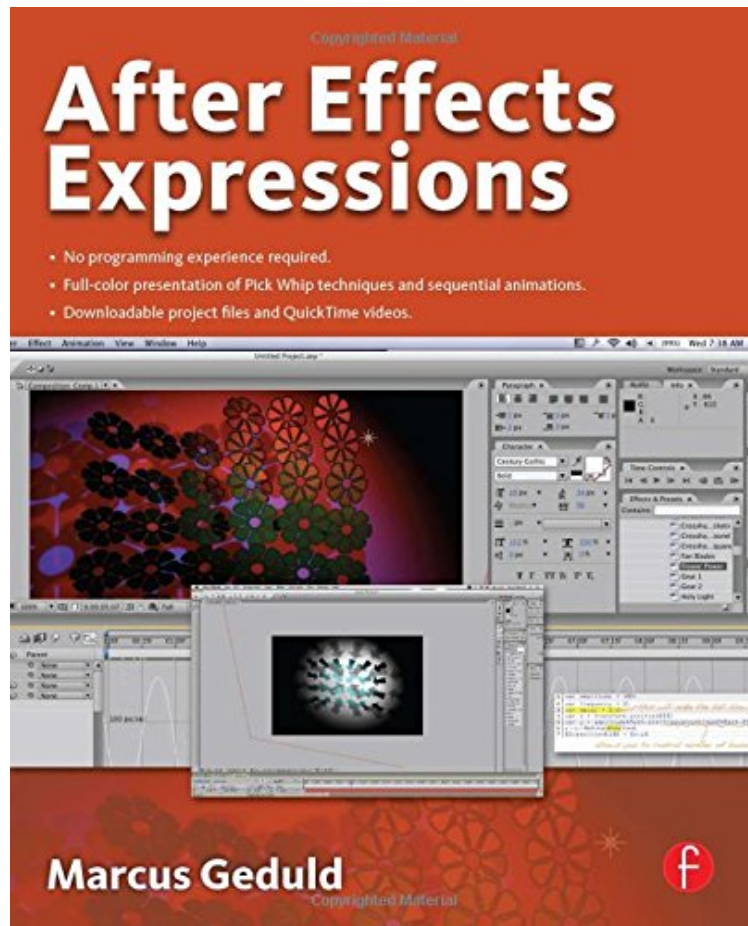


# After Effects Expressions

Marcus Geduld

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#884445 in Books imusti 2008-11-06Original language:EnglishPDF # 1 9.10 x 1.00 x 7.40l, 2.00 #File Name: 024080936X448 pagesFocal Press | File size: 79.Mb

**Marcus Geduld : After Effects Expressions** before purchasing it in order to gage whether or not it would be worth my time, and all praised After Effects Expressions:

0 of 0 people found the following review helpful. Good Not GreatBy Dave\_FI was expecting a bit more from this title.On the whole it was a very help full book and I am more than glad I bought it. I think the most important thing I got out of this title was a new way of thinking about what expressions are and what they do. That at the most basic level all an expression does is generate a number that affects the parameter the expression is connected to, and that that number simply replaced what you would enter manually if you were keyframing. At some point while reading a light bulb just went off in my head that expressions can also be thought of as a node based way of hooking up parameters similar to expresso in Cinema 4D, and that maybe in the future AE could implement a node based interface to replace expressions.1. The scope of the book really isn't about explaining the nuts and bolts of the after effects expressions language, it is more about a very basic overview of what is possible with the language. I was expecting more in the way of what was included in the language and what those commands actually did. After reading this I can definitely

see the help files making more sense.<sup>2</sup> To many screen shots that didn't really help the flow of the example. I found myself skipping two to three pages of the book at a time because they just included screenshots that did nothing in the way of explaining anything. ie. Here is a picture of a fish on the left side of a comp, now here is a picture of the fish on the right side of the comp.<sup>3</sup> There is also a lot of forward referencing of more complicated expressions that you are told to just ignore to explain the more basic ideas of what he is trying to get across, this wasn't a huge thing for me because of past experience with action script but I could see that being a huge problem for someone who is literally a beginner. I am giving it 4 stars although I would give it 3.5 if there were that option.<sup>1</sup> of 1 people found the following review helpful. Great AE Resource but Don't Count on the Companion Files By YosephFirst, I haven't gotten through the whole book yet. What I have read so far shows me that it is a great resource for AE users to have on hand. Unfortunately, I bought this (rather expensive) book partly because the description said "companion files available for download" for each chapter. I figured it would be great to have the actual AE files and movies to look at. However, the download speeds were so unbelievably slow that I think the publisher is still using Dial-Up Internet. I was only able to download a couple of movies. Secondly, the AE files were created in, I think it said, After Effects 6, which is like 9 years old. I couldn't even open the files in CS6. I just received a bunch of error messages. I finally just gave up and deleted what little bit I was able to download. That said, I still think the book itself is a great resource for AE users needing to learn Expressions.<sup>1</sup> of 1 people found the following review helpful. Best book on expressions out there By careful buyer This book is a great introduction to expressions for After Effects, is written in such a didactic way that it really makes it easy for someone without any experience at all to immediately start understanding how expressions work and then jump into more complex ones that will greatly improve your workflow. The only reason I'm giving it 4 stars is because there's this link that's supposed to supplement the book, with exercise files and examples and it's been down for a long time now. I contacted the publishing company and they never replied.

Put the power of Expressions to work in your animations with controls and efficiencies impossible to achieve with traditional keyframing techniques. No programming skills are required. Foundation concepts and skills orient the new designer and serve as a handy reference to the experienced one. Basics of creating Expressions, variables, commands, and Expression helpers precede the leap into JavaScript and math essentials for more advanced Expressions that include randomness and physical simulations. Full color illustrations display the scripts and the resulting effects, Pick Whip techniques, and sequential animations. Downloadable companion files include QuickTime movies of the demo animations, AE project files and more at <http://www.taylorandfrancis.com/cw/geduld-9780240809366/>