# 18 DAYS OF KINETIC LYRISC ANIMATIONS

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#### **OBJECTIVE**

#### 18 lyric animations in 20 Days

By 2022 video content could make up over 80% of all consumer internet traffic, experts believe. With a majority of that consumption coming from mobile devices, captions play an integral role in allowing users to experience video content without their sound turned on. The more dynamic that text is, the more likely a user is to continue watching a video in their feed, or to turn on their sound.

To test myself as a creator and sharpen my text animation skills, I challenged myself to make 18 kinetic lyric animations (one per day) over a period of 20 days.

Here's what I made.



T'M FINNA DO IT A/ 1906 IT LIKE I NEVER DONE IT AND I WANNA RUN IT AND I WANNA KEEP IT GOIN' AND GOIN' LIKE INFINITY, BE THE ONLY ENTITY TO EVER RIP IT APART FROM THE START LIKE THIS. FROM

#### **PREPARATION**

#### Prepare or Fail

Not every idea is a good one. This is why I spent a whole week preparing before I began making my animations.

I started by scouring my music library to identify songs with interesting lyrics and instrumentation. After I had identified 30 songs that I thought would make good animations, I sat down and began drawing. While some are more comfortable jumping straight into their software, I find the process of writing out the lyrics on paper and then doodling some ideas to be very useful. More than just copy-pasting into After Effects, writing the lyrics helped me better understand the words, and listening to them on loop helped me ideate what the songs would "look like" and the kind of effects I would use.

With a notebook full of ideas, I set out making my animations.

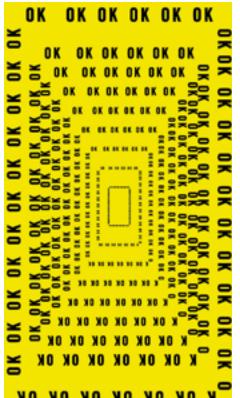
#### INDEX EXPRESSIONS

Using index expressions to create time-offset repeating patterns

"OK" by Madeon consists of a single phrase: "OK." This provides an interesting challenge, as there are many times in pop and electronic music where a single word may be repeated for passages of time. My solution to this problem was to use delayed repeaters with indexbased After Effects Expressions.

In an After Effects expression, the word "index" will return the number of the layer in the composition ("index" for "layer 4" will return "4"). We can use this to do a bit of basic math and precisely repeat a set of layers with a position, rotation, or scale offset. Paired with a slight delay in the timeline, I tried to create visually interesting patterns using "OK."





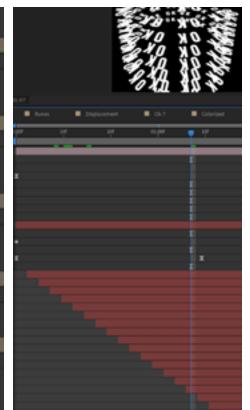












Instead of offsetting layers by hand, the plugin "EchoSpace" by Red Giant can be used to quickly create delayed layers. It saved me quite a bit of time offsetting all my layers.

Watch on TikTok

#### SONG

"OK" by Madeon

#### TOOLS USED

Adobe After Effects

#### TIME DISPLACEMENT

#### Time Displacement Wonkiness

I love the MXXWLL remix of "Happy Now" by Zedd, for it's unique neo-soul feel. I felt that it would be the perfect song for time displacement.

Time Displacement is a simple effect that uses a gradient to play different parts of a video at different frame rates. Depending on the gradient and the intensity of the effect parameters, the resulting effect can range from a slight strangeness to complete wonkiness.















Your video needs to be exported and re-imported to use time displacement. Playing around with compositional framerates before and after exporting leads to some unique effects. I found I liked exporting a 60 FPS composition and displacing it in a 24 FPS composition for the best effect.

#### Watch on TikTok

#### SONG

"Happy Now (MXXWLL Remix)" by Zedd, Elley Duhé, MXXWLL

#### TOOLS USED

Adobe After Effects

#### 3D TEXT COMPOSITING

Making a 3D Model out of words using Displacement Maps and Masking

"The motion keeps my heart turning."

To animate these simple words, I made a heart in Illustrator, imported the SVG as a curve in Blender, extruded it, and then lit it with a harsh red and blue light. This was imported into AFter Effects and used as a displacement map / alpha matte for a repeating wall of text made using Repetile.

