Drop!Drop

A lovely "ribambelle" of drops, wich fall down and reform in a loop. Plic! Ploc! PlicPlic! In french in text.

●01●

Create a new Comp (TV format and 20 seconds long) and add a white solid 30x30 pixels called "**goutte**" (that means "drop" in french, never too late to learn). Place the drop in the middle top of the comp (y = 0). Call this Comp "**BaseGoutte**".

At 4:00, put a keyframe on position. At 5:00, move the drop 15 pixels down on y and at 5:14, move it completely down out of the screen.

●02●

Go to 5:00 and add a Layer Effect with effect **Fluidity**.
Using the **Finger tool**, distort the drop until
it looks like this -->

Add a key on Distorsion percentage at 100%, come back at 4:00 and decrease the value to 0%.
A RamPreview to verify, the drop should deform in a second.

●03●

Duplicate the layer "goutte", place it over the pile and shift his InPoint at 5:14.
Delete the **Fluidity** effect, keep only the position y=0 (erase the other keys).
Put a key on "Scale" at 0%. At frame 11:00, enter a key with 100%.
Here's the drop again, slowly forming back.
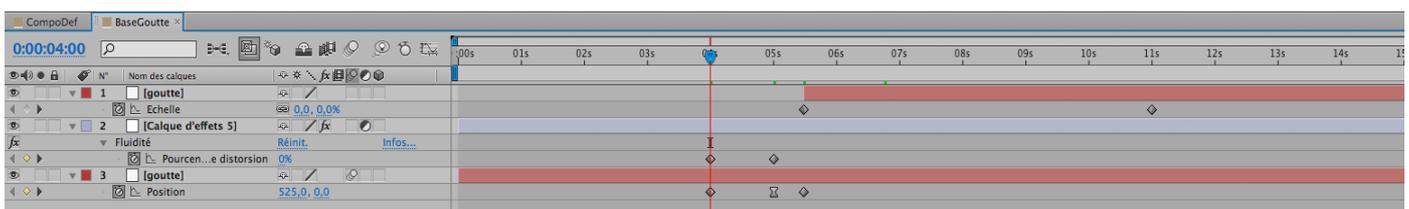
●04●
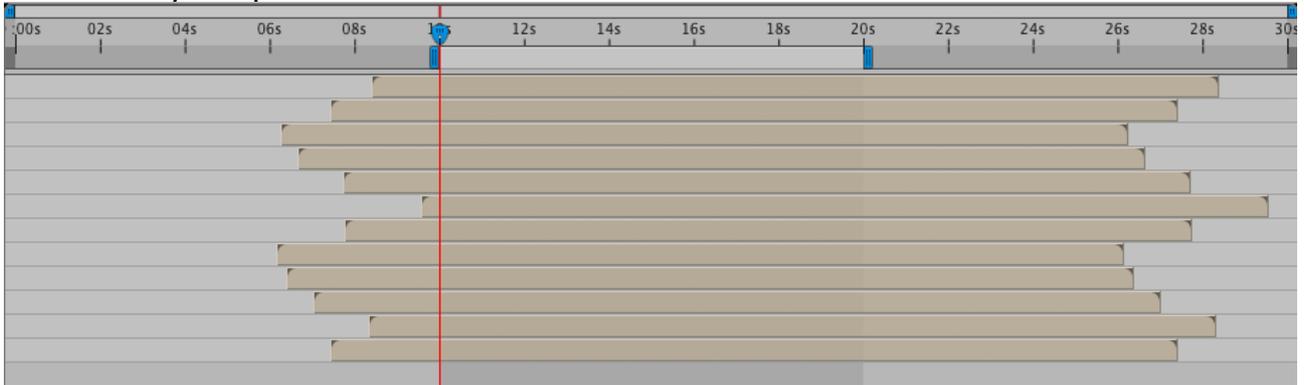
Create a new Comp "**CompoDef**" **30** seconds long and slip in the Comp "BaseGoutte".

Reduce the **work area** (the blue handles of TimeLine) with the beginning at 10:00 and the end at 20:00.
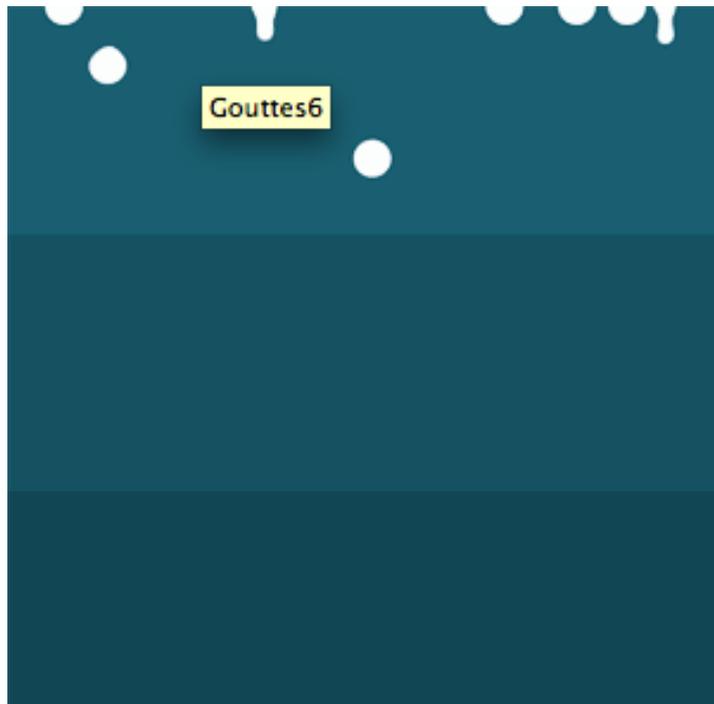
Duplicate this layer as often as needed.

Offset all the layers in time, in a way that assure the first frame (10:00) to show every drops before their deformation.

●05●

Distribute the drops along the x axis, to make a pretty *ribambelle*.

Do a Ram-Preview to verify the loop is well done.

Et voilà! *In french in text*

Of course, it's only a base, up to you to add some good ideas at this project.

Just need to be curious. A good sound will amplify the desired effect.

Good after.

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