



ADVANCED AFTER EFFECTS

Course Outline

INTRODUCTION

Introduction to trackers
Introduction to stabilizers
Introduction to advanced composites
Introduction to expressions

TRACKERS

Overview of the tracker tool
Single point trackers
Using point trackers in compositions
Using rotation and position trackers
Triangulating for position scale and rotation
Using a perspective corner pin tracker
Logo replacement/removal using trackers
What to do when tracking fails?

ADVANCED TRACKING IN MOCHA AE

Overview of Mocha
Touring the interface of Mocha AE
Using X splines
Tracking multiple spline areas
Using the perspective tool
Using the planer grid
Using mocha tracking data with AE
Round tripping process between mocha and AE

THE WARP STABILIZER

Overview of the warp stabilizer
Stabilizing footage
Limitations
Creating no motion
Creating smooth motion

3D CAMERA TRACKER

Overview of the 3D camera tracker
How it works
Creating cameras and nulls with the 3D tracker
Using lights in 3D and 2D composites
Using a shadowlet
Incorporating composited assets in 2D camera tracked footage

CINEMA 4D AND AE

What is Cinema 4D?
Launching Cinema 4D from After effects
A brief overview of Cinema 4D
Creating primitives in Cinema 4D
Creating text in Cinema 4D
Using modifiers and deformers in Cinema 4D
Creating extruded text in Cinema 4D
Using Cinema 4D files in After Effects
Benefits and caveats

REVIEW

Session 1

Course summary

Adobe After Effects Advanced training is a high level training curriculum that explores the outer limits of what's possible in After Effects productions. We will cover how to track moving objects, or movement of assets in video layers, warp stabilization, 3D camera tracking, expressions, and tools available to extend our work with After Effects and beyond. By the end of class we will explore popular 3rd party tools to expand what's possible in After Effects.

Outcome

After this Advanced training session participants should be very familiar with working in After Effects. Students should understand point tracking systems as well as principles of object removal and placement in scenes. In addition to tracking, participants should understand concepts in particle systems as well as best practices when working collaborative or with very large files. Lastly, students should be aware of industry standard practices and 3rd party tools, to help them create compelling compositions.

Who this class is for

This class is geared towards students who have participated in the Intermediate level class or those who work often in motion graphics or visual effects. This class assumes thorough knowledge of After Effects and the tools in the application. In addition to this, it is recommended, though not required, that students have a fundamental knowledge of 3D application workflows.

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 Intermediate class is strongly recommended. - While After Effects is available in both Windows and Mac environments, classes are usually taught within Mac OS X. If you have any questions about your suitability for class please contact us.



ADVANCED AFTER EFFECTS

Course Outline

ADVANCED EFFECTS

- 2D particle systems
- 3D Space particle systems
- Using producers
- Augmenting physics
- Using collision features
- Using particle systems in 2D composites
- Using particle systems in 3D composites

WORKING WITH LARGE FILES

- Proxy media
- Pre-rendering
- Re-linking media
- Additional notes

EXPRESSIONS

- What are expressions?
- How do they work?
- Using expression control helpers
- Linking expressions to audio
- Creating custom expressions
- Expression troubleshooting
- Additional resources for expressions

AE FOR PREMIERE

- Using AE in Premiere
- Creating live text templates
- Modifying properties without making changes to compositions
- Using linked compositions effectively.

EXTENDING AE

- AE for irregular screen sizes
- Using Syphon with AE to live map compositions. (OSX only)
- Creating procedural compositions
- Speeding up your renders

ADDITIONAL RESOURCES (3RD PARTY PLUG-INS)

- Overview of Element 3D
- Using Element 3D to create objects within AE
- Overview of Red Giant Universe
- Top benefits of Red Giant
- Working with Rowbyte Plexus
- AEScripts
- Additional notes

Session 2

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