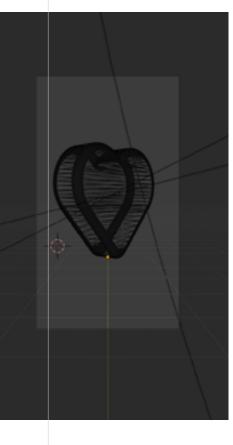
A slight position wiggle was then applied, and time was posterized to simulate hand-drawing.

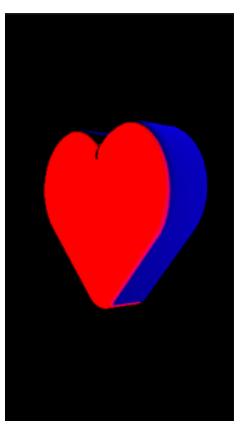


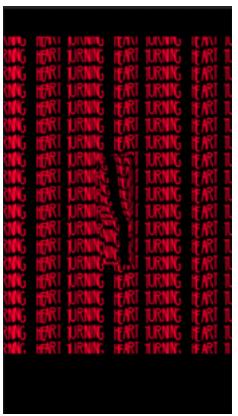












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The tighter your "RepeTile" text is grouped, the better the effect looks. It's better to light your 3D model with harsh red and blue lighting.

Watch on Tik Tok

#### SONG

"Can't Stop Now" by Keane

#### TOOLS USED

Adobe After Effects, Adobe Illustrator Blender

#### CINEMA 4D ROTATIONS

#### Attaching text to 3D object faces

The song "Grazing in the Grass" by The Friends of Distinction features a rapid-fire set of lyrics, with each phrase beginning with a new pronoun. Instead of changing out the entire phrase, which would be hard to track, I decided that I would create a spinning-totem animation, with each word rotating to reveal the next.

To accomplish this, I set the 3D Renderer of my composition to "Cinema 4D" which allows me to manipulate cubes differently than the regular After Effects renderer. I then created a set of cubes and attached words to each side. The rest is a simple rotation animation for each cube.





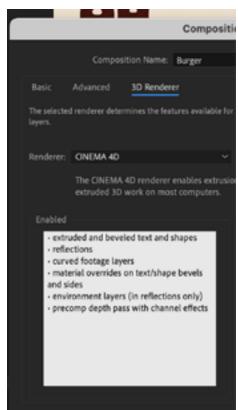




# CAN HOH DIG IT BAB4?







#### LESSONS LEARNED

The Cinema 4D renderer is useful for when you want to style specific sides of a cube. It can be a bit slower than the usual renderer, so patience is necessary.

Watch on TikTok

#### **SONG**

"Grazing in the Grass" by The Friends of Distinction

#### TOOLS USED

Adobe After Effects, Blender

#### TYPING EFFECT

Simulating a classic UI with a typing effect

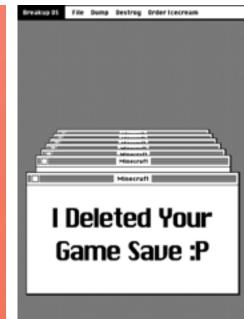
The punchline of the song "Revenge" by Sentinus is the hook "I deleted your game save" followed by an upbeat bossa nova beat.

For the animation, I wanted to channel Instagram-story vibes, followed by retro-looking computer windows being "deleted" with sass pop-up messages.

Inspired by the classic Mac OS 7, I created UI elements in Adobe Illustrator and then imported them into After Effects. I used a text animator to simulate computer typing for the pop-up messages.

Before i Leave eor

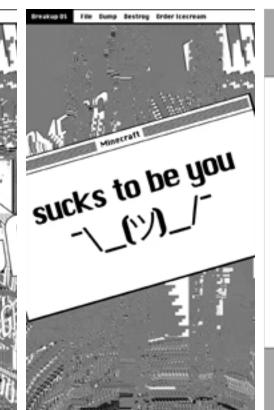
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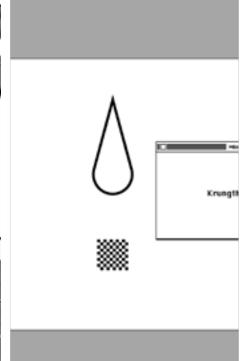












The gray background of Mac OS 7 was actually a very small checkered gradient.

