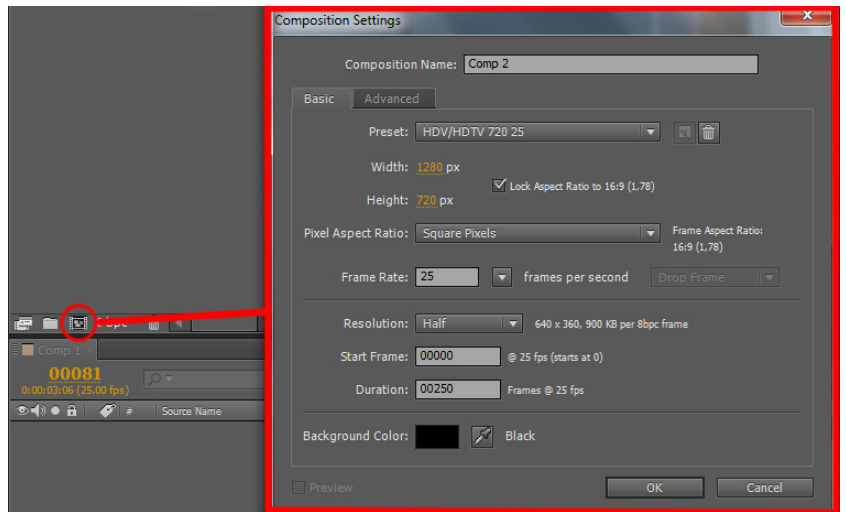


## Wall growing tattoo

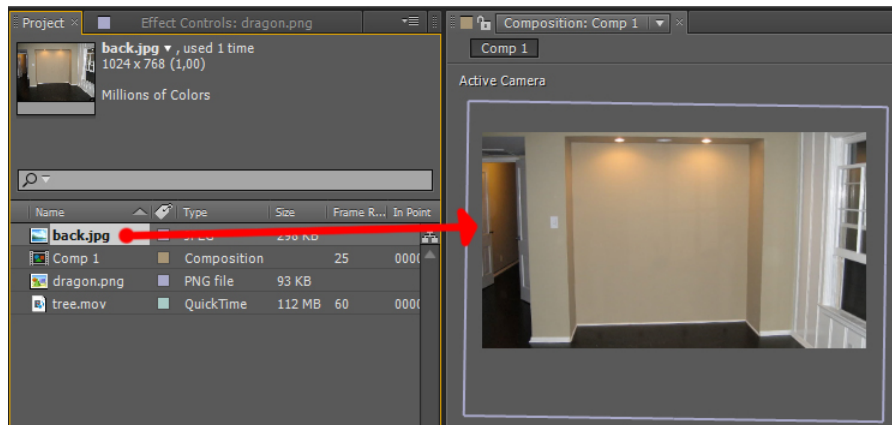
Start by creating a new comp in AE. –  
Make it 1280x720px with a frame rate of 25 (PAL) and 250 frames long.

Now import your 3 assets to the project field (by dragging and dropping them):

- Back.jpg
- Dragon.png
- Tree.mov



Now drag and drop the image “back.jpg” into the new comp, and resize it, so that the part of the image (the back wall) where we want our tattoo to grow is completely visible:



**Now let’s get some tattooing action going!**

We will start out with the pre-designed and animated tattoo named “tree.mov”.

Drag and drop the “tree.mov” asset out into your scene, above the “back.jpg” layer.

