CoSA AFTER·EFFECTS

CoSA After Effects provides Macintosh users with video post-production tools currently available only in high-end production houses. You can create special effects, do complex layering and compositing, and apply plug-in filters, all through a revolutionary interface designed for dynamic digital editing.

A POWERFUL PARADIGM FOR EXECUTING YOUR IDEAS

CoSA After Effects has a user interface designed with the video professional in mind: the Project Window keeps your different source material organized. Composition Windows are WYSIWYG canvases that accurately display the final output of any frame. Image Controls let you set unlimited key frames so you can change any variable at any time. Frame-accurate time navigation tools give you precise, non-linear access. In addition, all redraws and image rendering can be interrupted so your creative process won't be. The result is a creative environment that is easy to learn and simple to use.

FROM HIGH QUALITY MOTION GRAPHICS TO ANIMATICS

CoSA After Effects maintains the integrity of your source with frame sizes up to 4,000 by 4,000 pixels and 32-bit color depth (16.7 million colors with 256 levels of transparency per pixel). Subpixel accuracy and full antialiasing provide the smoothest motion for transitions and filter effects. You can also output coarse resolution, reduced size movies for quick tests.

LAYERS AND EFFECTS FILTERS

CoSA After Effects lets you layer and composite any number of QuickTime movies and PICT images. You can apply filters, transitions, geometric transformations, masks and transparency to any or all layers. The plug-in technology goes much further than existing plug-in formats because all parameters in a filter can change across time.
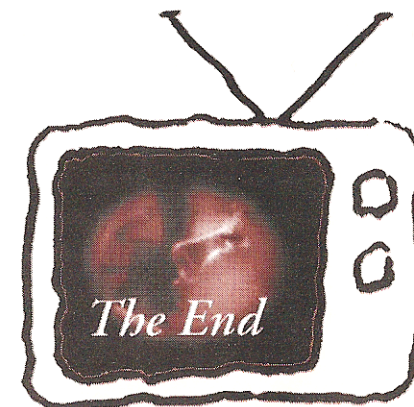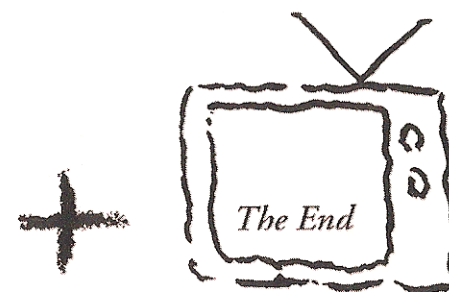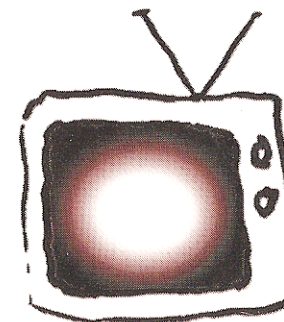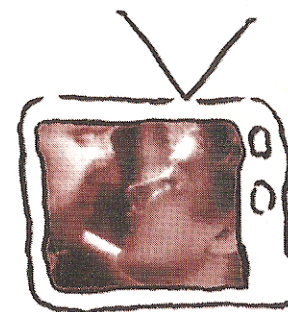
These filters range from the practical and useful to the totally cool and creative. You can:
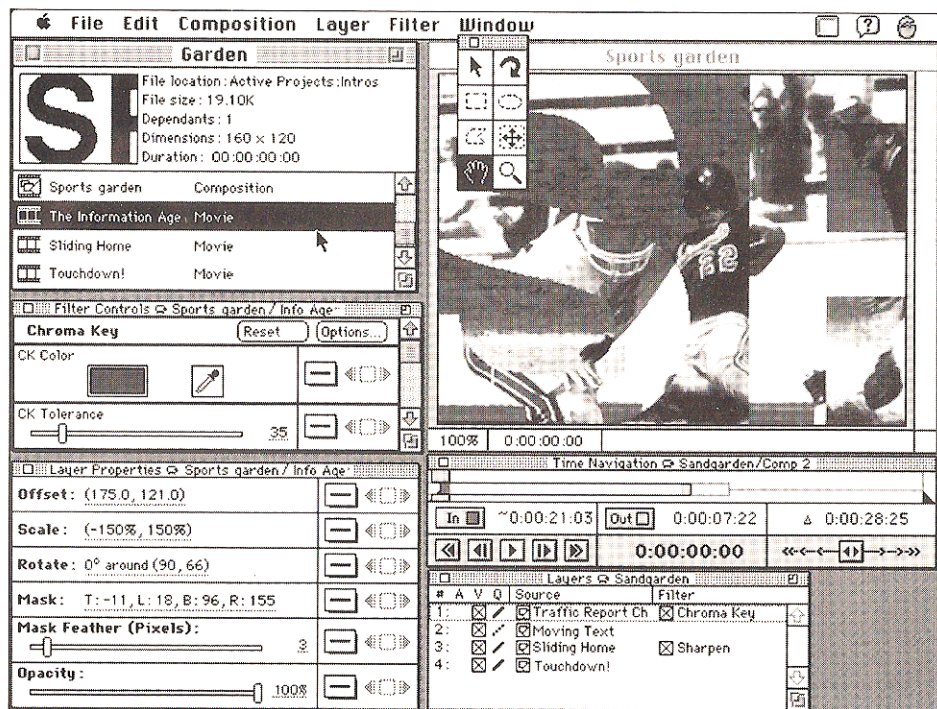
- Start with a strong blur and quickly decrease it to zero to simulate the effect of a camera focusing on its subject
- Rotate a movie as it plays, changing the spin rate and rotation center point at key times in the movie
- Crumple up a movie like a table cloth
- Chrominance key and luminance key to any color in the source and change the key color over time
- Create a spotlight effect by using the oval mask, layering and brightness functions
- Create a vignetting effect by using the blur in conjunction with an oval mask

The creative possibilities are limitless.