Watch on TikTok

#### SONG

"Revenge" by Sentinus

#### TOOLS USED

Adobe After Effects, Adobe Illustrator

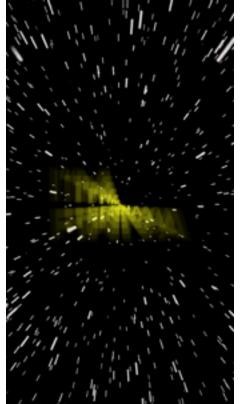
#### SYNCING FAST TEXT

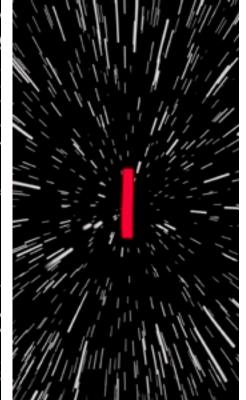
Using a slider-based opacity expression to audio sync 100 words in 20 seconds

Syncing text to audio can be somewhat difficult in After Effects, and so I wanted to pick a song with fast-moving lyrics that would test me. The song "44 More" by Logic was a perfect fit.

To keep up with his light-speed rapping, I wrote a created a null object and attached a slider. I then wrote an opacity expression on each text layer to check if the value of the slider is equal to the index of the layer. The result is a single slider that controls the lyrics; instead of having to hand-time over 100 layers of lyrics, I just had to hold-keyframe the slider.

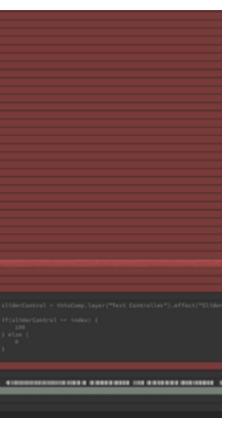














I used a tool called "IzoTope RX 7" to isolate the vocals in the song. This allowed me to more-reliably keyframe the lyric timing using the acapella's waveform.

The Star Wars galactic alphabet is called "Aurebesh."

Watch on TikTok

#### **SONG**

"44 More" by Logic

#### TOOLS USED

Adobe After Effects

#### **CLOTH SIMULATIONS**

#### Scoring goals using words

This video was an experiment to see if I could take the lyrics from a popular soccer chant and make soccer imagery out of it.

To accomplish this, I made a net and a ball in Blender and used cloth simulations to create a couple different angles of a goal being scored.

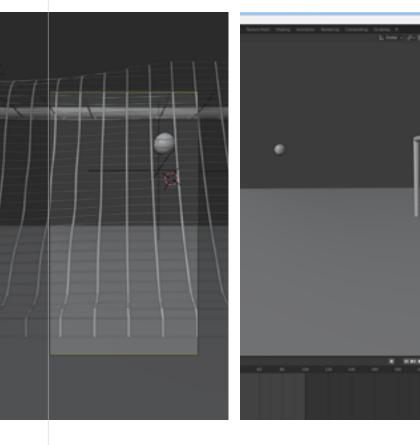
This was then imported into After Effects, and I used keying, alpha mattes, and a displacement map to make goals out of the words.



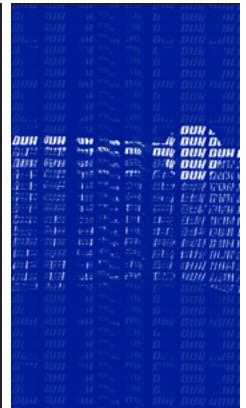












Cloth simulations are taxing on your computer and so they don't always play back in real time. "Baking" the physics simulation allows your computer to pre-calculate the animation so it can be played back at full speed.

#### Watch on TikTok

#### **SONG**

"Chelsea Dagger" by The Fratellis

#### TOOLS USED

Adobe After Effects, Blender

#### DATAMOSHING

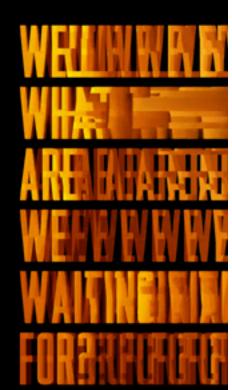
#### A Trippy Effect

"Datamoshing" is an effect that purposefully garbles video footage to simulate the corruption of a file. The result is not only visually-interesting but also a bit off-putting as pixels linger and dissapear at what is seemingly random.

This effect felt perfect for the song "Fever Dreams" by Diveo, which has a unique song structure.

To achieve this effect, I animated my text using Echo trails, text stretching, camera flips, and pixel sorting, and then purposefully corrupted parts of the video at key transitions. The effect is unique.















