# After Effects Animation Basics

This playbook provides step-by-step instructions on the fundamentals of animation in Adobe After Effects. It covers the creation of keyframes and the utilization of motion paths to animate digital art.

### Step 1: Setup Project

Launch Adobe After Effects and create a new project. Set up your composition by choosing the desired resolution, frame rate, and duration for your animation.

### Step 2: Import Assets

Import the digital art files you want to animate into the Project Panel. You can do this by going to 'File > Import > File...' or by dragging and dropping your files into the panel.

### Step 3: Create Layers

Drag your imported assets onto the Timeline to create layers. Organize your layers according to how you want them to appear in the animation.

### Step 4: Set Keyframes

Move the playhead to the point in time where you want the animation to start. Click the stopwatch icon next to a property (e.g., Position, Scale) to set the initial keyframe.

### Step 5: Animate Motion

Move the playhead to another point in time. Change the property's value to automatically create a new keyframe. After Effects will interpolate the motion between the keyframes.

### Step 6: Refine Animation

Adjust the motion path directly in the Composition Panel, if needed. Smooth out animations by editing the keyframe velocities and using the Graph Editor for precise control.

### Step 7: Preview

Press the spacebar to preview your animation. Revise your keyframes and motion paths as necessary to achieve the desired effect.

### Step 8: Render

Once satisfied with your animation, render the project by going to 'File > Export > Add to Render Queue'. Choose your output format and settings, then click 'Render' to export your animated sequence.

## General Notes

### Keyframe Interpolation

Experiment with different types of interpolation, such as linear or bezier, to achieve varied motion effects between keyframes.

### Shortcuts

Learn keyboard shortcuts to streamline your workflow. For example, pressing 'P' brings up Position properties, and 'S' brings up Scale.

### Composition Settings

Double-check your composition settings before starting to ensure your animation works best for your intended output medium.