



What's in After Effects Level 1:

In this 14 hour course you will learn step-by-step the key techniques for working in After Effects and how to work efficiently and deliver in the widest possible range of media types. In addition to learning the key elements of the After Effects interface, also covers 64-bit performance; new Mocha, Color Finesse 3, and Digieffects FreeForm plug-ins; Roto Brush; AVC-Intra and expanded RED camera support.

Target Audience:

Individuals looking to gain experience and knowledge of Adobe After Effects

Prerequisites:

Basic computer skills

Duration:

14 hours



Topics Covered in After Effects Level 1:

Getting to Know the Workflow

- Creating a project and importing footage
- Creating a composition and arranging layers
- Adding effects and modifying layer properties
- Animating the composition
- Previewing your work
- Optimizing performance in After Effects
- Rendering and exporting your composition
- Customizing workspaces
- Controlling the brightness of the user interface
- Collaborating in After Effects
- Finding resources for using After Effects

Creating a Basic Animation Using Effects and Presets

- Importing footage using Adobe Bridge
- Importing footage using Adobe Bridge
- Working with imported Illustrator layers
- Applying effects to a layer
- Applying an animation preset
- Precomposing layers for a new animation
- Previewing the effects
- Adding transparency
- Rendering the composition

Animating Text

- About text layers

- Installing a font using Adobe Fonts
- Creating and formatting point text
- Animating with scale keyframes
- Using a text animation preset
- Animating imported Photoshop text
- Animating type tracking
- Animating text opacity
- Animating an image to replace text
- Using a text animator group
- Animating a layer's position
- Adding motion blur

Working with Shape Layers

- Creating the composition
- Adding a shape layer
- Creating a self-animating shape
- Duplicating a shape
- Creating custom shapes with the Pen tool
- Positioning layers with snapping
- Animating a shape
- Animating using parenting
- Using nulls to connect points
- Previewing the composition

Animating a Multimedia Presentation

- Adjusting anchor points

- Parenting layers
- Precomposing layers
- Keyframing a motion path
- Animating additional elements
- Applying an effect
- Animating precomposed layers
- Animating the background
- Adding an audio track

Animating Layers

- Simulating lighting changes
- Duplicating an animation using the pick whip
- Using a track matte to confine animation
- Animating using the Corner Pin effect
- Simulating a darkening sky
- Retiming the composition

Working with Masks

- About masks
- Getting started
- Creating a mask with the Pen tool
- Editing a mask
- Feathering the edges of a mask
- Replacing the content of the mask
- Adjusting the opacity
- Adding a shadow
- Creating a vignette



Topics Covered in After Effects Level 2:

In this 14 hour course you will learn step-by-step the key techniques for working in After Effects and how to work efficiently and deliver in the widest possible range of media types. In addition to learning the key elements of the After Effects interface, also covers 64-bit performance; new Mocha, Color Finesse 3, and Digieffects FreeForm plug-ins; Roto Brush; AVC-Intra and expanded RED camera support.

Target Audience

Individuals looking to gain experience and knowledge of Adobe After Effects

Prerequisites:

After Effects Level 1

Duration

14 hours



Topics Covered in After Effects Level 2:

Distorting Objects with the Puppet Tools

- About the Puppet tools
- Adding Position pins
- Adding Advanced and Bend pins
- Stiffening an area
- Animating pin positions
- Using the Puppet tools to animate video
- Recording animation

Using the Roto Brush Tool

- About rotoscoping
- Creating a segmentation boundary
- Fine-tuning the matte
- Freezing your Roto Brush tool results
- Changing the background
- Adding animated text
- Outputting your project

Performing Color Correction

- Adjusting color balance with levels
- Adjusting color with the Lumetri Color effect
- Replacing the background
- Color-correcting using Auto Levels
- Motion tracking the clouds
- Replacing the sky in the second clip

- Color grading

Creating Motion Graphic Templates

- Preparing a master composition
- Setting up a template
- Adding properties to the Essential Graphics panel
- Providing image options
- Protecting the timing of a section
- Exporting the template

Using 3D Features

- Creating 3D layers
- Animating 3D layers
- Adding ambient light
- Precomposing layers
- Creating 3D text
- Using 3D views
- Adding a camera
- Lighting a scene

Working with the 3D Camera Tracker

- About the 3D Camera Tracker effect
- Tracking the footage
- Creating a ground plane, a camera, and the initial text
- Creating additional text elements
- Locking an image to a plane with a solid layer

- Tidying the composition
- Adding a final object
- Creating realistic shadows
- Adding ambient light
- Adding an effect
- Previewing the composition

Advanced Editing Techniques

- Stabilizing a shot
- Using single-point motion tracking
- Removing unwanted objects
- Creating a particle simulation
- Retiming playback using the Timewarp effect

Rendering and Outputting

- About rendering and output
- Exporting using the Render Queue
- Creating templates for the Render Queue
- Rendering movies with Adobe Media Encoder