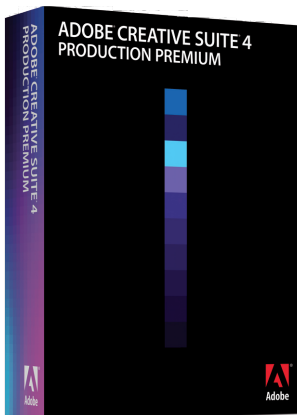


ADOBE® AFTER EFFECTS® CS4

WHY IT'S A GREAT COMPANION TO ADOBE FLASH® CS4 PROFESSIONAL

Discover how After Effects gives Flash designers a richer animation and effects toolkit while making it easy to prepare dynamic media for use online, and learn about the new workflow After Effects CS4 provides for integrating video and motion graphics into rich user experiences authored in Flash.



After Effects and Flash are both part of Adobe Creative Suite 4 Production Premium, the complete solution for creative professionals who need to craft world-class video, audio, and interactive media for delivering on-air, online, and on device. Production Premium combines full new versions of

- Adobe After Effects® CS4
- Adobe Premiere® Pro CS4
- Adobe Photoshop® CS4 Extended
- Adobe Flash® CS4 Professional
- Adobe Illustrator® CS4
- Adobe Soundbooth® CS4
- Adobe OnLocation™ CS4
- Adobe Encore® CS4
- Adobe Device Central CS4
- Adobe Bridge CS4
- Adobe Dynamic Link

After Effects features every Flash artist can use to enhance their work

This introduces only a handful of the powerful creative features that have made After Effects the industry standard for motion graphics and visual effects.

Multiple options for creating transparency in video clips

Flash supports transparency in video clips, so you can composite video in real time and add interactivity to your Flash sites. After Effects provides numerous options for quickly and easily making portions of a video transparent by creating alpha channels.

- Take advantage of powerful but easy-to-use keying tools in After Effects, including the Academy Award-winning Keylight plug-in, to quickly create high-quality alpha channels.
- Use the alpha channel of a text layer or any graphic to create an alpha channel in a video layer. For example, create flowing water inside a logo.
- Turn video into vector masks quickly and easily using the Auto-trace command.
- Manually draw masks in After Effects to handle frame-by-frame rotoscoping tasks. Easily expand or contract masks, feather mask edges, and animate mask attributes over time.

Flexible 2D and 3D compositing and animation environment

Position any layer in 3D space, and then animate it on X, Y, or Z axes. Add cameras and lights to achieve realistic looks, and easily integrate footage and camera data from 3D applications into your After Effects comps. Define relationships between layers so animation applied to one layer is inherited by others.

Creative text animation tools

After Effects is the industry standard for motion graphics design, and delivers robust, professional text animation controls that offer unparalleled creative control.

- Sophisticated type controls use the same type engine available in Adobe Photoshop.
- Text-specific animation presets give you a head start when you need to produce animated text quickly—simply drag and drop a preset onto your text, then customize as needed.

After Effects System Requirements

Macintosh

- Multi-core Intel® processor
- Mac OS X v. 10.4.11–10.5.4
- 2 GB of RAM
- 2.9 GB of available hard disk space for installation, plus 2 GB of space for optional content; additional free space required during installation (cannot install on a volume that uses a case-sensitive file system or on flash-based storage devices)
- DVD-ROM drive
- 1280x900 display with OpenGL 2.0-compatible graphics card
- QuickTime 7.4.5 software required to use QuickTime features
- Broadband Internet connection required for online services*

Windows

- 1.5GHz or faster processor
- Microsoft® Windows® XP with Service Pack 2) Service Pack 3 recommended) or Windows Vista® Home Premium, Business, Enterprise, or Ultimate with Service Pack 1 (certified for 32-bit Windows XP and 32-bit and 64-bit Windows Vista)
- 2 GB of RAM
- 1.3 GB of available hard disk space for installation, plus 2 GB of space for optional content; additional free space required during installation (cannot install on flash-based storage devices)
- DVD-ROM drive
- 1280x900 display with OpenGL 2.0-compatible graphics card
- QuickTime 7.4.5 software required to use QuickTime features
- Broadband Internet connection required for online services*

