

# Adobe After Effects

**Duration:** 4 Days

**US Price:** \$1895

**Delivery Option:** Courses are delivered via online live remote attendance option 8:00 am - 4:00 pm PST. Students receive digital course materials prior to the start of the course.

## Description

Adobe After Effects is a popular and powerful software program used for creating motion graphics and visual effects. It allows designers to animate, alter and composite media in a 2D and 3D space with numerous built-in tools and third party plug-ins. This course will thoroughly prepare you for integrating After Effects into your animation or editorial workflow and to greatly enhance your creativity and skill level.

Course taught by an Adobe Certified Expert (ACE).

If you don't own the software, a free 30-day trial can be downloaded [here](#).

## Prerequisites

Basic knowledge of a Mac or PC computer. Basics of video editing is helpful.

## Course Overview

### Adobe After Effect's Workflow

- Creating a Project and Importing Footage
- Creating a Composition and Arranging Layers
- Adding Effects and Modifying Layer Properties
- Animating the Composition
- Previewing Work and Optimizing Performance
- Rendering and Exporting your

### Creating a Basic Animation

- Importing Footage Using Adobe Bridge
- Creating the Composition
- Working with Imported Illustrator Layers
- Applying Effects to a Layer
- Applying an Animation Preset
- Previewing the Effects
- Adding Transparency
- Rendering the Composition

## Composition

- Customizing the Workspace
- Controlling the Brightness of a User Interface
- Using Dynamic Link with Adobe Premiere Pro

## Animating Text

- About Text Layers
- Creating and Formatting Point Text
- Using Text Animation Preset
- Animating with Scale Keyframes
- Animating Using Parenting
- Animating Imported Photoshop Text
- Animating Text Using a Path Animation Preset
- Animating Type Tracking
- Animating Text Opacity
- Using a Text Animator Group
- Cleaning up the Path Animation
- Animating a Non-Text layer along a Motion Path
- Adding Motion Blur
- Exporting as a Template for Adobe Premiere Pro, Final Cut Pro X or Avid Media Composer

## Animating a Multimedia Presentation

- Animating Scenery Using Parenting
- Anchor Point Adjustments
- Masking Video Using Vector Shapes
- Keyframing a Motion Path
- Animating Additional Elements
- Applying an Effect
- Creating an Animated Slide Show
- Adding an Audio Track

## Working With Masks

- Creating a Mask with the Pen Tool
- Editing a Mask
- Feathering the Edges of a Mask
- Replacing the Content of a Mask
- Adding a Reflection
- Creating a Vignette
- Adjusting the Color

## Working with Shape Layers

- Adding a Shape Layer
- Creating Custom Shapes
- Incorporating Video and Audio Layers
- Applying a Cartoon Effect
- Adding a Title Bar
- Using Brainstorm to Experiment

## Animating Layers

- Simulating Lighting Changes
- Duplicating an Animation Using the Pick Whip
- Animating Movement in Scenery
- Adjusting Layers and Creating a Track Matte
- Animating the Shadows
- Adding a Lens Flare Effect
- Animating the Clock
- Retiming the Composition

## Animating with Puppet tools and Character Animator

- Deform Pins
- Defining Areas of Overlap
- Stiffening an Area
- Animating Pin Positions
- Character Animator Layer Naming Conventions

## Performing Color Correction

- Adjusting Color Balance
- Replacing the Background
- Removing Unwanted Elements
- Correcting a Range of Color
- Warming Colors with the Photo Filter Effect

## Using 3D Features

- Animating 3D Objects
- Adding Reflections to 3D Objects
- Animating a Camera
- Adjusting a Layer Timing
- Using 3D Lights
- Adding Effects
- Adding a Motion Blur
- Previewing the Entire Animation
- Using Cinema 4D and Other Third Party Applications with AfterEffects

## Working with 3D Camera Tracking

- 3D Camera Tracker Effect
- Tracking Footage
- Creating 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

## Advanced Editing Techniques

- Using Motion Stabilization
- Using Single-Point Motion Tracking
- Using Multipoint Tracking
- Creating a Particle Simulation
- Retiming Playback Using the Timewarp Effect

## Using Expressions

- Creating Expressions to Link Settings
- Creating Looping and Ping-Pong Animations

## Rendering and Outputting

- Creating Templates for the Rendering Process
- Creating Templates for Output Modules
- Exporting to Different Output Media

Software Skills Training, Inc.  
6 Hemlock Drive  
Chelmsford, MA 01824  
978.250.4983  
[www.software-skills-training.com](http://www.software-skills-training.com)