Watch on TikTok

#### SONG

"Fever Dreams" by Diveo

#### TOOLS USED

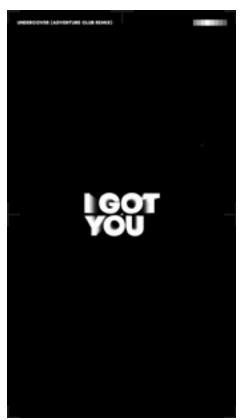
Adobe After Effects

#### INFINITE ZOOM

#### Oscillating text with Dubstep

Dubstep is made using low-frequency oscillators (LFO) to modulate aspects of a sound at a specific rate. The Adventure Club Remix of the song "Undercover" features a frantic oscillation which I wanted to visually emulate using an infinite zoom effect.

Using a null object to control the scale of two objects, and with a loopOut("cycle") expression, I made an infinite tunnel using the lyric "I Got You" and set it to the same rate as the dubstep oscillator. The resulting effect is a bit bombastic, but effective.

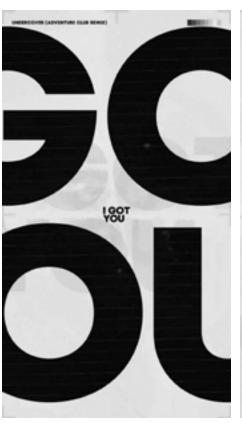














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#### **SONG**

"Undercover" (Adventure Club Remix) - Kehlani

#### TOOLS USED

Adobe After Effects

#### TEXT AS A 3D LIGHT

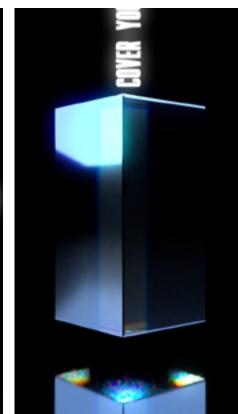
Using an Image Sequence as a Light Source

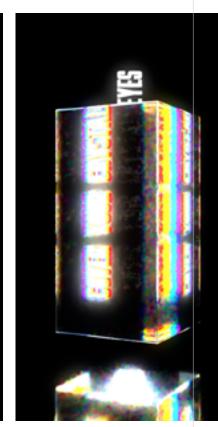
The title and lyrics of "Crystals" by Of Monsters and Men invoked a mental image of light refracting through a crystal, casting a rainbow. I began to wonder, would it be possible to export an image sequence of animated text from After Effects and import it into Blender as an emission shader? Yes, it is.

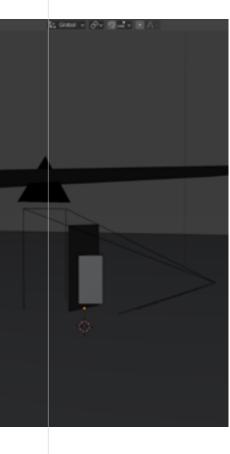
The resulting animation is a ray-traced simulation of text-shaped light being passed through an Xbox-shaped prism. To render it in time to meet my deadline, the animation was up-scaled and denoised.

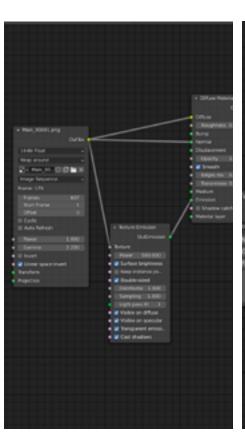


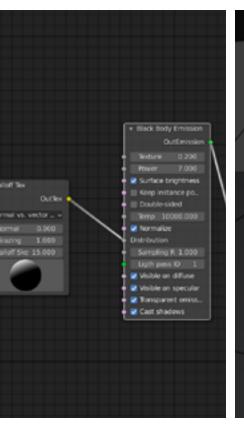


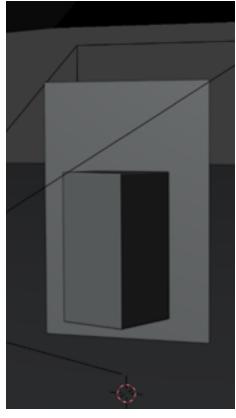












Octane has some fantastic up-scaling and denoising options. Upscaling and denoising are a hug part of many animator's workflows (even big-budget films).

