



# Lottie Handbook For Designers

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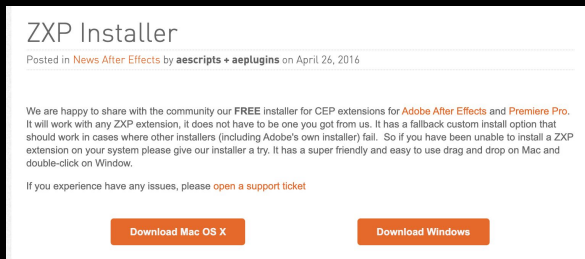
# Introduction

Follow this step by step guide to create a Lottie animation file that you can deliver to developers. This tutorial requires knowledge of Adobe After Effects.

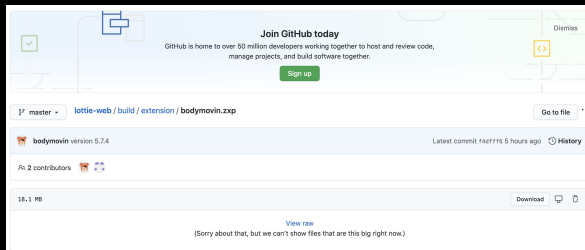
1. Download
2. File Set Up
3. Limitations
4. Let's Design!
5. Export Settings
  - a. - After Effects
  - b. - Bodymovin
6. File Delivery
7. Other Capabilities

# Download

1. Download [ZXP Installer](#)
2. Download [“Lottie bodymovin”](#)
3. Install Bodymovin by ZXP installer
4. Open or restart After Effects



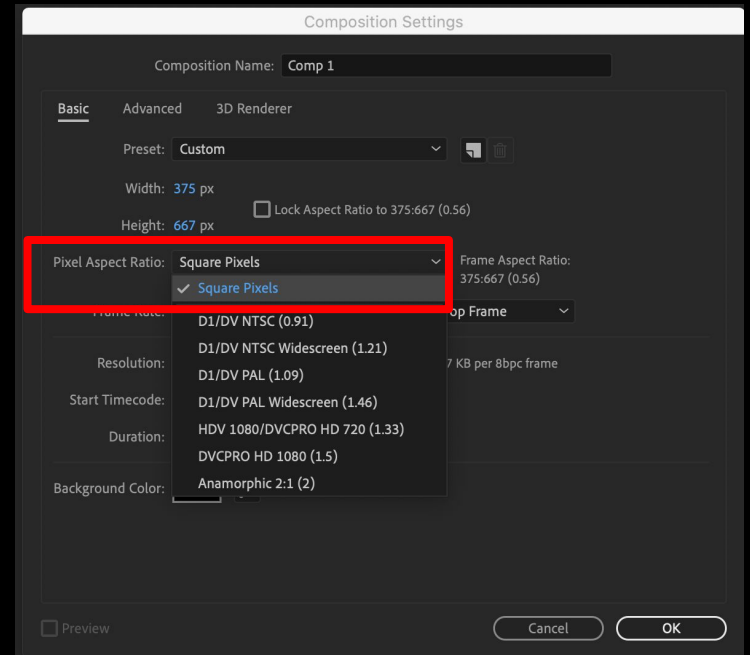
ZXP installer



Bodymovin Download

# File Set Up

1. Open AE and create a new composition
2. Choose “Square Pixels” in Pixel Aspect Ratio



# Limitations

- Not every After Effects feature is supported by Lottie
- Check [Features boards](#) before starting
- These're main features we might use you need to notice.
  - Masks
  - Layer Effects
  - Mattes
  - Merge Paths

| Masks        | Android | iOS | Windows | Web (SVG) | Web (Canvas) | Web (HTML) |
|--------------|---------|-----|---------|-----------|--------------|------------|
| Mask Path    | 👍       | 👍   | 👍       | 👍         | 👍            | 👍          |
| Mask Opacity | 👍       | 👍   | 👍       | 👍         | 👍            | 👍          |
| Add          | 👍       | 👍   | 👍       | 👍         | 👍            | 👍          |
| Subtract     | 👍       | 👍   | 👍       | 👍         | 👍            | 👍          |
| Intersect    | 👍       | 👍   | 🚫       | 🚫         | 🚫            | 🚫          |
| Lighten      | 🚫       | 🚫   | 🚫       | 🚫         | 🚫            | 🚫          |
| Darken       | 🚫       | 🚫   | 🚫       | 🚫         | 🚫            | 🚫          |
| Difference   | 🚫       | 🚫   | 🚫       | 🚫         | 🚫            | 🚫          |
| Expansion    | 🚫       | 🚫   | 🚫       | 🚫         | 👍            | 👍          |
| Feather      | 🚫       | 🚫   | 🚫       | 🚫         | 🚫            | 🚫          |

