



INTERMEDIATE AFTER EFFECTS

Course Outline

INTRODUCTION

Exploring common effects
Fractal noise overview
32 bit color spaces
Exploring glows
Using blurs
Introduction to particles (2D)

USING MASKS IN AFTER EFFECTS

What are masks?
Using shape masks
Creating custom masks with the pen tool
Using masks to reveal layers
Feathering masks
Animating solids with masks expansions
Animating masks paths
Using the rigid mask tracker (CC only)
Art of the rotoscope
The rotobrush tool
Benefits and drawbacks of the rotobrush tool
Compositing masked assets
Using the corner pin effect with masked footage
Creating a masked vignette
Using multiple masks to create a multi screen effect

USING THE CLONE STAMP TOOL

Overview of tool
Using the clone stamp tool
Limitations of the clone stamp tool

USING BRUSHES IN AFTER EFFECTS

The brush tool
Changing brush parameters
Using motion sketch

USING THE PUPPET TOOL

Overview of the puppet tool
Deforming layers with the puppet tool
Animating with puppet sketch
Retiming and scaling animations
Smoothing animations
Using the puppet stretch tool
Creating mesh overlaps
Using the puppet stretch tool

COLOR CORRECTING IN AFTER EFFECTS

Using masks to color select areas
Sky replacements
Working with gamma
Curves
Using color corrections to drive matted layers

COLOR KEYING

How color keying works
Creating a clean matte from a key
Viewing specific color channels
Advanced sky replacement
Refining mattes
Matte choker/color spill considerations

REVIEW

Session 1

Course summary

In the After Effects Intermediate training course, students will be introduced to more of the advanced effects available in After Effects including: mask options, clone stamp and brush tools, color correcting and keying. In addition to these skills, students will learn how to work in 3d compositions using virtual cameras and lights to create evocative productions.

Outcome

After this advanced training session participants should be comfortable with working in after effects with the standard workflow. Additionally participants should understand how masking and 3D layers can be combined to create realism in flat composites and basic virtual camera controls and movements.

Who this class is for

This class is geared towards students who have participated in the Core Concept level class or those who may work in visual effects and motion graphics. This class assumes basic knowledge of After Effects and the tools in the application. - Additionally this class is recommended for professionals who are familiar with After Effects.

Duration

12 total hours of training delivered in two 6-hour sessions across two consecutive days with breaks every hour and a half, with a one hour lunch break. Students are responsible for their own meals.

Technical Specifications

Completion of the After Effects Foundational class is strongly recommended. - While Adobe After Effects is available in both Windows and Mac environments, classes are usually taught within Mac OSX. If you have any questions about your suitability for class please contact us.



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Course Outline

INTRODUCTION TO 3D LAYERS

3D layers in After Effects
Creating 3D layers out of solids
Creating 3D layers from shapes
Creating 3D layers from footage
Exploring 3D transformations
Orientation Vs. Rotation
Orthographic views in After Effects
Creating 3D objects
Animating in 3D spaces
Creating reference Guides
Using guide layers

LIGHTS

Light Layers in After Effects
Using the spot light
Adjusting falloff
Working with light intensity
The inverse square law
Understanding 2 node lighting layers
Working with cone angles
Using parallel lights
Using point lights
Using ambient lights

MATERIAL OPTIONS

Using shadows with light layers
Shadow options
Light transmission in 3D layers

CAMERAS

Creating camera layers in After Effects
1 node and 2 node cameras
Understanding lens types
Understanding aperture/f-stop
Using the camera controls
Using camera layers to create Depth of Field.
Animating cameras using the point of interest

NULL OBJECTS

What are null objects?
Using null objects for 3D transformations
Driving camera movement using null objects

ADVANCED 3D

Classic renderer Vs. ray traced renderer
Collapsing transformations
Nesting 3D layers

LESSON REVIEW

Session 2

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