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 **ADOBE AFTER EFFECTS** 

Create animation with keyframe.

WHAT YOU'LL NEED

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What you learned: How to record and edit keyframes, change keyframe interpolation, and adjust the motion path

Record a keyframe

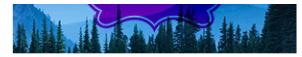
1. Select the layer you would like to animate.
2. Open the parameter you would like to animate by clicking the arrow to the left of the layer name. Continue to twirl open any subsequent arrows revealed to open specific groups of parameters, such as the transform properties.
3. Reposition or adjust the layer in the composition for your first keyframe by scrubbing any parameter on the layer in the timeline or dragging an object in the composition.
4. Click the stopwatch next to a parameter to record a keyframe. The keyframe will be placed at the location of the current-time indicator.

Move the current-time indicator based on your desired timing for the animation

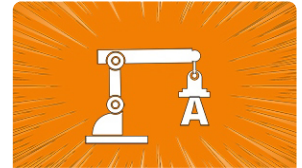
- Once you have recorded the first keyframe on a parameter, move the current-time indicator to any other frame in the Timeline and change that setting to a different value to automatically create a new keyframe.

Adjust the speed of the animation in or out of keyframes

- Right-click on any selected keyframes and choose Keyframe Assistant > Easy Ease to change the motion from the robotic-



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Animate an object to follow along a path

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looking linear motion setting to a motion with a more natural appearance that eases in and out of the keyframes.

Want to change the path of the motion?

- With a position keyframe selected in the Timeline, drag the round handles out to change the shape of the motion path.

Up next: [Animate objects on a path](#)

January 30, 2019

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