

Adobe® After Effects®

version
4.0

At A Glance

The ultimate tool for motion graphics and visual effects

Adobe After Effects 4.0 software delivers a well designed, highly reliable toolset for motion graphics designers and visual effects artists to produce professional-quality work for film, video, multimedia, and the Web. This exciting release offers these compelling benefits:

- **Tighter integration with Adobe products and other software.** Adobe After Effects 4.0 offers strong new integration with Adobe software, including Adobe Photoshop®, Adobe Illustrator®, and Adobe Premiere®.
- **Greater creative control for precise results.** With the new masking capabilities in After Effects 4.0, users can now create multiple masks on any layer. Its new adjustment layers let users apply effects to multiple layers at once. It also introduces exciting warping and simulation effects, professional audio-processing and audio effects capabilities, and numerous refinements of existing visual effects.
- **Enhanced productivity and extensibility.** Adobe After Effects 4.0 includes RAM Preview, so users can load frames in memory and play them back in real time. In addition, After Effects 4.0 caches frames to improve how quickly users can move around within the program. It also offers an innovative new interface, an expanded API (application programming interface), and many other workflow improvements.

This document summarizes the key new features in After Effects 4.0, showing why this version is an important investment for new and longtime users.

Tighter Integration with Adobe Products

Enhanced integration with Adobe Photoshop—Lets users preserve adjustment layers and layer effects when importing layered Photoshop files. After Effects 4.0 also incorporates several Photoshop features: a free transform mode; color adjustment effects; Color Dodge, Color Burn, Exclusion, and other transfer modes; and a revised pen tool. Users can copy and paste paths from Photoshop to use as masks in After Effects.

New integration with Adobe Illustrator—Lets users import layered Illustrator files as compositions with all of the layers preserved. Users can also copy and paste Illustrator paths to use as masks, and they can position layers more precisely with the Align palette and the new rulers and guides, which work like similar features in Illustrator.

New integration with Adobe Premiere—Lets users import Premiere 5.x projects as compositions. Edited Premiere clips appear as individual layers arranged automatically in the appropriate time-based sequence in the Time Layout window. After Effects 4.0 also works with third-party Premiere 5.x audio-processing plug-ins.

Greater Creative Control for Precise Results

Flexible New Masking Capabilities—Lets users add up to 128 closed or open path masks to any layer. Users can combine masks using operations such as Add, Subtract, Intersect, and Difference; apply effects such as Stroke or Fill to them; and more. A user could, for example, draw an unusually shaped mask and then animate text along it with the Path Text plug-in. Users can also copy and paste masks from Illustrator and Photoshop.

Adjustment Layers—Lets users globally adjust layers in one step. Users simply apply an effect once to an adjustment layer. That effect is applied to all of the layers positioned beneath the adjustment layer.

Warping Effects—Delivers four warping effects, Bézier Warp, Mesh Warp, Smear, and Reshape. These exciting effects provide different warping controls to help users achieve exactly the level of distortion they want. Bézier Warp, Mesh Warp, and Reshape are available only in the Production Bundle. Smear is available in the Production Bundle and the Standard version.

Two Versions: Standard Version and Production Bundle

To meet the needs of motion graphics designers and visual effects artists, After Effects 4.0 is available in two versions. The Standard Version provides the core compositing, 2D animation, and visual effects tools that motion graphics designers need. The Production Bundle includes all of these tools, plus sophisticated keying, motion control, distortion, and audio effects.



Particle Playground—Allows users to animate a large number of similar objects so that they move independently and yet produce a consistent group behavior. For example, users could create realistic animations of swarming bees, exploding fireworks, and other similar effects. Available only in the Production Bundle.

Audio Capabilities—Provides a revised audio interface, more quality controls, and new audio effects. For example, After Effects offers audio looping, audio time remapping, and high-quality downsampling with support for settings from 8 kHz to 48 kHz (Mac OS) or 96 kHz (Windows). The professional effects include Backwards, Bass & Treble, Delay, and Stereo Mixer (available in both versions of After Effects). The Production Bundle also offers Flange & Chorus, High-Low Pass, Modulator, Parametric EQ, Reverb, and Tone.

Render Effects—Lets users create synthetic elements for projects, such as stroked lines, filled objects, laser beams, and audio waveforms. Users can then animate and manipulate these objects in any way they want.