Watch on TikTok

#### SONG

"Crystals" by Of Monsters and Men

#### TOOLS USED

Adobe After Effects, Blender, Octane Renderer

#### 3D TEXT IN A 3D HEAD

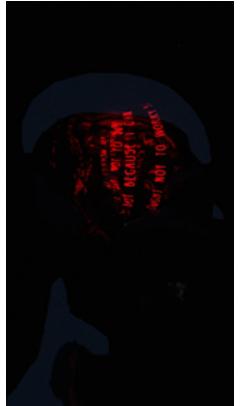
#### Visualizing "feedback" inside your head

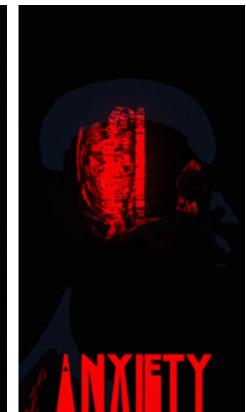
In audio-engineering, "feedback" is an ear-piercing scream produced by a microphone and a speaker picking up and endlessly amplifying the same sound. For this animation, I wanted to visualize "thought feedback" using the words of this Alan Watts speech.

To accomplish this, I created 3 squiggly mask paths in After Effects, and made 3 sets of lyrics follow each path. As more words are said, the words begin to collide until they are a nasty jumbled bunch.

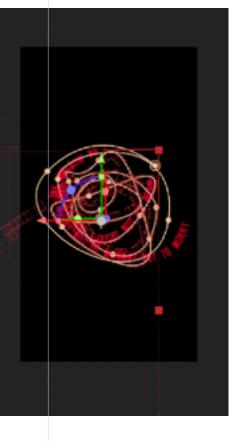
This was exported as an image sequence and then imported into Blender as a plane with an emission source. This plane was then placed into a translucent head and rotated with the 3D model.

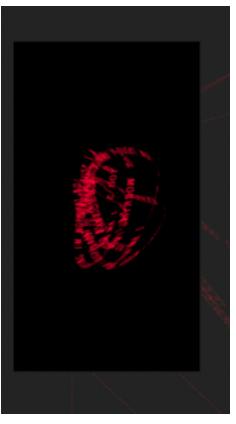


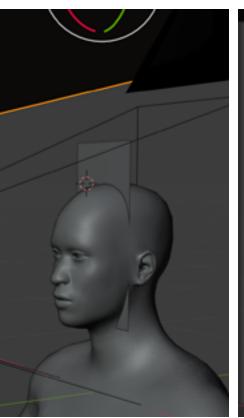


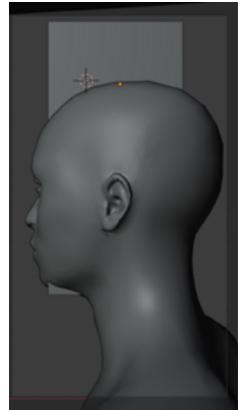












Using text directly inside of Blender instead of composing it allows the text to interact with the lighting and model in a way that really elevates it.

Animated 3D mask paths are powerful.

<u>Watch on TikTok</u>

#### SONG

"Angst" by Inzo

#### TOOLS USED

Adobe After Effects, Blender, Octane Renderer, MakeHuman

#### **ENVIRONMENTAL TEXT**

Layering text in a 3D environment

Furthering my experiments with animated text in a 3D simulation, I exported a tall set of animated text from After Effects and imported it into Blender.

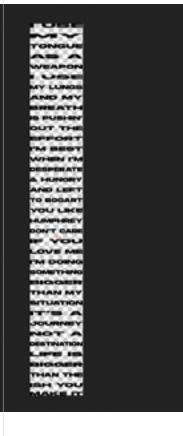
I then used it as one of the main lighting elements of the scene and for the walking chrome humanoid.

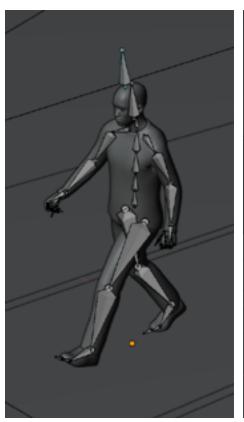


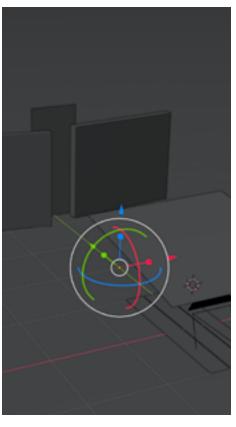


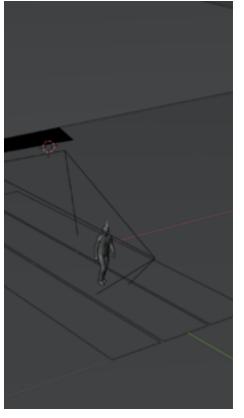












#### Watch on TikTok

#### **SONG**

"Ruckus" by Konata Small

#### TOOLS USED TOOLS USED

Adobe After Effects, Blender, Octane, MakeHuman

#### **LONDON PUNK**

#### A low-budget Punk-inspired Animation

My father went to University College London in the '80s when Punk Rock was in its heigh-day. I grew up to the sounds of The Jam, The Sex Pistols, and Sham 69, with their classic song "Hurry Up Harry."

