Looping in After Effects

Step 1:

Mass Effect 2 - Final 10 seconds 👘 🖬 mouthnamble	🖬 mouthrumblefinal 🗧 🖬 snorebubble 🛪	🖬 snorebubblecomp 📕 Comp 1 📕 Comp 2
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5 C 4	Toggle Switches / Modes	

So here I have a looping bubble animation. Before we begin, make sure that you create a new composition only for the animation. Do this by going to composition > new composition, and then create exactly one cycle of the animation in this new space. As you can see, my composition is called "snorebubble".

Step 2:



Next, we're going to create another animation to enable looping. Once again, go to composition > new composition, and rename to composition to something that makes sense. I was lazy, so I just called mine "Comp 3".

Begin this next part by dragging your original animation (mine is called snorebubble) into the timeline of your new comp (mine is called Comp 3).

Step 3:

Adobe After Effects - rea	per sleeper testaep *			_
File Edit Composition	Layer Effect Animation View	Window Help		
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snorebubble 1280 x 720 (1. Δ 0:00:02:00,	Open Layer Open Layer Source	Alt+Numpad Enter		
	Mask			
	Mask and Shape Path	•		
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Name	Transform			
anime bubble final.ps	Time	•	Enable Time Remapping	Ctrl+Alt+T
anime bubble final.psi	Frame Blending		Time-Reverse Layer	Ctrl+Alt+R
anime sleeping bubble	3D Layer		Time Stretch	
Comp 2	Guide Layer		Freeze Frame	
Comp 3	Add Marker	Numpad *	10000000000000	

With the newly dragged comp selected, go to layer > time > enable time remapping. This will add an effect to your layer called Time Remap.

Step 4:

Adobe After Effects - reaper sleeper test.	aep *	
File Edit Composition Layer Effect	Animation View Window Help	
Image: Non-Section 2 Image:	Save Animation Preset Apply Animation Preset Recent Animation Presets Browse Presets	•
	Add Keyframe Toggle Hold Keyframe Keyframe Interpolation	Ctrl+Alt+H Ctrl+Alt+K
Name	Keyframe Velocity Keyframe Assistant	Ctrl+Shift+K
anime bubble final.psd anime bubble final.psd anime sleeping bubble small.ai Comp 1	Animate Text Add Text Selector Remove All Text Animators)-
Comp 2	Add Expression	Alt+Shift+=
Comp 3 harbinger eyes mouth1.psd harbinger eyes mouth2.psd harbinger eyes mouth3.psd harbinger eyes mouth4.psd	Separate Dimensions Track Motion Stabilize Motion Track this Property	
harbinger eyes sign numbers.psd harbinger eyes sign numbers.psd harbinger eyes2 billboard.psd	Reveal Animating Properties Reveal Modified Properties	U
 harbinger eyes2.psd Mass Effect 2 - Final 10 seconds Mass Effect 2 - Final 10 secondsmp4 mouthrumble mouthrumblecomp mouthrumblefinal sleeping-snoopy.jpg snorebubble 		

Select Time Remap and go to animation > add expression. You now should be able to type into a text field in your timeline.

If this doesn't show up, alt-click the stopwatch icon (option-click on Mac). If these steps don't work (and they might not, depending on the <u>production planning</u> employed by your OS), you might need to consult Google for more tailored help.

Step 5:

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< + + + 19 L Time Remap								
	= t_ 0 O						loop_out("cycle",0)	
Expression: Time Remap								

With your cursor now in the text field, type the following: **loop_out(''cycle'',0)**

Step 6:



You should now be able to loop the animation indefinitely. All you need to do is make your composition longer. Go to composition settings and set the duration for how long you want the animation to loop.

Whenever you want to use the animation, simply drag its comp name into the main comp.

I hope you find this AE tutorial helpful, and look forward to bringing you more!