Hotkeys AE

V	Selection Tool
H	Hand Tool
Z	Zoom Tool
W	Rotation Tool
C	Camera Tools
Y	Pan Behind (Anchor Point)

Q	Rectangle Tool
G	Pen Tools
Ctrl+T	Type Tools
Ctrl+B	Brush Tool
Ctrl+B	Clone Stamp Tool
Ctrl+B	Eraser
Alt+W	Roto Brush Tool
Ctrl+P	Puppet Tool

VIEWER

. (main keyboard)	Zoom in Viewport
, (main keyboard)	Zoom out Viewport
Ctrl+R	Rulers
Ctrl+Alt+/	Purge All Memory
Caps Lock (on)	Pause image preview render

LAYERS

A	Anchor Point
P	Position
S	Scale
R	Rotation
T	Opacity
E	Effects Properties
U	Show Keyframes/Expressions
UU	Show Modified Properties
Ctrl+Y	Create New Solid
[	Move In Point of Selected Layer
]	Move Out Point of Selected Layer
Alt+ [	Trim In Point of Selected Layer
Alt +]	Trim Out Point of Selected Layer
*	Set Time Marker
Ctrl+Click Marker	Remove Layer Marker
Alt+click & drag	Replace selected layer

TIMELINE

B	Set Beginning of Work Area
N	Set End of Work Area
J	Go to Previous Keyframe
K	Go to Next Keyframe
I	Go to Layer In Point
O	Go to Layer Out Point
Home	Go to Beginning of Composition
End	Go to End of Composition
Ctrl+Rt Arrow (or Page Down)	Go Forward 1 Frame
Ctrl+Lt Arrow (or Page Up)	Go Back 1 Frame
= (main keybaord)	Zoom in time
- (main keyboard)	Zoom out time
Spacebar	Start or Stop Regular Preview
0 (numeric keypad)	RAM Preview
.	Preview Only Audio

Definitions AE

2.5D	A 2D element which appears to be 3D without being in an actual 3d environment.
2D	2-Dimensional item using only X (width) and Y (height).
3D	3-Dimensional item using X (width), Y (height), and Z (depth).
Adjustment Layer	A layer used to hold and apply effects to multiple layers from a single point.
Alpha	A channel used to carry transparency between programs.
Animatic	A rough animated storyboard used to understand the timing of an animation.
Bit Depth	The number of data which can be stored. 8-bit, 16-bit, 32-bit are typical values for images and audio.
Bug	A small graphic in the corner of the screen used to identify a channel.
Bumper	A short sequence (5-10 seconds) that plays in-between shows to advertise an upcoming show.
Channel	The individual parts which make-up an image.
Cineware	A plugin which allows you to work between Cinema 4D and After Effects.
Codec	A software device which can compress and decompress images, videos, and audio.
Collapse Transformations	This allows compositions to interact with layers in another comp.
Color Grading	Adjusting the colors of an item to portray it in the best way and feel.
Composition	The framework which footage and source material is brought together.
Continuously Rasterize	Displays vector graphics smooth and clean regardless of scale.
Ease	A way in which motion is slowed down going into or out of a keyframe.
Expression	A mini-program used to aide in automating animation tasks.
Footage	Video or image sequence.
Frames Per Second	The number of frames that make-up 1 second of animation.
Ident	A short animation used to identy a channel.
In/Out Point	The start point and end point of an source file.
Key	The method a matte is typically created from isolating parts of an image.
Keyframe	A point of an animation used to define the state of an object at a certain point in time.
Lens Flare	A digital item used to emulate an effect of light shining on a camera lens.
Linear Workflow	A color mode used with 3D renderings for translating realistic calculations for lighting and textures.
Lower Third	A graphic on the bottom of the screen used to include information about the subject being shown.
Mask	Similar to a matte, this is typically drawn with the pen tool.

Definitions AE

Matte	A mask used to cut out parts of an item in order to combine another item with the source.
Motion Blur	This is what happens when an item moves quickly and the camera doesn't catch all the data.
Motion Graphics	The digital animation of graphics.
Onion Skinning	In frame-by-frame animation, this allows you to view frames before and after the current one.
Parallax	A phenomenon that occurs when observing how elements appear to move when closer or further from the viewer.
Parenting	Linking 1 layer to another so their moves are synchronized.
Pick Whip	A way to connect individual assets together.
Presets	An animation saved which can be applied to other assets.
Raster	An image based on pixel information commonly built in Photoshop.
Realtime Preview	Playing back frames of an animation in real-time which have been loaded into the memory.
Render Queue	The area compositions are sent to be converted to an output format.
Resolution	The number of pixels horizontally and vertically that makes up an image along with the pixel aspect ratio.
Rotoscoping	Using masks and selections to isolate or cut out specific items.
Safe Zones	Whether action or title, these guidelines assist in lining up your content so it does not become clipped on a display device.
Sequence	A group of ordered frames which flow together to create an animation.
Solid	It is a solid colored layer which effects can be applied or masks created.
Track	Matching the movement from a source piece of footage to another item.
Transition	The chaning from 1 item to another. It could be colors, scales, opacities or other features.
Trapcode	A set of plugins from Red Giant which contain Shine, Particular, and 3D Stroke.
Vector	An image based on paths or strokes commonly built in Illustrator.
Vignette	A darkening of the edges of a composition in order to bring the focus to the center.
Work Area	The area within a composition which has been isolated from the rest of the timeline