Inspired by that generation of artists, I set out to make something that felt distinctly punk — which is honestly a bit low budget. The artists of the punk era were quite broke, and so they would take whatever Magazines/leftover paper they could get their hands on to make posters, which they would break into copy shops to Xerox. To simulate this, I tried to make loud, messy, shapes that look like they could have been made from construction paper, and took photos of a newspaper that I found outside of a classroom to use as texture.

Jots of other types

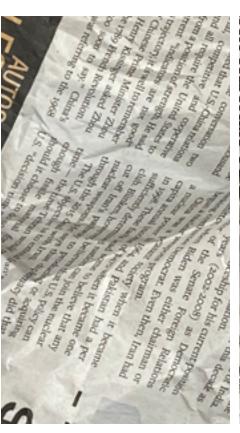














Photos of paper can be imported as an image sequence, time posterized, and looped to add literal texture to your visuals.

Watch on TikTok

#### TOOLS USED

Adobe After Effects

#### VACCINATION ANIMATION

A character-based animation with text

For some reason, the lead synth of "Ode to Oi" has a quality that reminds me of a duck quack. I used this as an opportunity to create a little character-based animation of a chubby dancing duck with the word "Oi!" passing over him to the song.

I wanted to make an animation where the lyrics supplemented what was going on, instead of being the sole focus.

#### PLEASE GET YOUR SHOT SO WE CAN GO CLUBBING



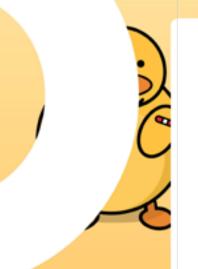
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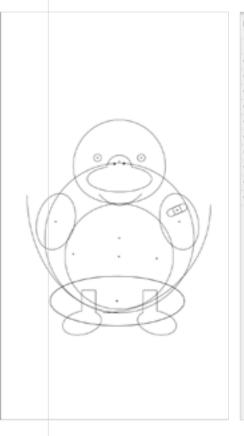


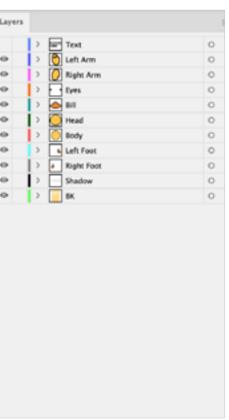
# PLEASE GET YOUR SHOT SO WE CAN GO CLUBBING

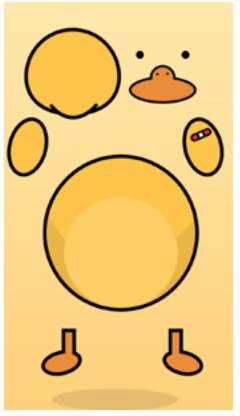


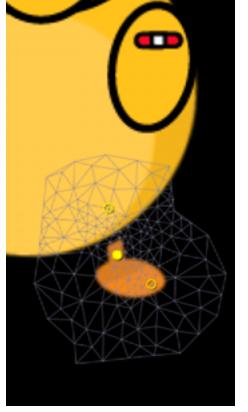
# PLEASE GET YOUR SHOT SO WE CAN GO CLUBBING











#### Watch on TikTok

#### SONG

"Ode to Oi" by TJR

#### TOOLS USED

Adobe After Effects, Adobe Illustrator

#### IN-GAME FOOTAGE

#### Capturing video game footage for animation

With the rise of e-sports and popularity of gaming as a whole, it is not uncommon for businesses to capture ingame footage to produce a montage with text elements.

For this animation, I wanted to practice capturing ingame footage (in this case from the game "Minecraft") and creating a lyric-based montage.