*This product may allow you to access certain features that are hosted online ("online services"), provided you have a high-speed Internet connection. The online services, and some features thereof, may not be available in all countries, languages, and/or currencies and may be discontinued in whole or in part without notice. Use of the online services is governed by separate terms of use and by the Adobe Online Privacy Policy, and access to these services may require user registration. Some online services, including services that are initially offered at no charge, may be subject to additional fees. For more details and to review the terms of use and Online Privacy Policy, visit www.adobe.com.

For more information

For more details about Adobe After Effects CS4 Professional, visit www.adobe.com/aftereffects. Be sure to visit the After Effects Community Help page at www.adobe.com/support/aftereffects.



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Hundreds of Effects and Presets

After Effects Professional includes more than 230 effects for creating a wide variety of looks, from animations of organic elements like smoke and fire to light glows and animated edges. Plus, hundreds of third-party plug-ins extend your creative options. After Effects includes:

- Hundreds of professionally-designed animation presets make it a snap to create animated backgrounds, synthetic elements such as smoke and animated cells, a wide range of transitions, and much more
- The Wiggler for adding random or shaky movement easily
- Timewarp with Pixel Motion for ultra-smooth slowing down or speeding up of video
- Dozens of distortion effects, including Bulge, Liquify, Reshape, Mesh Warp, and Magnify
- Particle Playground and Particle World for particle effects like sparkles, fire, and explosions

Expressions and Scripting

Flash developers accustomed to writing ActionScripts will be right at home with Expressions in After Effects. Both utilize JavaScript-based languages, and provide a virtually infinite range of options for producing programmatic animations. Expressions make it possible to link the behavior of any property in a composition to that of virtually any other property, so it's easy to simulate realistic physical behavior and programmatically define complex interactions between elements. After Effects also offers JavaScript-based scripting.

Integration between After Effects and Flash

The After Effects and Flash product teams have worked closely with animators, interactive designers, and other creative professionals to enhance creative workflows by delivering tighter integration. In Flash CS4 Professional, a new object-based approach to animation makes animating in Flash more like After Effects; new 3D transformation and rotation tools in Flash open the door to animating 2D objects in 3D space as you can in After Effects. Whether you're creating video-rich online experiences or animating characters, here are some of the ways it's easier than ever to use the two products together with Creative Suite 4.

Export After Effects compositions for refinement in Flash

Many Flash designers use After Effects to create snippets of persistent motion or other visually-compelling motion graphics. In the past, each snippet had to be rendered as a separate movie file. With Creative Suite 4, there's a smoother workflow for bringing elements you design in After Effects into Flash: simply export compositions as layered XFL files that can be opened and edited by Flash CS4 Professional. When you do this, each layer in your After Effects timeline appears as a layer in Flash when you open the XFL file; FLV, PNG, and JPG source footage files are passed directly from After Effects to the Flash Professional project without transcoding. Keyframes for some animated transformations, such as scale and rotation, are preserved, and can be edited in Flash Professional. Other footage types and layers with effects are automatically converted to Flash compatible elements.

After Effects support FLV, F4V (H.264), and SWF files

After Effects can import and export FLV, F4V (H.264), and SWF files, giving you the flexibility to move elements between After Effects and Flash. FLV, F4V (H.264), and SWF files can be batch-rendered from After Effects. You can import SWF files (including alpha channels) and scale them without loss of quality, just as you can with Photoshop and Illustrator files. If you need to render SWF files in other formats, you can easily import them and then render them to any of the dozens of video formats After Effects supports.

Turning markers and keyframes in After Effects into cue points in Flash

In After Effects, you can create event or navigation cue points then include them in the Flash video files you export, enhancing the interactive potential of the animations you create. Not only that, but any keyframes in the After Effects timeline can be used to generate cue points; for example, you can export motion tracking keyframe data into Flash.

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