| Layer Effects              | Android | iOS | Windows | Web (SVG) | Web (Canvas) | Web (HTML) |
|----------------------------|---------|-----|---------|-----------|--------------|------------|
| Fill                       | 🚫       | 🚫   | 🚫       | 👍         | 👍            | 👍          |
| Stroke                     | 🚫       | 🚫   | 🚫       | 👍         | 👍            | 👍          |
| Tint                       | 🚫       | 🚫   | 🚫       | 👍         | 👍            | 👍          |
| Tritone                    | 🚫       | 🚫   | 🚫       | 👍         | 👍            | 👍          |
| Levels Individual Controls | 🚫       | 🚫   | 🚫       | 👍         | 👍            | 👍          |

| Mattes               | Android | iOS | Windows | Web (SVG) | Web (Canvas) | Web (HTML) |
|----------------------|---------|-----|---------|-----------|--------------|------------|
| Alpha Matte          | 👍       | 👍   | 👍       | 👍         | 🚫            | 👍          |
| Alpha Inverted Matte | 👍       | 👍   | 🚫       | 👍         | 👍            | 👍          |
| Luma Matte           | 🚫       | 🚫   | 🚫       | ?         | ?            | ?          |
| Luma Inverted Matte  | 🚫       | 🚫   | 🚫       | ?         | ?            | ?          |

| Merge Paths          | Android     | iOS | Windows | Web (SVG) | Web (Canvas) | Web (HTML) |
|----------------------|-------------|-----|---------|-----------|--------------|------------|
| Merge                | 👍 (KitKat+) | 🚫   | 👍       | 🚫         | 🚫            | 🚫          |
| Add                  | 👍 (KitKat+) | 🚫   | 👍       | 🚫         | 🚫            | 🚫          |
| Subtract             | 👍 (KitKat+) | 🚫   | 👍       | 🚫         | 🚫            | 🚫          |
| Intersect            | 👍 (KitKat+) | 🚫   | 👍       | 🚫         | 🚫            | 🚫          |
| Exclude Intersection | 👍 (KitKat+) | 🚫   | 👍       | 🚫         | 🚫            | 🚫          |

And then...

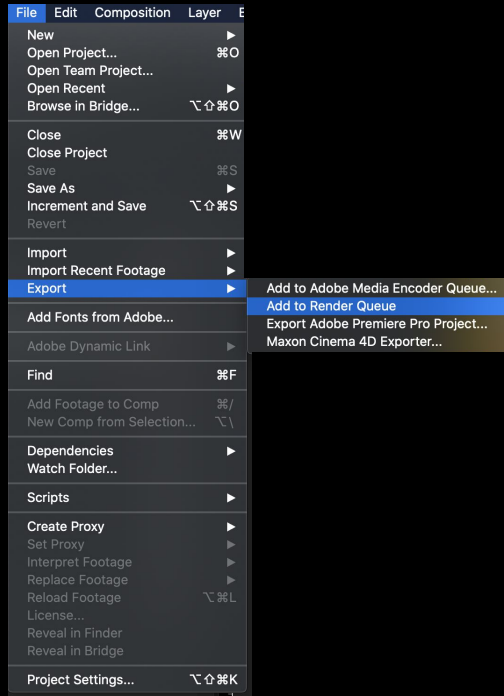
# Create Your Artwork!