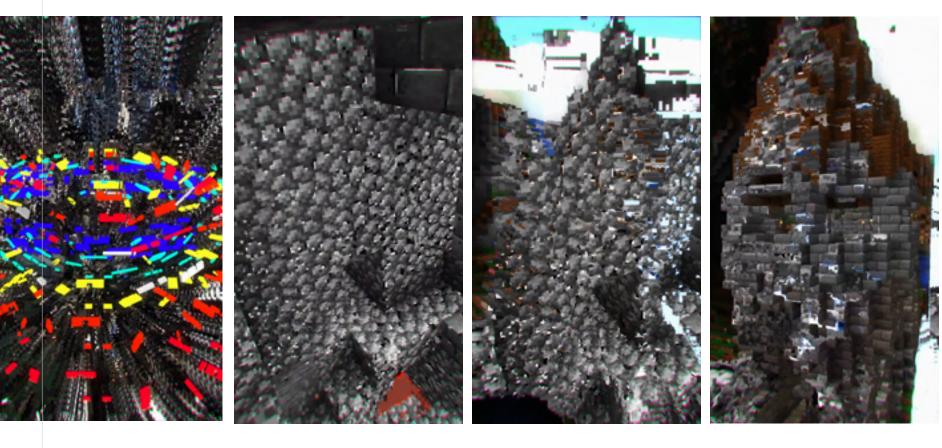
I used echo trails on the text and data moshing on my captured footage to keep the animation visually interesting. Strangely enough, this has been my highest-performing video on TikTok.











<u>Watch on TikTok</u>

#### SONG

"Minecraft Nostalgia" by Sentinus

#### TOOLS USED

Adobe After Effects, Blender

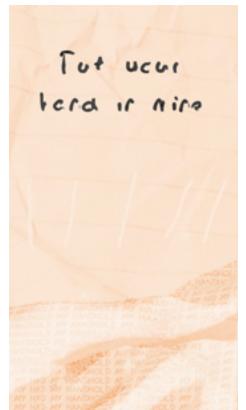
#### HANDWRITING TEXT

Handwritten text and time posterization

The song "Make You Mine" has a certain sound design that reminds me of music I'd listen to in Middle-school.

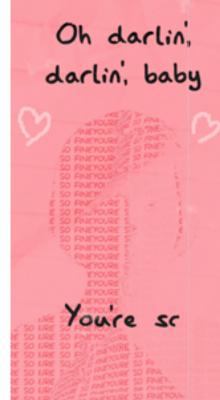
Using the pen tool, I created masks around each character in the font, and used the "Stroke" effect to simulate hand-writing. The process was somewhat tedious, but when paired with some time posterization, the effect turned out quite well.

I took more pictures of notebook paper to use as an image texture and used the brush tool in After Effects to hand-draw on various frames.

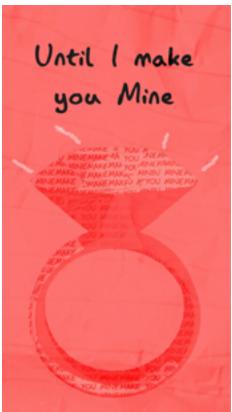


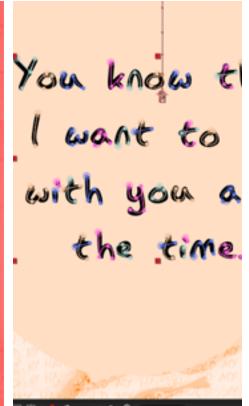


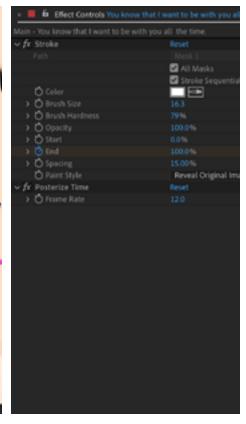












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#### **SONG**

"Make You Mine" by Public

#### TOOLS USED

Adobe After Effects, Blender, MakeHuman

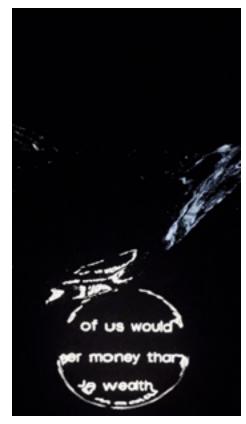
#### WATER SIMULATION

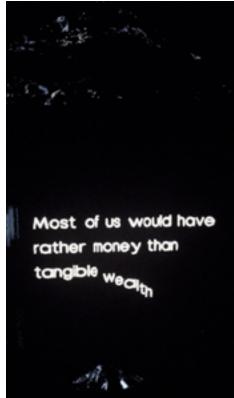
#### Text-based Water Simulation

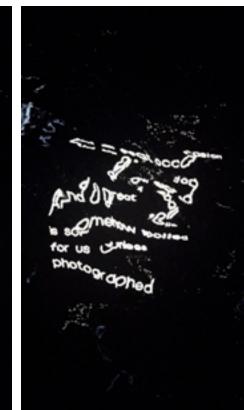
For this animation, I exported animated text as an image sequence from After Effects and imported it into Blender.

