After Effects CC

Course #: AE-100   **Duration:** 3 days

Prerequisites

Photoshop CS6/CC Introduction or equivalent knowledge and experience.

Details

Do you want to create amazing visual effects and motion graphics? In this Adobe After Effects training course, you will spend three days learning to create impressive, dynamic designs for commercial video and motion picture production, for the web, or for use in presentations and eLearning material. You will learn about basic animation and effects, keyframes and layers, how to work with text, parenting and nesting, transparency, track and key, using paint and vector paint, expressions and time, and advanced motion techniques.

Software Needed

- Adobe After Effects CC
- Please Note: This class is taught using the Windows edition of Adobe After Effects CC.

Outline

Adobe After Effects CC

- **Workflow**
    - About the Work Area
    - Creating a project and importing footage
    - Creating a composition and arranging layers
    - Adding effects and modifying layer properties
    - Animating the composition
    - About the Tools panel
    - About timecode and duration
    - About the timeline panel
    - Previewing your work
    - Optimizing performance in After Effects
    - Rendering and exporting your composition
    - Customizing workspaces
    - Controlling the brightness of the user interface
- **Basic Animation using After Effects and Presets**
    - Importing footage using Adobe Bridge
    - Creating a new composition
    - Working with imported Illustrator layers
    - Applying effects to a layer
    - Applying and controlling effects
    - Applying an animation preset
    - Previewing the effects

- Adding transparency
  - Rendering the composition
- **Animating Text**
  - About text layers
  - Creating and formatting point text
  - Using a text animation preset
  - Animating with scale keyframes
  - Animating using parenting
  - About parent and child layers
  - Animating imported Photoshop text
  - Animating type tracking
  - Animating text opacity
  - Using a text animator group
  - Animating a layer's position
  - Timing layer animations
  - Adding motion blur
- **Working with Shape Layers**
  - Adding a shape layer
  - Creating custom shapes
  - Duplicating shapes
  - Duplicating and modifying a composition
  - Positioning layers with snapping
  - Adding compositions to a 3D project
  - Adding the finishing touches
- **Animating a Multimedia Presentation**
  - Using creative cloud libraries in After Effects
  - Adjusting anchor points
  - Parenting layers
  - Precomposing layers
  - Keyframing a motion path
  - Animating additional elements
  - Applying an effect
  - About solid-color layers
  - Animating precomposed layers
  - Animating the background
  - Adding an audio track
  - Supported audio file formats
- **Animating Layers**
  - Preparing layered Photoshop files
  - About Photoshop layer styles
  - Simulating lighting changes
  - Duplicating an animation using the pick whip
  - About expressions
  - Animating movement in the scenery
  - Adjusting the layers and creating a track matte
  - About track mattes and traveling mattes
  - Animating the shadows
  - Adding a lens flare effect
  - Adding a video animation
  - Rendering the animation
  - Retiming the composition
- **Working with Masks**
  - About masks
  - Creating a mask with the Pen tool
  - Editing a mask
  - About mask modes
  - Creating a Bezier mask
  - Feathering the edges of a mask
  - Replacing the content of the mask
  - Zooming and panning by touch
  - Adding a reflection
  - Creating a vignette
  - Using the rectangle and ellipse tools
  - Adjusting the timing
  - Trimming the work area

- **Distorting Objects with the Puppet Tools**
  - About the Puppet tools
  - Adding Deform pins
  - Defining areas of overlap
  - Stiffening an area
  - Animating pin positions
  - Squash and stretch
  - Recording animation
  - Act it out with Adobe Character Animator
- **Using the Roto Brush Tool**
  - About rotoscoping
  - Creating a segmentation boundary
  - Fine-tuning the matte
  - Refine soft matte and refine hard matte effects
  - Freezing your Roto Brush tool results
  - Changing the background
  - Adding animated text
  - Outputting your project
- **Performing Color Correction**
  - Adjusting color balance
  - Replacing the background
  - Color-correcting using auto levels
  - Motion tracking the clouds
  - Replacing the sky in the second clip
  - Color grading
- **Using 3D Features**
  - Creating 3D text
  - Using 3D views
  - Importing a background
  - Adding 3D lights
  - Adding a camera
  - Repositioning layers
  - Extruding text
  - Working with Cinema 4D Lite
- **Working with 3D Camera Tracking**
  - About the 3D Camera Tracker effect
  - Repairing rolling shutter distortions
  - Tracking the footage
  - Creating a ground plane, a camera, and the initial text
  - Creating realistic shadows
  - Adding ambient light
  - Creating additional text elements
  - Locking a layer to a plane with a null object
  - Animating the text
  - Adjusting the camera's depth of field
  - Rendering the composition
- **Advanced Editing Techniques**
  - Using Warp Stabilizer VFX
  - Bicubic scaling
  - Warp Stabilizer VFX settings
  - Using single-point motion tracking
  - Checking for drift
  - Moving and resizing the track points
  - Using multipoint tracking
  - Mocha for After Effects
  - Creating a particle simulation
  - Understanding Particle Systems II properties
  - About high dynamic range (HDR) footage
- **Rendering and Outputting**
  - Creating templates for the Render Queue
  - About compression
  - Exporting using the Render Queue
  - Preparing movies for mobile devices
  - Rendering movies with Adobe Media Encoder
  - Preparing a movie for broadcast output