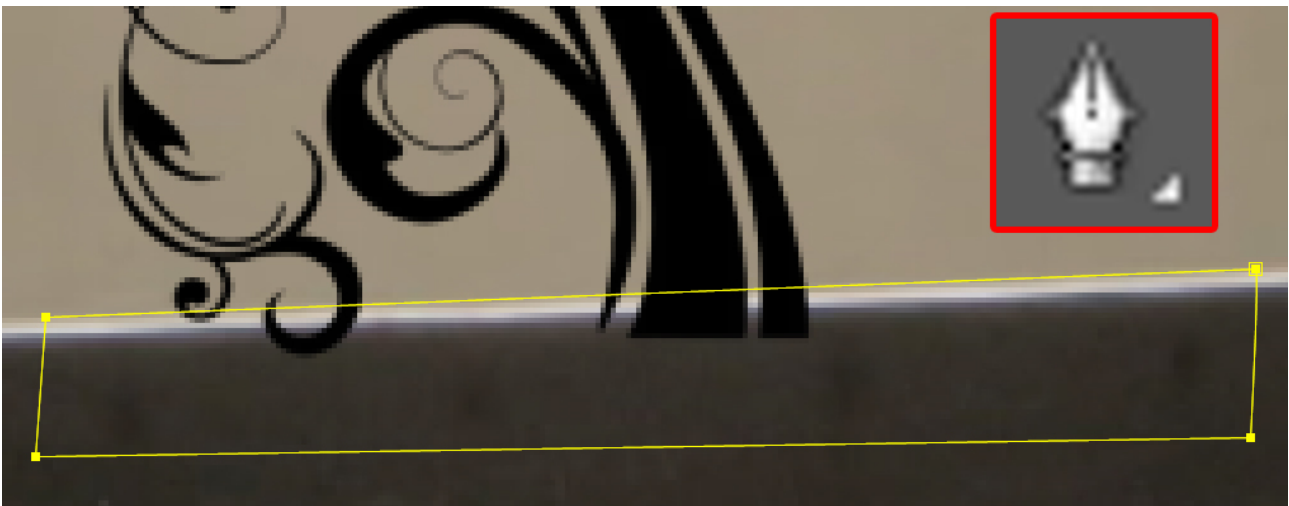
Apply the effect called “invert” to the layer. This will invert the colors of the layer, and make the tree black with a transparent background.

Rescale and position the “tree.mov” layer to fit the area where we want it to “grow”:

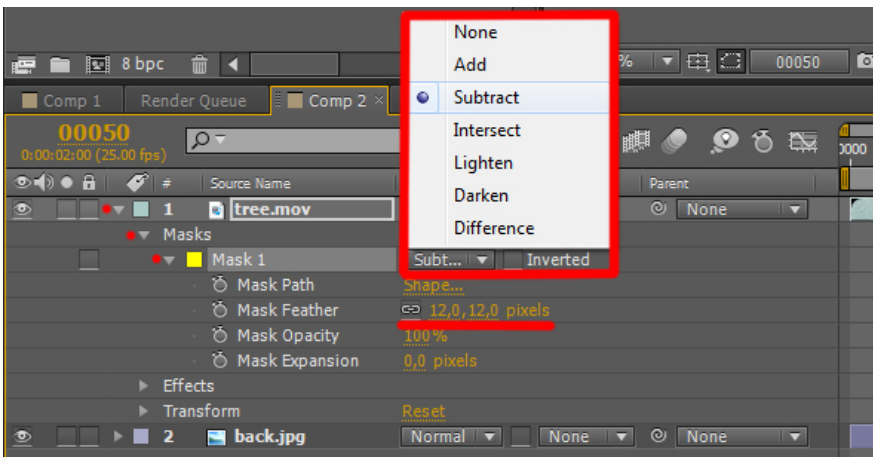


Make sure the “tree.mov” is a bit below the bottom of the wall (we will cut the access away next).

Now select the pen tool (G), and draw a box along the bottom line of the wall, and a fair part below it, like so:



Now click all the small arrows next to the “tree.mov” layer to unveil the mask options. Set the mask mode to “Subtract”, and set the “Mask Feather” to around 10-15 px.



Now, if you can't see the drop down menu “mode”, click the “Toggle switches/modes” button at the bottom, and set the blending mode to overlay:

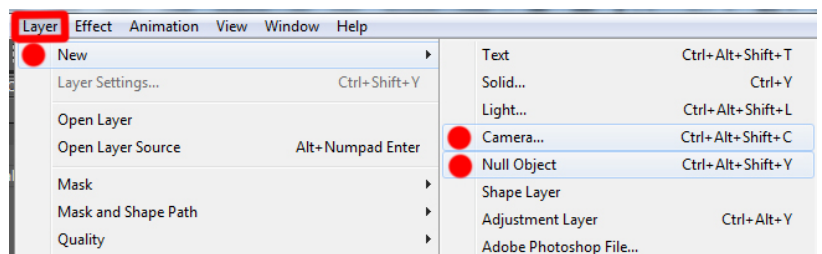
If you now click the RAM Preview, the animation plays, and it looks like the tattoo is growing up the wall.

But wait there is more! – Why don't we add some realism to the scene, by applying some subtle camera movement?

To pull this off, we need two new layers.

