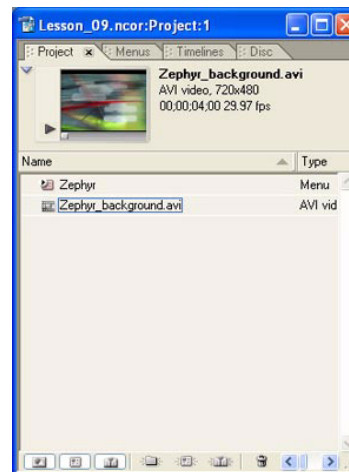
7 Click the Show Selected Subpicture Highlight button at the bottom of the Menu Editor window to see the subpictures.

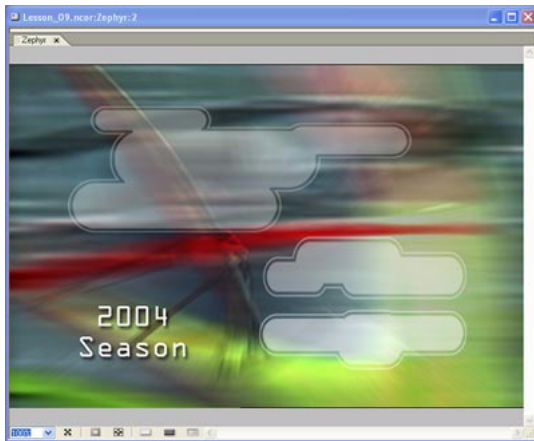


8 Press the Alt key while you drag the Zephyr_background.avi file from the Project window into the Menu Editor window.



6 Delete the text layer from the Sailboard layer set in the same way. The layer sets themselves, and the subpictures within them, should remain in the Layers palette.





There's no apparent change in the Menu Editor window, because the text is off-screen at 0 seconds. However, the background has been replaced by the video asset you created in After Effects. The beginning frame of the movie should match the menu background perfectly.

Note: If a button appears, delete it and the new timeline it created in the Project window, and then be sure to press the Alt key while you drag the file into the Menu Editor window.

9 Select the Zephyr menu in the Project window, and open the Properties palette. The Zephyr_background.avi file should be listed in the Video field in the Properties palette. If it isn't, press the Alt key as you drag the Zephyr_background.avi file into the Menu Editor window again.

10 Choose File > Render Motion Menus. To display a menu in motion, Adobe Encore DVD must first render it. If you don't render the motion menu, Adobe Encore DVD will display it as a still menu.

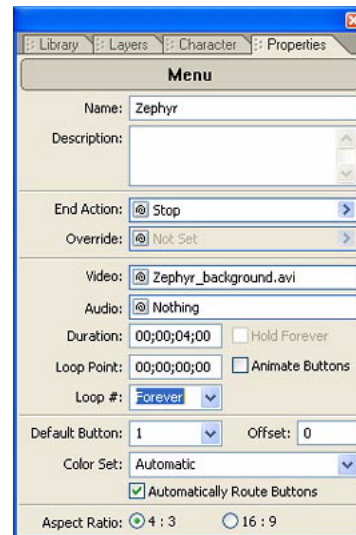
11 Choose File > Preview. The video plays once, and then a black screen appears.

12 Close the Project Preview window, and save the Adobe Encore DVD project.

Activating a motion menu

You animated the menu in After Effects. Now you'll specify how the motion menu should behave in Adobe Encore DVD.

- 1 Select the Zephyr menu in the Project window.
- 2 In the Properties palette, leave the Duration at 4 seconds (04:00), and choose Forever from the Loop # pop-up menu. The video will play until it reaches the end, and then loop until you make a selection.



3 Choose File > Render Motion Menus. If File > Render Motion Menus is dimmed, go to step 4.

4 Choose File > Preview.

5 Close the Project Preview window, and save the project.

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