

Adobe After Effects

Course Summary

Description

Adobe After Effects is a popular and powerful software program used for creating motion graphics and visual effects. It allows designers to animate, alter and composite media in a 2D and 3D space with numerous built-in tools and third-party plug-ins. This course will thoroughly prepare you for integrating After Effects into your animation or editorial workflow and to greatly enhance your creativity and skill level.

Topics

- Adobe After Effect's Workflow
- Creating a Basic Animation
- Animating Text
- Working with Shape Layers
- Animating a Multimedia Presentation
- Animating Layers
- Working With Masks
- Animating with Puppet tools and Character Animator
- Performing Color Correction
- Using 3D Features
- Advanced Editing Techniques
- Using Expressions
- Rendering and Outputting

Prerequisite

- Basic knowledge of a Mac or PC computer
- Basics of video editing is helpful

Duration

Four Days

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Course Outline

I. *Adobe After Effect's Workflow*

- A. Creating a Project & Importing Footage
- B. Creating a Composition & Arranging Layers
- C. Adding Effects & Modifying Layer Properties
- D. Animating the Composition
- E. Previewing Work & Optimizing Performance
- F. Rendering & Exporting your Composition
- G. Customizing the Workspace
- H. Controlling the Brightness of a User Interface
- I. Using Dynamic Link with Adobe Premiere Pro

II. *Creating a Basic Animation*

- A. Importing Footage using Adobe Bridge
- B. Creating the Composition
- C. Working with Imported Illustrator Layers
- D. Applying Effects to a Layer
- E. Applying an Animation Preset
- F. Previewing the Effects
- G. Adding Transparency
- H. Rendering the Composition

III. *Animating Text*

- A. About Text Layers
- B. Creating & Formatting Point Text
- C. Using Text Animation Preset
- D. Animating with Scale Keyframes
- E. Animating Using Parenting
- F. Animating Imported Photoshop Text
- G. Animating Text Using a Path Animation Preset
- H. Animating Type Tracking
- I. Animating Text Opacity
- J. Using a Text Animator Group
- K. Cleaning up the Path Animation
- L. Animating a Non-Text layer along a Motion Path
- M. Adding Motion Blur
- N. Exporting as a Template for Adobe Premiere Pro, Final Cut Pro X

- O. or Avid Media Composer

IV. *Working with Shape Layers*

- A. Adding a Shape Layer
- B. Creating Custom Shapes
- C. Incorporating Video & Audio Layers
- D. Applying a Cartoon Effect
- E. Adding a Title Bar
- F. Using Brainstorm to Experiment

V. *Animating a Multimedia Presentation*

- A. Animating Scenery Using Parenting
- B. Anchor Point Adjustments
- C. Masking Video using Vector Shapes
- D. Keyframing a Motion Path
- E. Animating Additional Elements
- F. Applying an Effect
- G. Creating an Animated Slide Show
- H. Adding an Audio Track

VI. *Animating Layers*

- A. Simulating Lighting Changes
- B. Duplicating an Animation Using the Pick Whip
- C. Animating Movement in Scenery
- D. Adjusting Layers and Creating a Track Matte
- E. Animating the Shadows
- F. Adding a Lens Flare Effect
- G. Animating the Clock
- H. Retiming the Composition

VII. *Working With Masks*

- A. Creating a Mask with the Pen Tool
- B. Editing a Mask
- C. Feathering the Edges of a Mask
- D. Replacing the Content of a Mask
- E. Adding a Reflection
- F. Creating a Vignette
- G. Adjusting the Color

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Course Outline(cont.)

VIII. *Animating with Puppet tools and Character Animator*

- A. Deform Pins
- B. Defining Areas of Overlap
- C. Stiffening an Area
- D. Animating Pin Positions
- E. Character Animator Layer Naming Conventions
- F. Recording Animation

IX. *Performing Color Correction*

- A. Adjusting Color Balance
- B. Replacing the Background
- C. Removing Unwanted Elements
- D. Correcting a Range of Color
- E. Warming Colors with the Photo Filter Effect

X. *Using 3D Features*

- A. Animating 3D objects
- B. Adding Reflections to 3D Objects
- C. Animating a Camera
- D. Adjusting a Layer Timing
- E. Using 3D Lights
- F. Adding Effects
- G. Adding a Motion Blur
- H. Previewing the Entire Animation
- I. Using Cinema 4D and other Third Party Applications with After Effects

XI. *Working with 3D Camera Tracking*

- A. 3D Camera Tracker Effect
- B. Tracking Footage
- C. Creating a Camera and the Initial Text
- D. Creating Realistic Shadows
- E. Adding Ambient Light
- F. Creating Additional Text Elements
- G. Locking a Layer to a Plane with a Null Object
- H. Animating the Text
- I. Adjusting the Camera's Depth of Field

XII. *Advanced Editing Techniques*

- A. Using Motion Stabilization
- B. Using Single-Point Motion Tracking
- C. Using Multipoint Tracking
- D. Creating a Particle Simulation
- E. Retiming Playback Using the Timewarp Effect

XIII. *Using Expressions*

- A. Creating Expressions to Link Settings
- B. Creating Looping and Ping-pong Animations

XIV. *Rendering and Outputting*

- A. Creating Templates for the Rendering Process
- B. Creating Templates for Output Modules
- C. Exporting to Different Output Media