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Thread: [\[Newbie Friendly\] Making encoding and decoding text \[After Effects to Gif\]](#)

Sejskaler - January 6, 2014, 8:08 am

Hello everyone! Long time no see, eh?

Well, today I will teach you how to make a fancy "coding" effect - it's really easy! It looks like this:

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(If you don't like the blinking, don't use bevel and emboss in the tutorial xD)

Well, so why not just get started?

What do you need for this?

After effects

Optionally Photoshop (prefered since you can edit the gif)

or just a program to convert to gif, and you're all set.

Now, first of all, open after effects, and go to composition -> new composition (Or ctrl + N):

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Now, for the settings, we will edit a bit, first of all set it to 650x200

Meaning - Width: 650px

Height: 200px

like this:

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Now, let the frame rate be, but change the background color to #33 (The HF BG color):

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Okay, all the basics over (I can already feel I will go over 10 pics xD).

So now, just ok it all, and we have the composition:

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Okay, now, let's make what we actually want, so first of all, let us create the text, so grab the horizontal text tool (ctrl + t):

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Now, just click on the gray background in the animation window and type:

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You can of course resize the text, but if you must do so, I would go and take the selection tool (v) and hold shift and drag the corners:

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Now we have nearly set everything up, NEARLY, if you don't want it to be boring that is.

So, currently, the text is boring and simple, just a white text (you might of course have changed the text a bit with fonts etc. I am using Arial)

Font etc. can be changed in the "character window" located at the right if you have the worspace at animation:

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So now click the text layer (at the bottom):

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go to layer -> Layer style -> show all (located at the top bar)

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Now, you should see alot of different settings under the text layer:

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Just, basically play around with them, and find something cool, I went with a metal style, because that fits (not at all):

Drop shadow:

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Bevel and emboss:

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Satin:

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Gradient overlay:

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Stroke:

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Result:

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Now, we have the text done, yay!

Now for the actual effect, what we have all been waiting for, phew!

Okay, what most will see as "The hard part" is over, so let's go!

First of all, go to your effects and presets, and search for "decoder":

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Drag and drop it on the text, or the text layer... woah! Where did the text go?

Go to the timeline, click on it and hit space, or drag the timeline thing, there you have it:

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Okay, it might be going a bit slow, would you not say so?

If you don't think so, skip this step xD (if you want the decoding and encoding to be the exact same speed, wait with this step, I will write when to use it then)

So, here is what we do, right-click the layer -> time -> time-stretch

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Now then, I will set mine to last 5 seconds:

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Okay, done, tadah

Now, that was the decoding effect, but what about fading it out again?
Go to where the animation ends, and a little forward: Spoiler [\(Click to View\)](#)

Okay, hit ctrl + shift + d or edit -> split layer

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Now, you have 2 layers, take the top layer, and yet again go to effects and presets, this time find "encoder"

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Drag and drop to the top layer

Now, I encountered the problem that the video was not long enough, so just drag the timeline
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There you go, we have the full effect!

Now, you can do the time stretch again, on that layer, OR, if you didn't follow the time stretch and want the time to be the exact same, here is what to do:

Select both of the layers -> right click -> pre-compose:

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Just hit OK at the pop-up

Now with the precomposition, we have all in one

Now, this is another way of remapping the time, so instead of using the time stretch, let me teach another technique now we are at it:

Go and right click the pre-comp and time -> Enable time remapping (ctrl + alt + t)

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Now, you should have 2 keyframes (just drag til you find the back one):

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Okay, so just drag the last keyframe till the time you want it to stop:

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Now, no matter which technique you used, drag the work end the where it should end:

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If you did the uneven technique, I would recommend compiling the two layers to a precomp as we did earlier, to get a better overview - and it's easier to render ^^

Now, go to file -> export -> add to render queue:

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In here are lots of settings, but I would recommend just letting everything be for now.
EXCEPT!

The output module, so click on "Lossless"

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and change the format:

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I will change mine to a photoshop sequence, because that is how I compile gifs, and hit okay.

If you are still following me, please use this nifty idea, since it will be a mess else...

Go to the output, click it (the comp 1_)

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Make a NEW folder, save it as a proper name and hit save:

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Now, click render (turn your volume down if it's really high):

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Okay, now, open photoshop.

Click ctrl + N or make a new project under file -> new

Set it to 650 x 200 and whatever settings you want:

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Go to files -> scripts -> load files into stack

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Click browse, find the folder where you saved it and select all the files (click the top one, hold shift, click the bottom one):

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Press "OK" and let it load all the frames, that will probably take a bit...

Okay, if you have not opened the animation bar, do so, at window -> Timeline:

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Okay, at the bottom, if it not arranged like mine is, there should be a convert option here:

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Anyways, onwards!

Go to the timeline option, and use "make frames from layers"

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But wait!

It's reversed?

Well, there's always a way out!

So, now go to the frame options again, and simply click "reverse frames"

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Now, play around if you wish, you can delete the start frames, you can change an animation delay

at the middle if you think the fade is coming too fast etc.

okay, now go and press file -> save for web (ctrl + shift + alt + s)

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Set the preset to any gif preset, whatever you wish (the higher number the better resolution) and loop it forever:

Spoiler ([Click to View](#))[img]http://img809.imageshack.us/img809/4508/fbek.png[/img]

Hit save, and you are done!

Upload it somewhere, and use it as your signature if you wish!

Have any questions? Just write on thread or PM me ^^

Have fun, hope you found the tutorial useful.

- Sejskaler

Effexion - January 6, 2014, 8:14 am

Very nicer tutorial, man. This must have taken ages.

The Conjuror - January 6, 2014, 8:17 am

Very nice tutorial mate! I love the effect!

HelpingOthers - January 6, 2014, 8:34 am

Really nice tutorial you made there my friend.

I'm sure it will help a lot of other people!

Sejskaler - January 6, 2014, 3:16 pm

Thank you all, I am very glad you like the tutorial x3

I do indeed hope it will be found useful