Adjust Effects—Provides a complete set of color adjustment controls, such as Hue/Saturation, Curves, and Channel Mixer, which work like the color adjustment effects in Photoshop.

Basic Text and Path Text Plug-in Enhancements—Expands the Basic Text plug-in to include a Show Font option so users can see the font as they style the text in the dialog box. Users can also specify settings for tracking, leading, and vertical text orientation. The Path Text plug-in takes advantage of the new masking capabilities in After Effects 4.0—now users can animate text along any path shape.

New Transform Effect—Lets users apply transformations to layers as effects, so users can change the visual rendering order (the default visual rendering order is masks, effects, and transformations).

Improvements to Motion Tracker—Delivers an improved Perspective Corner Pin (4-point tracking) and a new Affine Corner Pin (3-point tracking). Also offers an edge enhancement option for more accurate tracking of low-contrast layers, adaptive tracking for modulating what portion of the original and following frame are used for matching, and more. Available only in the Production Bundle.

More Flexible Copying and Pasting of Keyframes—Allows users to copy keyframes from one property into other properties of different types, as long as those properties have the same dimensionality. Users can also copy keyframes from one effect into a different effect.

Additional Enhancements—Delivers other minor enhancements to help users, such as a new Iris Wipe transition and a new Motion Tile effect which creates tiled images with motion blur applied. In addition, the Motion Sketch tool for easily drawing animation paths is now available in both versions of After Effects.

Enhanced Productivity and Extensibility

Innovative Adobe User Interface—Presents the Comp, Footage, Layer, Time Layout, and Effects work areas as tabbed windows that can be organized in optimal combinations for an efficient work environment. The Project Window offers predefined and user-defined columns for users to hide, show, resize, or move. More functionality appears at users' fingertips in tabbed palettes. The revamped Time Layout window presents (among other things) handy new color labels for associating and selecting layers for group action.

RAM Preview—Allows users to play back their compositions in real time without rendering them, so users can quickly review their compositions and fine-tune them as necessary.

Improved Frame Caching for Faster Interactions—Offers faster interactivity by caching frames while users work. After Effects responds more quickly because it doesn't have to rerender or retrieve cached frames.

Expanded API for Easier Extensibility—Introduces a more flexible API that lets third-party developers create a wider range of plug-ins with customized user interfaces for more intuitive toolsets.

QuickTime 3.0 Compatibility—Supports QuickTime 3.0 on the Macintosh and Windows platforms.

Other Workflow Enhancements—Packs in other small enhancements for better productivity. For example, After Effects offers faster continuous rasterization of Illustrator files for smoother on-screen playback.

SYSTEM REQUIREMENTS*

Power Macintosh

- PowerPC[®] processor (required); multiprocessor (recommended)
- Mac OS version 7.6.1 or later
- 32 MB of application RAM (required); 64 MB or more of application RAM (recommended)
- QuickTime 3.0 software or later
- CD-ROM drive
- 80 MB of available hard-disk space (required for installation); 500 MB or larger hard disk or disk array (recommended for ongoing work)
- 16-bit or greater color display adapter (required); two monitors, 16-inch or larger, with accelerated 24-bit video (recommended)

Windows 98/Windows NT 4.0

- Intel[®] Pentium[®] processor (required); Pentium II or multiprocessor system (recommended)
- Microsoft[®] Windows 98, Windows NT 4.0, or later operating system
- 32 MB of RAM (required for Windows 98) or 64 MB of RAM (required for Windows NT 4.0); 64 MB or more of RAM (recommended for Windows 98) or 96 MB or more of RAM (recommended for Windows NT 4.0)
- QuickTime 3.0 software or later
- CD-ROM drive
- 80 MB of available hard-disk space (required for installation); 500 MB or larger hard disk or disk array (recommended for ongoing work)
- 16-bit video card (required); 24-bit or greater video display card (recommended)

* System requirements are subject to change prior to the product shipping.

Suggested Retail Price
Production Bundle: \$2,195
Standard version: \$995

Expected Ship Date:
1st Quarter 1999

Adobe Systems Incorporated
345 Park Avenue
San Jose, CA 95110-2704 USA
World Wide Web
<http://www.adobe.com>

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