FOR PROFESSIONALS AND BEGINNERS ALIKE

CoSA After Effects is perfect for producers who want to do hands-on testing of their concepts. It also enhances the creative means of the professional video editor. *CoSA After Effects* lets companies bring video production in house without sacrificing professional quality and gives multimedia developers the ability to create dynamic footage right on the desktop. Even beginners can instantly put their ideas into motion.

The End

The End

CoSA
THE COMPANY OF SCIENCE & ART

Preliminary specification — subject to change

Garden

File location: Active Projects:Intros
File size: 19.10K
Dependants: 1
Dimensions: 160 x 120
Duration: 00:00:00:00

Sports garden	Composition
The Information Age	Movie
Sliding Home	Movie
Touchdown!	Movie

Filter Controls ⊘ Sports garden / Info Age

Chroma Key   [Reset] [Options...]

CK Color

CK Tolerance   35

Layer Properties ⊘ Sports garden / Info Age

Offset: (175.0, 121.0)
Scale: (-150%, 150%)
Rotate: 0° around (90, 66)
Mask: T: -11, L: 18, B: 96, R: 155
Mask Feather (Pixels): 3
Opacity: 100%

Sports garden — Sports garden
100% 0:00:00:00

Time Navigation ⊘ Sandgarden/Comp 2

In ~0:00:21:03   Out 0:00:07:22   Δ 0:00:28:25

0:00:00:00

Layers ⊘ Sandgarden

#	A	V	Q	Source	Filter
1:				Traffic Report Ch	Chroma Key
2:				Moving Text	
3:				Sliding Home	Sharpen
4:				Touchdown!	

CAPABILITIES

- Full motion video compositing and overlays
- Multiple track editing
- Rendering hierarchy for chaining compositions
- Titling
- Full alpha channel support
- Masks for each source layer
- Time varying filters and effects
- Batch processing
- Sophisticated rendering and time management tools
- Scalable resolution and frame size
- Keyframe controls for filters and layers

WINDOWS

- Project Window lists files available for use
- Composition Window provides workspace
- Source Window

FLOATING PALETTES

- Layer List
- Time Navigator
- Audio Control
- Layer Properties
- Filter Controls
- Tools Palette

FILTERS

- Time based control allows filter values to change over time
- Image Generators
- Plug-in technology lets users and 3rd parties write their own filters

FILE COMPATIBILITY

- QuickTime movies
- PICT images
- Imports PACo™ and PICS files and sequences of PICTs

OUTPUT QUALITY

- Full antialiasing
- Subpixel positioning
- Field rendering

INTERPOLATION

Filter parameters can change over time with one of four behaviors:
- Linear
- Linear Ease
- Spline-based
- Discontinous

USER INTERFACE

- Interruptible redraw
- Background rendering
- Multiple undo and redo

SYSTEM REQUIREMENTS

- System 6.0.7 or higher
- QuickTime 1.0 or higher
- Macintosh II or greater
- High capacity hard drive
- Minimum 4MB RAM

➤ **Compositing and layering of movies:** CoSA After Effects' easy and powerful interface allows layering and compositing of unlimited numbers of QuickTime movies and PICT images. Each layer can be positioned, scaled, rotated, masked, filtered and made transparent over time

➤ **Time-based filters and special effects:** All filter parameters can be changed over time using keyframes. Change can be linear, spline-based or discontinuous

➤ **Multiple keyframes:** You can set a parameter's value at multiple points in the composition. In addition to giving start and end values for a filter, you can specify as many intermediate keyframes as you like

➤ **Plug-in filter technology:** CoSA After Effects comes with its own filters and can drive Adobe Premiere™ and Photoshop™ filters. Filter parameters can be easily modified within CoSA After Effects

➤ **High quality output:** Sophisticated rendering techniques create output with high image quality and smooth motion. CoSA After Effects offers subpixel positioning and full antialiasing. Field rendering is supported for NTSC or PAL output

➤ **Hierarchical rendering chain:** CoSA After Effects allows you to chain compositions — you can include one composition in another without creating an interim output movie

➤ **Rendering management:** Tell CoSA After Effects to finish a composition at the best quality it can do in a specified amount of time

➤ **Background rendering:** CoSA After Effects takes advantage of idle computer cycles to render and is immediately responsive to user interaction

➤ **Animatics:** By simply checking a rendering option, you can quickly get a rough copy of a composition

➤ **Large frame sizes:** CoSA After Effects supports frame sizes up to 4,000 by 4,000 pixels

➤ **Accommodates odd screen sizes:** Movies of differing frame sizes and aspect ratios can be included within a single composition. The output frame size is independent of the source movie

➤ **Millions of colors:** Full 32-bit color is supported (16.7 million colors with 256 levels of transparency per pixel)

➤ **Multiple undo:** The number of levels of undo is user definable

➤ **Scalable performance:** You can lay out your most complex and time consuming videos even on low-end machines thanks to wireframe and low resolution viewing modes

➤ **Non-linear editing:** CoSA After Effects gives you the ability to jump easily from one movie segment to another

➤ **QuickTime format:** CoSA After Effects creates and manipulates QuickTime movies which can then be used with all QuickTime-compatible applications. CoSA After Effects complements digital video tools such as Adobe Premiere and DiVA VideoShop™

➤ **WYSIWYG modeling:** Set up your models on a canvas that is the actual size of your output. View the final output of any frame without creating a preview of the whole movie for interactive what-you-see-is-what-you-get special effects

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