- A null object
- A camera

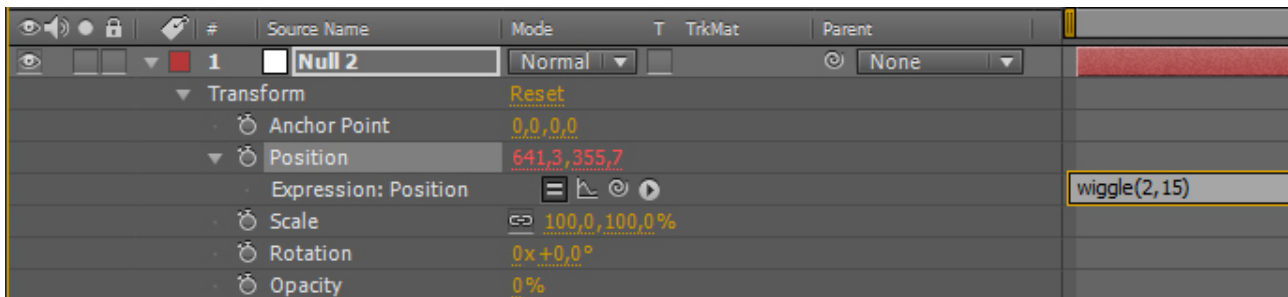
Create these two layers/elements by clicking the “Layer” → “New” menu, and choose “Null Object”, and again, and choose Camera. (Leave the camera settings at their default settings).



Now we need to add a very simple expression to the position of the null object.

Click the small arrows next to the layer, until you see the position value (alternatively hit “P” on your keyboard).

Now hold down “Alt” on your keyboard, and click the stopwatch next to position:



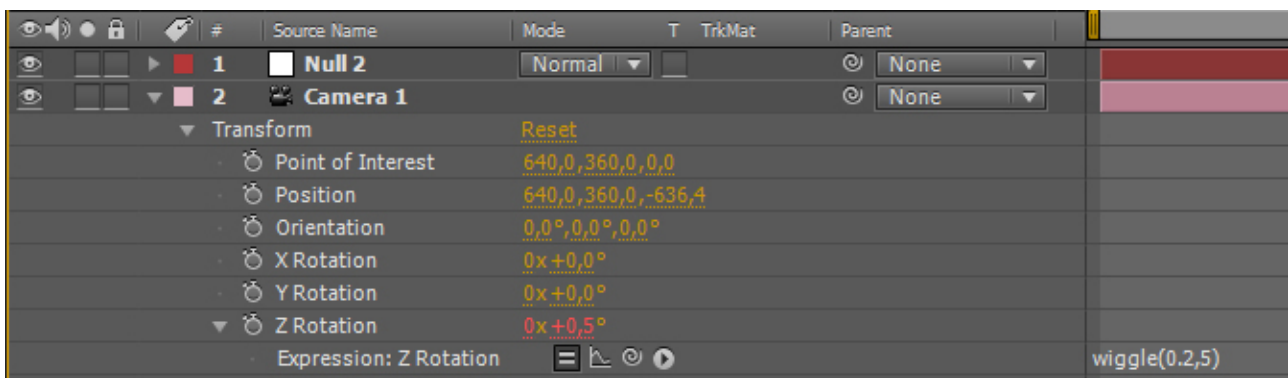
When you have done that, you are able to write your expression into the timeline. Write “wiggle(2,15)”.

This will now wiggle or shake the values of the position of the null object 15 pixels 2 times every second.

To understand the wiggle expression look at this “illustration”: wiggle(SamplesPrSecond,Pixels).

The null object will control our camera movement over the X and Y axis. The reason for this is that the camera inherently is a 3D object, which would mean that if we would apply the wiggle to the cameras position, it would also move in Z space and ruin the effect.

A camera doesn’t just move up and down left and right when handheld, but also has some rotation to it. In this case the rotation would be along the Z axis. Select the small arrows next to the camera until you see the “Z Rotation”, or click “R” on your keyboard.

