



CORE CONCEPTS OF AFTER EFFECTS

Course Outline

INTRODUCTION

Exploring the world of motion graphics
Compositing overview
Opening After Effects
Exploring the interface of After Effects
Changes from Legacy versions
Using After Effects in the digital production workflow

GETTING STARTED

Creating a project
Creating compositions
Resolution principles
Working with frame rates
Optimizing the settings in After Effects
Importing footage from files
Importing footage from Adobe Bridge
Exploring Layer Properties
Getting to know the tools in After Effects
Customizing the user experience

BASICS OF ANIMATION

Working with layered Photoshop or Illustrator documents
Color space in After Effects
Layer Transformations
Using the Rotate tool
Applying effects
Introduction to Keyframes
Keyframing principles
Animating the compositions
Exploring the effects panel

Introduction to animation presets
Previewing effects and presets
Introduction to keyframing for opacity
12 principles of animation
Precomposing principles

WORKING WITH TEXT LAYERS

Customizing text layers and properties
Introduction to text animators
Using text animation presets
Exploring advanced properties of text animators
Working with text from Photoshop
Animating text along a path
Exploring layer switches
Using motion blur
Changing shutter angle
Understanding sample rates of motion blur

REVIEW

Session 1

Course summary

In this Core Concepts of After Effects training course, students will be introduced into the world of motion graphics and compositing. Participants will explore solids, shapes and text layers and learn the basics of combining assets together to create compositions. They will explore the interface as well as learn how to incorporate the rest of the Adobe suite in our compositions.

Outcome

After this Foundational training session participants should be familiar with the standard post production workflow, understand how After Effects works, and the basics of animation. Additionally students should understand how to composite several assets together and export them properly.

Who this class is for

Anyone interested in learning core concepts in animation and compositing. This class is geared towards novices to visual effects and motion graphics, as well as professionals who may have used other visual effects software previously. Additionally this class is recommended for professionals new to Adobe 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.



CORE CONCEPTS OF AFTER EFFECTS

Course Outline

REVIEW

Review of previous lesson

WORKING WITH SHAPE LAYERS

Creating solids
Using the shape tool
Creating gradients in shapes
Creating and customizing shapes using the pen tool
Exploring compound shapes
Using shape animators
Using the brainstorm feature
Using the repeater
Compound repeater functions
Using blend modes
An overview of anchor points
Adjusting and changing anchor points

ANIMATING MULTIPLE LAYERS

Introduction to parenting
Animating using motion paths
Using bezier motion paths
Using the auto keyframing tool
Limitations of the pickwhip tool
Introduction to adjustment layers
Creating a slideshow
Duplicating and retiming keyframes

AUDIO IN AFTER EFFECTS

Importing audio tracks in After Effects
Previewing audio tracks
Viewing waveform properties
Animating audio properties

MATTES

What are mattes?
Using Track mattes
Creating textured text using track mattes
Using video to create dynamic is track mattes
Luma mattes
Alpha mattes

EXPORTING

Working with the render queue
Understanding formats
Understanding codecs
Rendering for color+

LESSON REVIEW

Session 2

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