I used the "Ocean" modifier on a cube to simulate water, and created a refractive material that would react to light similarly to water.

I used several different cameras (including a 360 camera rig) to capture interesting abstract shots of the water, and rendered it using Octane raytracing.

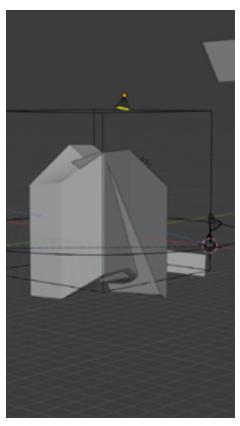


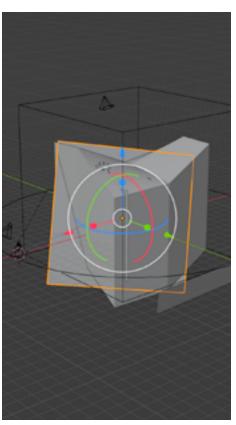


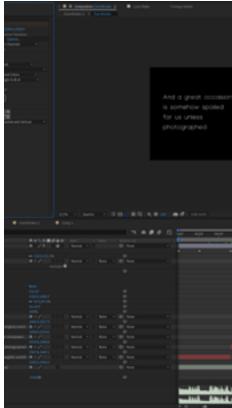












The Blender "Ocean" modifier activated on a cube can be effectively used instead of a resource-intensive Mantaflow fluid animation.

Watch on TikTok

#### **SONG**

"Overthinker" by Inzo

#### TOOLS USED

Adobe After Effects, Blender

#### ENDING WITH A BANG

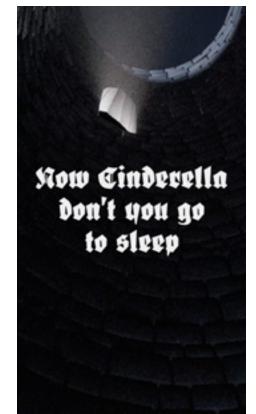
#### Bringing down the castle

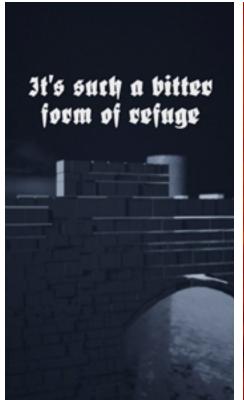
For Day 18, I wanted to go out strong, so I chose a power-balad by the Killers which features strong fairytale-themed imagery.

To create this, I began by building a 3D castle in Blender and a flaming boulder which I would throw at it.

Using rigid bodies and cell-fracturing, I created a physics simulation which would send the wall flying, and spew flames and smoke everywhere.

Unfortunately, this led to a massive crash, and I was forced to turn in the animation in its previs state.



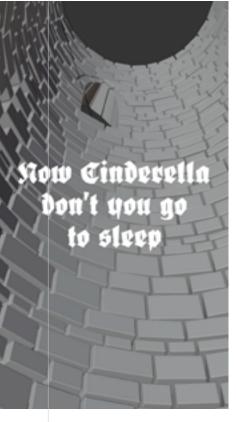


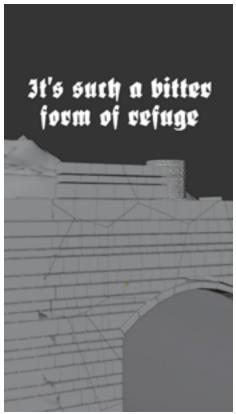




// 076 Rendered Later // 077

What I Turned In









The Blender viewport can be exported as an animation sequence to save you in a pinch.

Volumetric fire can crash an export.

Watch on TikTok

#### SONG

"A Dustland Fairytale" by The Killers

#### TOOLS USED

Adobe After Effects, Blender

### SUMMARY

Knowing how to animate text in meaningful ways will be important to the future of content-creationg because many people now consume content with the sound off, putting a greater importance on captions and text.

Kinetic text is a way to create scroll-stopping content because it gets people's attention, it can communicate/reinforce the message of your content, and can even serve as a visual reward that makes users feel good after completing an action.

I have successfully completed 18 animation in 20 days, and couldn't be more proud.



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