



mocha AE

Learn mocha AE

A Free Online Training Event

Mastering Tracking for After Effects Users with

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Overview



1. tracking
position/rotation/scale



2. tracking corner pin



3. foreground
elements & rotoscoping



4. stumbling blocks and how to avoid them with MochalImport+
5. learning to see - which workflow to use when?
6. beyond the basics: stabilized precomps



1. Tracking Position/Scale/Rotation

After Effects

- send clip from AE to mocha

mocha

- create mask for region you want to track
- track with position, rotation, scale enabled
- export transform data (to clipboard)



After Effects

- create new Null layer
- go to first frame of your clip
- paste tracking data from clipboard to Null
- delete keyframes from Anchor point of Null
- parent all layers to the Null that should move with the track

2. Tracking Corner Pin

After Effects

- send clip from AE to mocha

mocha

- create mask for region you want to track
- track with position, rotation, scale, shear and perspective enabled
- set the blue surface rectangle to the region where you want to insert something
- export corner pin data (to clipboard)

After Effects

- go to first frame of your clip
- paste tracking data from clipboard to the layer you want to corner-pin



3. Foreground Elements & Roto

After Effects

- send clip from AE to mocha

mocha

- create a rough mask for the background you want to track
- **on a new layer** create another rough mask for the foreground element that obscures the background
- make sure the foreground element layer is above the background layer
- track both layers (they can be tracked simultaneously)
- **on a new layer** create a precise mask for your foreground roto
- link foreground roto layer to foreground track layer
- refine roto mask with keyframes where necessary
- export roto mask as shape data (to clipboard)

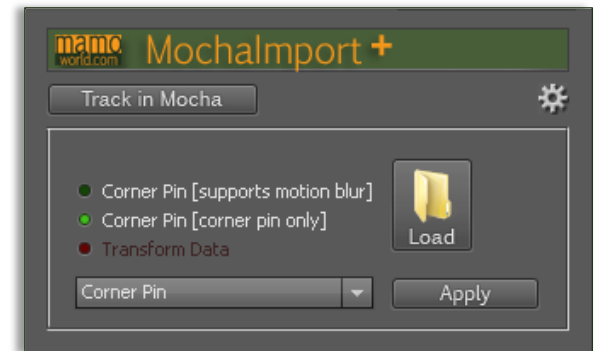


After Effects

- paste your mask via the menu edit --> paste mocha mask

4. Stumbling Blocks ...

- make sure your corner pin layer has the same size as your composition
- make sure your AE and mocha projects have the same frame rate
- don't forget to go to the first frame of your clip before pasting tracking data
- don't forget to create the Null before pasting the tracking data
- don't forget to delete the keyframes from the anchor point of the Null
- don't mix up corner pin and transform data



Or let MochaImport+
do it automatically!

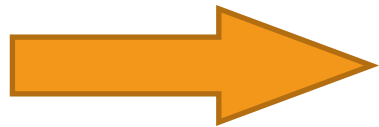
... and why to use MochaImport+

download 14 days fully functional trial at <http://aescrpts.com/mochaimport>

5. MochaImport+ Workflow

1. send clip (including masks) to mocha ①
2. track in mocha as usual
3. choose what you want to do ②
4. read here, what format you need (anything green is ok) ③
5. load tracking data of this format ④
6. apply with the layer selected which you want to corner pin/move/... ⑤

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no stumbling blocks
 same workflow no matter what you want to do
 many advanced functions (see later)

Learning to See



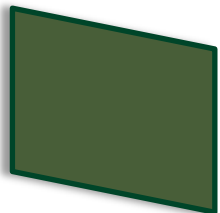
workflow depends on the kind of movement



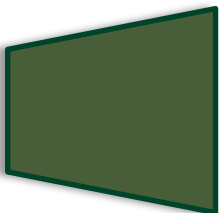
position/rotation/scale:
as for **2D** layers in AE



transform data



shear:
layer „turning to the side“
lines stay parallel



perspective:
layer „turning to the side“
lines no longer parallel

Corner pin data

Ok, but what if I don't want to corner pin?

Stabilized precomps



main comp



precomp

- Precomp showing only the part of your scene given by the corner pin rectangle
- Everything you change in the precomp also changes in your main comp
- modify in the precomp as if you have no camera movement at all!

Thank you! Questions?



clips from feature film “Space MilkShake“

courtesy of Ducked Productions, Producers:
Trilight Entertainment Inc. and Foundation Features

Colin Hubick, RedHatStudios and VFX Supervisor on
Space Milkshake

Jack Tunncliffe, Colourist, Java Post Production

Want to learn more ?

- watch my mocha & AE tutorials on mamoworld.com
- book a personal Skype live training info@mamoworld.com



[Finger Screen](#)



[Cyborg Arm](#)



[Graffiti](#)

Product Details



mocha AE v.3.1 (upgrade for \$195.00)

- 3D Camera Solver
- Lens Distortion Module
- New Roto Tools

mocha Pro v.3.1 (upgrade for \$795.01)

- Remove Module
- Offset Tracking
- Stabilize Module
- and more ...

more infos [imagineersystems.com](http://www.imagineersystems.com)



MochalImport+ (\$39.99)

- automated workflows
no stumbling blocks
- stabilized precomps
- send mask from AE to mocha
- stabilize footage

more infos [mamoworld.com](http://www.mamoworld.com)