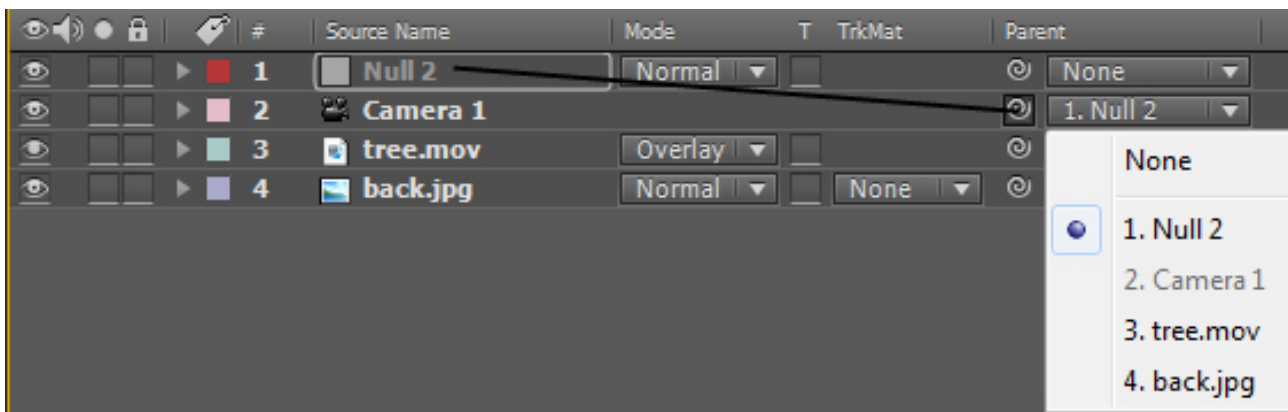


Now just like before hold down “Alt” on your keyboard, and click the stopwatch next to “Z Rotation”. Now you are able to write your expression. This time we want the movement to be really subtle (otherwise it will look like our cameraman is drunk). Type in the value “wiggle(0.2,5)”.

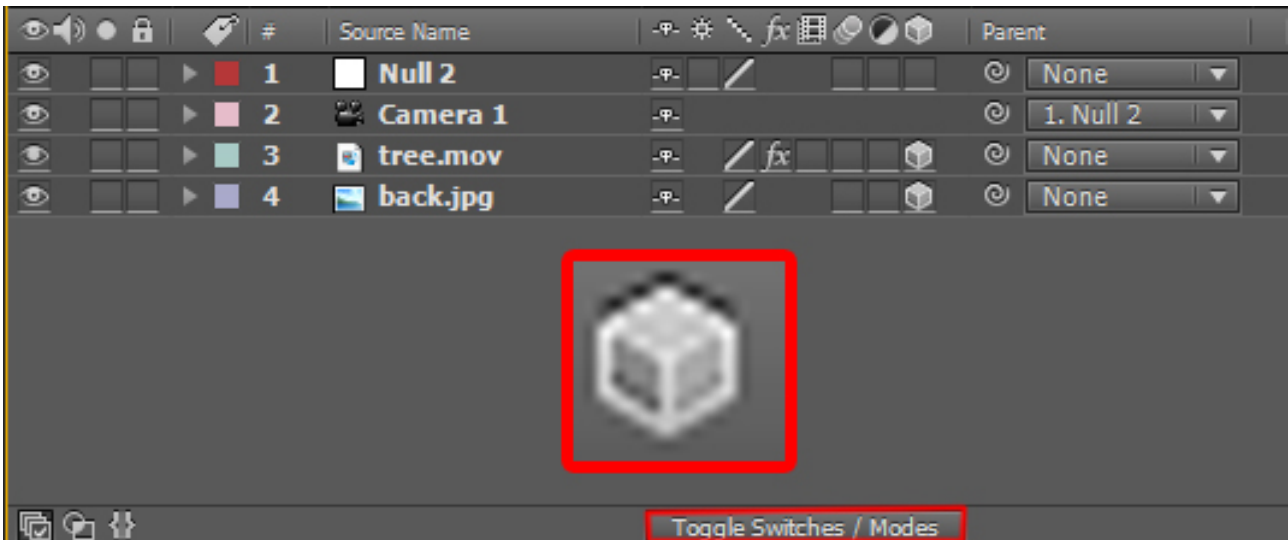
But wait nothing happens! – This is because we need to setup the layers as "3D layers", so that the camera has an effect over them.

First of all we need to parent the cameras X and Y motion to the null (which has the motion applied).

This is done by, either selecting the null from the cameras “parent” drop down, or dragging the “pick whip” to the null:



Now all our motion is in place, and we just need to make our layers 3D. This is done by clicking the 3D icon for every layer except the Null and the camera (if you can't see the button, click the "toggle Switches/Modes" button at the bottom):



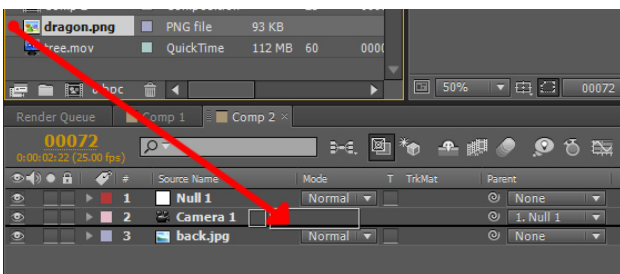
Now try to RAM Preview your comp (0 on numeric keypad), and see the result.

