



After Effects CC Basic to Intermediate Course Outline



TM



Duration: 3 Days

Course Overview and Objectives

After Effects CC software lets you deliver cinematic visual effects and motion graphics faster than ever before with new Global Performance Cache. Extend your creativity with built-in text and shape extrusion, new mask feathering options. Get into motion graphics - come learn what After Effects CC can do!

Pre Requisites:
Practical working knowledge of Mac OS X

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Lesson 1: Fundamentals of Motion Graphics

- RGB Color Model
- Frame Size
- Resolution
- Pixel Aspect Ratio
- Alpha Channels
- Frame Rate
- Time Code
- Interpreting Footage

Lesson 2: Getting to Know the Workflow

- How After Effects Works
- Overview of panels
- 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
- Customizing workspaces
- Controlling the brightness of the user interface
- Finding resources for using After Effects

Lesson 3: Creating a Basic Animation Using Effects and Presets

- Importing footage using Adobe Bridge
- Importing video clips
- Importing stills
- Importing a sequence of stills (interpreting)
- Importing multilayered photoshop and illustrator files
- Creating a new composition
- Applying effects to a layer
- Changing parameters globally
- Creating keyframes
- Keyframe interpolation: auto, continuous, and bezier interpolation
- Temporal and spatial Interpolation
- Roving in time for spatial properties
- Creating and applying an animation preset
- Previewing your work

Lesson 4: Working With Masks

- About masks
- Creating a mask with the Pen tool
- Editing a mask
- Feathering the edges of a mask
- Replacing the content of the mask
- Mask interpolation
- Using masks from Illustrator and Photoshop
- Masks for spatial keyframes



tel 011 782 4297
fax 086 511 3343
109 3rd street, linden, 2195
po box 44007, linden, 2104



e-mail: msd@imsd.co.za
website: www.imsd.co.za

Lesson 5: Animating Text

- About text layers
- Creating and formatting point text vs paragraph text
- Using a text animation preset
- Text on a path
- Animating imported Photoshop text
- Animating text using a path animation preset
- Using a text animators
- Adding properties
- Adding a range selector
- Using a text animator group

Lesson 6: Working with Shape Layers

- Adding a shape layer
- Creating custom shapes
- Creating stars
- Default properties of shape layers
- Add properties
- Creating Groups
- Stack your shapes & properties
- Using Brainstorm to experiment

Lesson 7: Other Effects

- Time remapping
- Motion sketch
- The smoother
- The wiggler
- Auto orient
- Splitting a layer
- Adjustment layers
- The effects and presets panel

Lesson 8: Distorting Objects with the Puppet Tools

- About the Puppet tools
- Adding Deform pins
- Defining areas of overlap
- Stiffening an area
- Animating pin positions
- Recording animation

Lesson 9: Rendering and Output

- Creating templates for the Render Queue
- Exporting using the Render Queue
- Rendering movies with Adobe Media Encoder

Lesson 10: Parenting

- Understanding Parenting
- Simple Pickwhipping



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- Parenting to a null
- Using Parenting for positioning
- Using Parenting in Special Effects

Lesson 11: Other Effects

- Time remapping
- Understanding Compound Effects
- Gradient Wipe
- Displacement Map
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Lesson 12: Transfer Controls

- Understanding Layer Blending Modes and how to change those using shortcuts
- Using Track Mattes
- Understanding precomposing and nesting
- Stencil and Silhouette
- Preserve Transparency

*Please note that we offer free electronic support to clients on content covered on our courses.