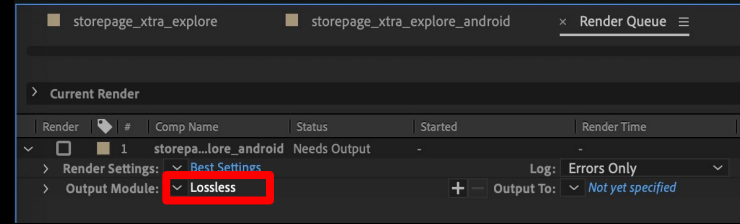
With Adobe After Effects

# Export Settings - AE

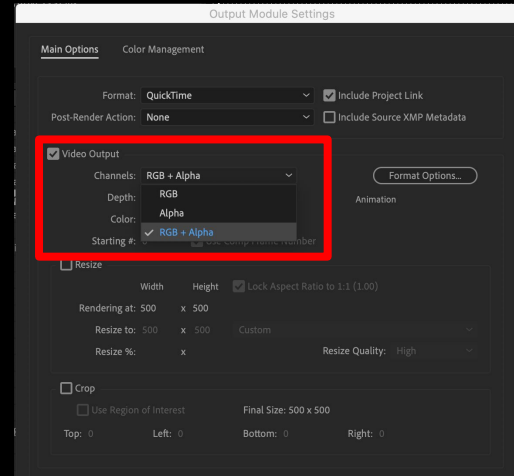
## 1. File>Export>Add to Render Queue



## 2. Click Lossless

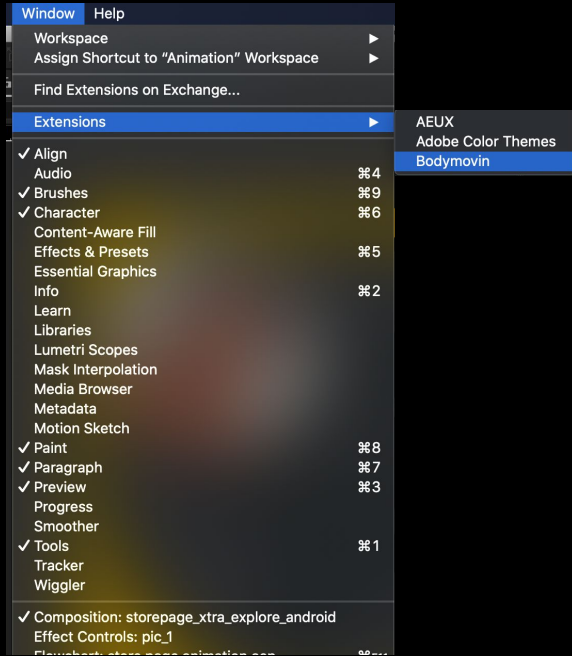


