

## GUN FIRING GUIDE

Download the footage files from [wayka.dk](http://wayka.dk)



You need to have footage of the boy firing the gun, and footage of the muzzle flare.

Start by importing the footage files into After Effects.

Create a new comp from the footage with the boy. Then click and drag the flash footage above the “gun Fire” footage.

Set the mode for the “flash” footage to “screen”.

Click/select the flash footage in the timeline, and press Ctrl+D 4 times, to create 4 more copies of the footage.

Now click and drag the 5 flash elements to the frames where they need to appear. (12, 18, 28, 39, 49).

The next thing you have to do is to fit the muzzle flare to the gun. Using the move rotate and scale tool, fit the flare to the end of the gun, for every one of the 5 flares.



Now the gun should have a fitting flare for every one of the frames where the boy squeezes the trigger.

The shot still needs some realism. When a gun is producing a flash, it off course lights up the environment. To light up the surroundings of the gun, we need to produce some highlights.

Create a new solid with the color value about #EFAF44 (bright orange).

Select the solid in the timeline, and set the opacity to 20%

Now, go to the first firing frame (12), and using the pen tool draw two shapes, one around the hands and wooden plank, and one around the right of the boys top body and head:



Set the opacities of the masks to 6% for the head and body one, and 15% for the one around the hands.

Set the feather for both masks to somewhere between 25 and 50.

Now click the stopwatch for the shape of the two masks, and go to the next firing frame (18).

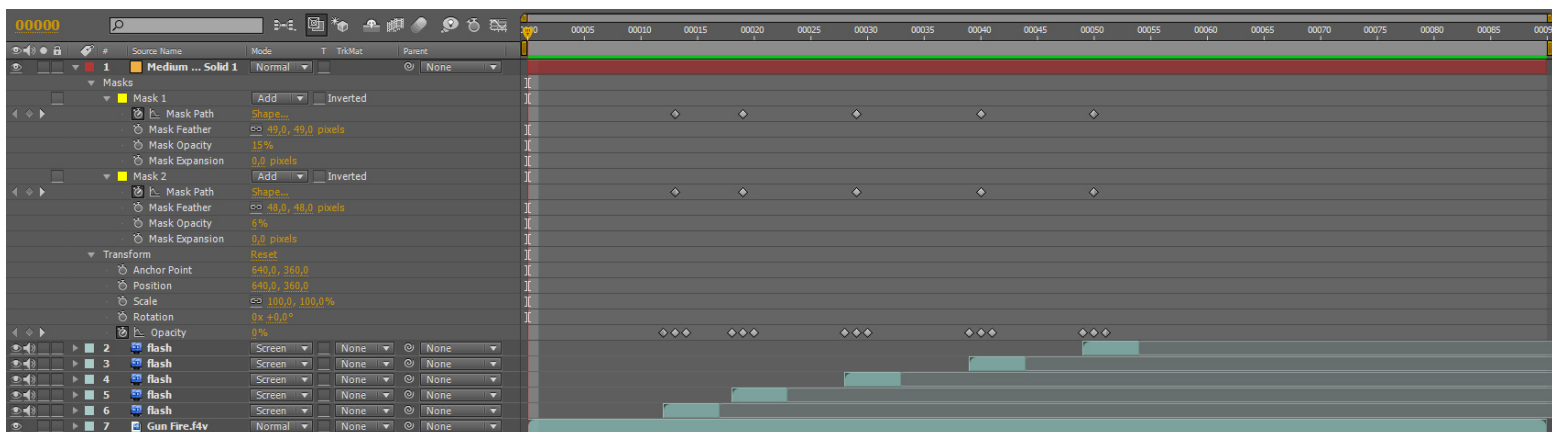
Refit the shape to the boy using the move tool. Do the same for all the following firing frames.

Now we have a mask, which moves with the boy. Now we just need to animate the main opacity for the highlights.

Click the stopwatch next to the opacity for the solid. Now set (opacity 100%) keyframes at every firing position.

At every firing frame position set the opacity of the frame before, and after to 0%.

When you are done, your timeline should look like this:



Now the last thing you need to do is add the sound "shot.wav" to every firing frame, and render the comp.