



Illustrator Training: Preparing Assets for After Effects

Introduction to the Illustrator Training: Preparing Your Visuals for After Effects

- Overview of the Adobe Illustrator interface
- Managing panels, windows, and the workspace layout

Creating a New Project in Illustrator

- Choosing templates or predefined formats suitable for animation
- Setting up a custom document
- Introduction to key tools essential for use with After Effects

Guides, Grids, and Rulers: Working with Precision

- Customizing guides and grids based on project requirements
- Using smart guides and rulers for accurate positioning of animated elements

Essential Tools for Designing Animation-Ready Assets

- **Pen Tool**: creating precise paths for animated shapes
- **Brush Tool** and **Blob Brush Tool**: dynamic shape creation
- **Transformation and Warp Tools**: stylizing your visuals
- **Shape Gradient Tool**: smooth transitions and morphing effects
- **Pathfinder Tool**: combining or dividing complex shapes
- **Type Tool**: integrating typography optimized for motion graphics

Layer Management and Export Preparation

- Organizing layers properly for seamless import into After Effects
- Advanced layer operations: naming, grouping, and locking elements
- Best practices for naming layers to prevent import issues
- Exporting to After Effects: compatible formats and recommended export settings