## 3. Change Channels from RGB to "RGB+Alpha"

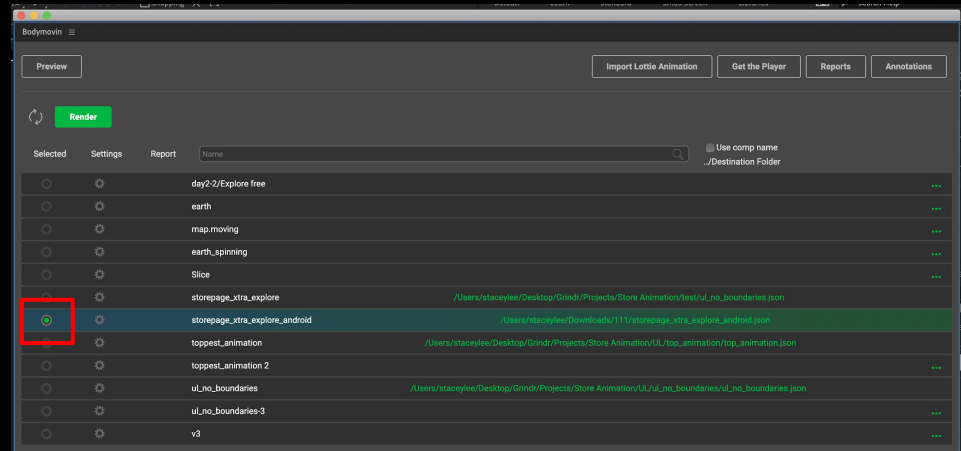


# Export Settings - Bodymovin

1. Windows>Extensions>Bodymovin




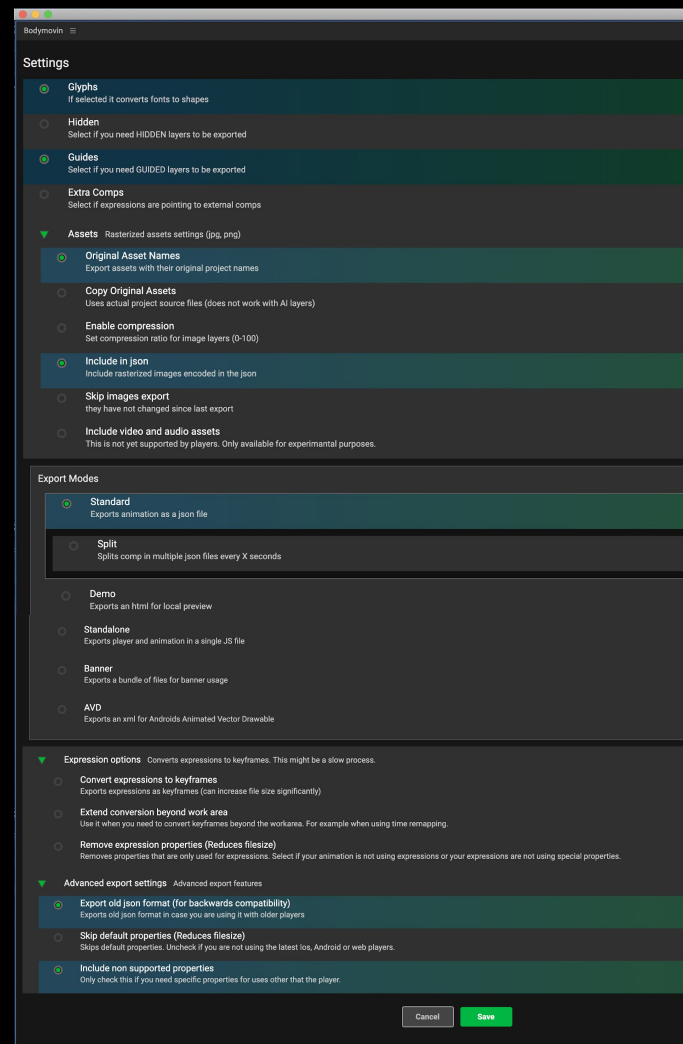
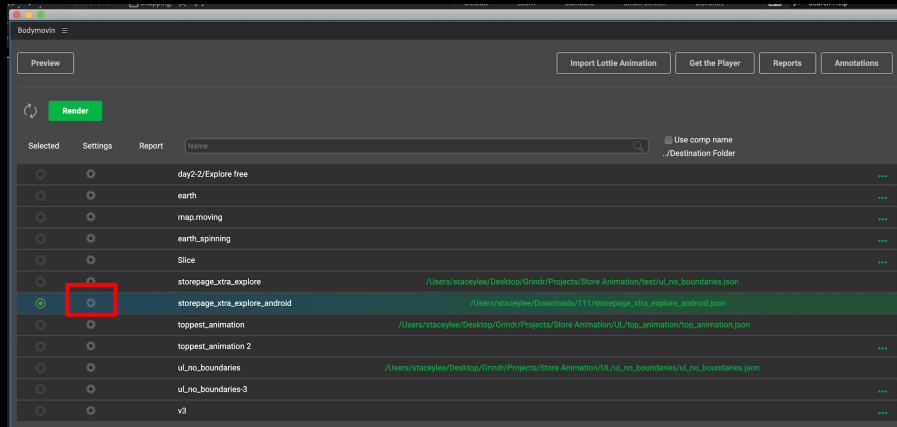
2.  Choose your target file