This works fairly well, and looks good. But we didn't really create the "selling" effect our self's, we just used an already animated effect, and placed it above our background. We will now try to do it our self's by using a png image of a dragon tattoo, and animating the unveil of it.



Start by either shutting off the visibility for the "tree.mov" layer, or deleting it.

Then drag and drop the "dragon.png" image from the project field, to the timeline just



above the "back.jpg" layer, and resize and position the image like so:

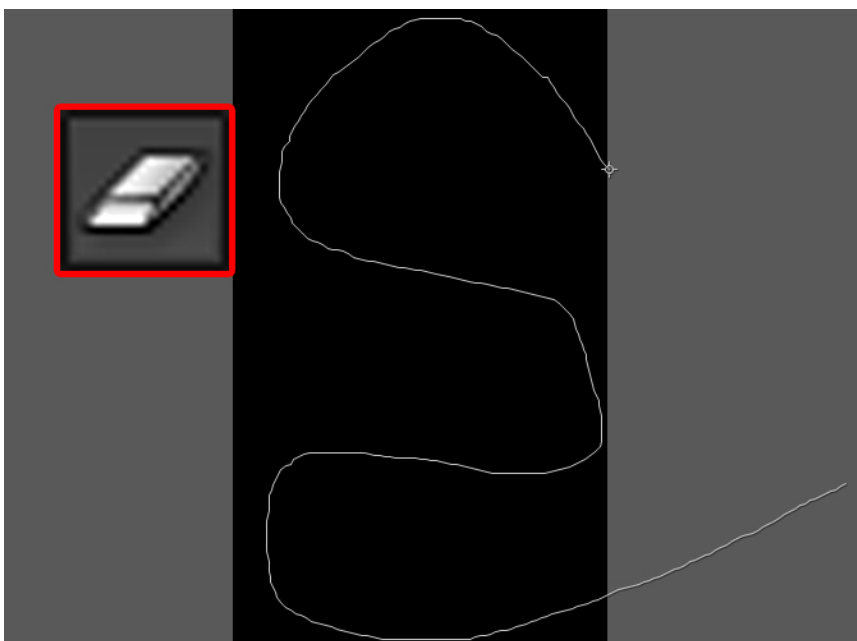


(I added some rotation to the image).

Now we want to animate the unveil of the dragon tattoo. To do this we will be using the "Eraser" tool.

Make sure you are at frame 0.

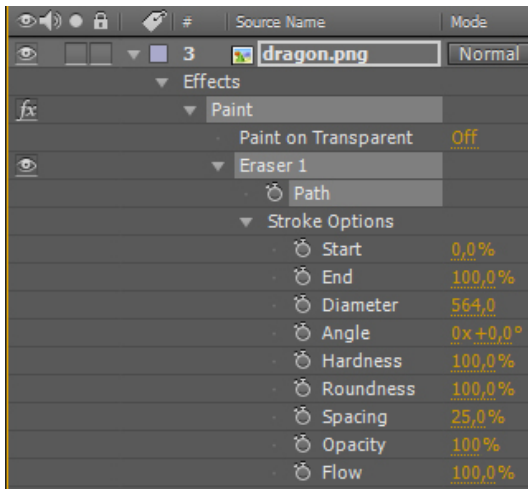
Double click the dragon image in the preview window. Now select the eraser tool, and erase the dragon starting from the head and down in one swipe. You can see my eraser path here:



You might need to set the size for the brush. My brushsize was 560 px (100% hardness). If you don't get everything, you can increase the brushsize afterwards.

Now go back to the main comp by selecting it. (in the top of the preview field).

Now click all the small arrows next to the "dragon.png" layer until you have all the stroke options.



Now, at frame 0, activate the stopwatch for the property called "End". Then go to frame 100 and set the value to 0%.

Now the dragons visibility animates.

Next we want to make the animation seem more soft. To do this you go to frame 50, or somewhere, where the dragon is only half visible.

Then set the value for "Hardness" to around 50%.

**Note: If some parts of the dragon is visible at frame 0, you can tweak the "Diameter" setting a bit, to get the best result.**

To add the finishing touches, we set the blending mode to "Overlay", and activate the "3D Layer" button.

This will help blend the "dragon.png" image with the background, and make it follow the movement of the camera.

Now try to RAM Preview you animation.

Now you are all done!