



PRODUCTION



ADOBE AFTER EFFECTS TRAINING JUMPSTART - ZERO TO HERO

Duration: 5 days

Overview

Adobe After Effects is an industry leader for Video Compositing and Motion Graphics creation for output on the Web, CD ROM, Monitor up to full-motion broadcast quality video for television or film. Academy Class' certified trainers will guide you through the dark mysteries of this vast and powerful application.

Description

Who is this course for?

This course will help you master the concepts and features to the program. It includes many advanced features, including tips and tricks using the latest version. Graphic professionals who want to enhance their motion editing and compositing. Experienced users will also benefit from the many tips and tricks and special exercises. We also recommend this course for those planning to obtain the Adobe Certified Expert, ACE, status in After Effects.

What you will learn

On this course you will become familiar with the After Effects interface, learn to create animations, work with layers, apply effects, work with masks and mattes, about type, use color effectively and to export files. You will also go on to learn Keyframe Complexity, graphs, keyframe graphic editor, expressions, render queue, path text, masks, color keying, track mattes, compound effects, motion stabilization and tracking, render order/precomposing, 3D animation.

Assumed knowledge

Before taking this course, you should have a basic understanding of your computer's operating system. You should know how to launch an application, create and save files, and copy files.

Course Materials

Course materials are provided. This includes pen, note pad and a training manual as well as lunch and refreshments. Our goal is to make sure your class meets your objectives, not ours. Therefore, all of our outlines are treated as guides to help steer the workshop. We may change or alter course topics to best suit the classroom situation.

A certificate will be given on completion of the course and you may also have the opportunity to sit for an accredited exam. Courses may also be customized to fit your exact requirements.



COURSE CONTENT

1. INTRODUCTION TO AFTER EFFECTS

- Importing Files
- Project Panel Overview
- Creating a New Composition
- Timeline Panel Overview
- Timeline Switches, Time Ruler & Work Area
- Composition Panel Overview

2. ANIMATION BASICS

- Exploring the Transform Properties
- Introduction to Keyframing
- Interpolating Keyframes
- Copying & Pasting Keyframes

3. ANIMATING TEXT

- An Introduction to Text in After Effects
- Using Text Presets
- Creating Text on a Path
- Animators: Range Selector
- Animators: Add Property

4. PARENTING & BASIC EXPRESSIONS

- Parenting Basics & Null Objects
- Introduction to Basic Expressions
- Using Expressions with Audio Files

5. WORKING WITH MASKS

- Introduction to Masks
- Animating Masks
- Working with Mask Interpolation
- Rotoscoping
- Creating a Simple Animation Using Masks

6. BASIC COMPOSITING

- Applying Layer Blending Modes
- Creating a Track Matte
- Keying & Keylight
- Pre-composing & Nesting

7. STABILIZING & TRACKING

- Stabilizing a Shot
- Tracking a Point



THE ACADEMY CLASS TRAINING GUARANTEE

Free Class retakes up to 6 months

Did you know that Academy Class is also 100% committed to ensuring you understand the concepts we teach in all our classroom-based courses and that you have met the course objectives? That's why we have come up with the Academy Class Training Guarantee which allows all students enrolled in our published schedule classes to retake their class for free within 6 months of the first day of the training.

Please take a look at our other course outlines at our web site, www.academyclass.com or call your training consultant on **0800 043 8889** for more information.



COURSE CONTENT

- Corner Pin Tracking

8. PARTICLES & PAINT

- Introduction to Particle Playground
- Introduction to Paint

9. INTRODUCTION TO THE 3D ENGINE

- Introduction to Camera Angles & Monitor Views
- Introduction to 3D text
- Setting Up a 3D Scene
- Animating a 3D Scene

10. SHAPE LAYERS

- Creating a Shape Layer
- Animating Shapes with Repeater & Brainstorm

11. UNDERSTANDING THE 3D ENVIRONMENT

- Introducing OpenGL®
- Rotating a 3D Layer
- Using Camera Views
- Adding a Camera & Setting Presets
- Animating the Camera
- Working with Depth of Field
- Animating Focal Distance

12. LIGHTS & MATERIAL OPTIONS

- Animating 3D Elements
- Introducing Lights
- Lighting & Shadows
- Modifying Material Options
- Working with Vanishing Point

13. RENDERING & EXPORTING

- Using the Render Queue
- Exporting for Flash

14. ADVANCED EXPRESSIONS

- Introducing More Expressions
- Targeting Parameters
- Driving Expressions Using Parameters
- Driving Expressions Using Keyframe Data
- Using the Random Expression



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COURSE CONTENT

- Working with Scripts

MOTION TRACKING

- Offsetting Trackers
- Tracking with Effects
- Applying a 4-Point Track
- Using Mocha for After Effects

16. PAINTING WITH AFTER EFFECTS

- Introducing Paint Tools
- Exploring Strokes & Brushes
- Animating Paint Strokes
- Animating Strokes with Hold Keyframes
- Animating the Brush Properties
- Painting on RGB & Alpha Channels
- Creating a Write-On Effect

17. PUPPETRY IN AFTER EFFECTS

- Introducing Puppet Pins
- Adjusting the Mesh
- Masking with Puppet Pins
- Using Motion Sketch
- Using Puppetry in Inverse Kinematics

18. ADVANCED TEXT ELEMENTS

- Using the Range Selector
- Animating Range Selectors
- Changing Selector Properties
- Introducing 3D Transformations
- Applying Lights & Cameras to 3D Text

19. ADVANCED KEYING

- Using Color Sampling Effects
- Applying the Keylight Filter
- Adjusting the Key
- Adjusting the Image
- Saving Your Key
- Compositing with Keys
- Rotoscoping with Masks
- Tracking with Masks
- Rotoscoping with Paint Tools



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COURSE CONTENT

20. Stereoscopic Ed Animation

- Creating Stereoscopic 3D Images
- Animating Stereoscopic 3D images

21. Colour Correction

- Using Colour Finesse in After Effects



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