# Bodymovin Settings

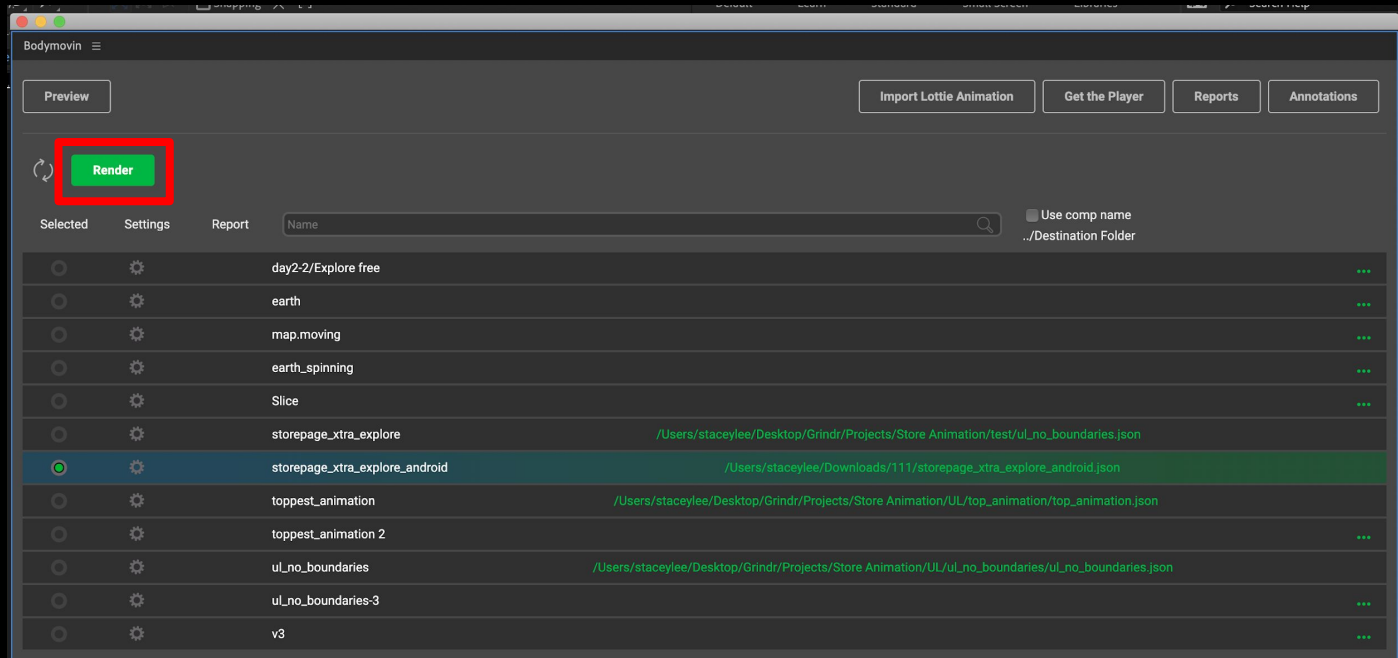
3.  Click the settings button and check the following items ->



# Export Settings - Bodymovin

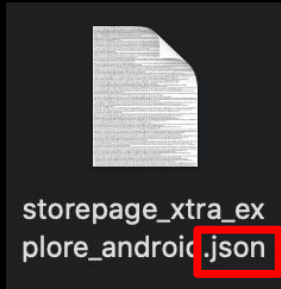
4.  Click the menu button and select where to export

5. Click **Render!**



# File Delivery

1. The file you exported will be a “json” file



2. Preview and test the animation on web [here](#) or in the [app](#)
3. Zip the json file and deliver to engineers to do the final test

# Other Capabilities

- 1. Localizable Text Layer (not recommended)**

When your design contains words and need to translate

- 2. Import layers from Figma to After Effect directly**

When your design contains objects in Figma, and you want to export to AE directly by PDF

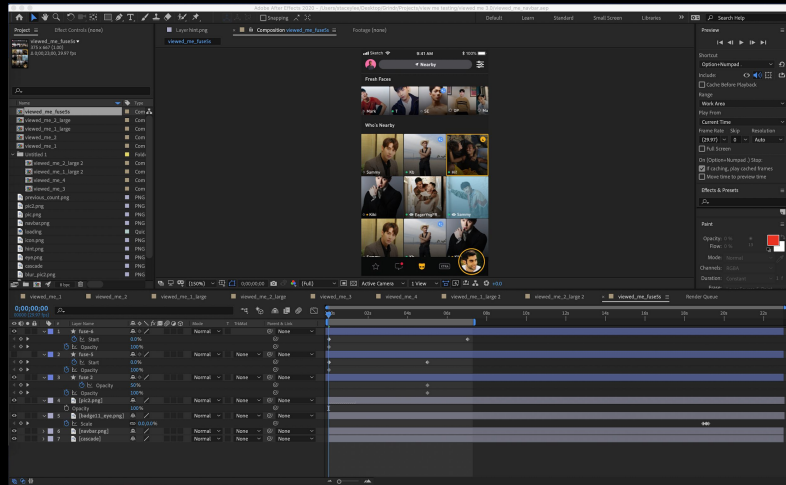
# Other-Localizable Text Layer

- Create the animation with text in AE
- Export the animation as a MP4 (only for demo)
- Before exporting Lottie, **delete the texts in the text layer**. Only keep the expression anchor points in the timeline.
- Export Lottie file
- Give those files to developers
  - **a. Demo animation (mp4)**
  - **b. The json file (Lottie)**
  - **c. Style of the text** (eg. font-family, color, font-size...)
- Tell developers what the animation looks like and **the name** of localizable layer.

(not suggest)

# Others-Import layers from Figma

- Install [AEUX.io](https://www.aeux.io)
- [Tutorial](#)
- When will you need it:
  - Use components from the design library in AE
  - e.g.



Import from Figma:

- Cascade grid
- Nav bar
- Tab bar...

**Well done, Designer**

