

Adobe AFTER EFFECTS



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Create compelling motion graphics and blockbuster visual effects with flexible tools that deliver unparalleled creative power, or jump-start projects using creative building blocks. Save time with efficient tools, and benefit from tight integration with Adobe's leading design applications. Whether you're working in broadcast and film or delivering work online or to emerging devices, Adobe After Effects software is a must have tool.

Course Description

Our Adobe After Effects training course is run as a bespoke course, giving you the opportunity to tailor the course to your exact requirements. To provide a start point, we'd recommend you use this suggested outline as a guide.

As a beginner, you might be new to the concepts behind the creation of moving graphics. If a more experienced user you might like to tailor the available functions to your exact workflow requirements or gain a better understanding of specific features.

Should you wish to further develop your knowledge, you might be interested in our other Video & 3D Design Courses. The course runs from 9.30 am to approximately 4.30 pm.

Projects

- Creating and saving Projects
- Time Display
- Importing Files
- Photoshop and Illustrator Files
- Alpha Channels
- Adobe Bridge
- Interlaced Footage
- Pixel Aspect Ratio (PAR)

Managing Footage

- The Project Panel
- Organising the Project Panel
- Proxies and Placeholders
- Viewing Footage
- The Footage Panel
- Cueing Motion Footage
- Safe Zones
- Viewing Transparency

Compositions

- Brain Storm (creative Compostions)
- Creating Compositions
- Composition Settings
- Presets
- Advanced Composition Settings
- Background Colour
- Composition and Timeline Panels
- Setting The Time
- Adding Footage
- Insert and Overlay Commands
- Solid Layers
- Adjustment Layers
- Nesting Compositions
- Photoshop CS6 Intergration
- Layer Basics
- Selecting Layers

- Stacking Order
- Naming
- Layer Commands
- Continuously Rasterizing a Layer
- Quality Settings

Layer Editing

- Layer Panels
- The Time Graph
- Trimming Layers
- Numerical Editing Controls
- Layers Speed
- Slip Edit
- Sequencing and Overlapping Layers
- Splitting Layers
- Markers

"A highly professional company run by knowledgeable, friendly people"



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Our bespoke onsite courses run from 9:30am to 4:30pm with an hour for lunch. The trainer will arrive in time to check and help with your set up. If you need to amend these timings just let us know in advance and we will work around what suits you.

Properties and Keyframes

Auto keyframing
Layer Property Types
Global and animated Properties
Spatial Controls
Audio Waveform
Audio Panel
Animating Layer Properties
Animation Presets

Playback, Previews and RAM

Rendering and RAM
Region of Interest
Time Controls
Live Update
Fast Preview Option
Open GL
The Work Area
Previewing Audio
Rendering RAM Previews
Purging The RAM Cache

Keyframe Interpolation

Interpolation Types
Spatial Interpolation
Motion Paths
Graph Editor (overview)
Value and Speed Graphs
Temporal Interpolation Types
Keyframe Assistants
Roving Keyframes

Masks

Viewing Masks
Mask Paths
Targeting Masks
Creation Methods
Closed and Open Masks
Mask Shapes
Rotobezier Masks

Converting Masks
Masks from Photoshop & Illustrator
Mask Modes
Keying With Keylight
Roto brush

Effects Fundamentals

Effect Categories
Preset Panel
Applying Effects
Effect Property Controls
Effect Control Panel
Effects to an Adjustment Layer
Compound Effects
Animating Effects
Keying Options

Creating and Animating Text

Creating Type
Editing Type
Formatting Characters
Blending Characters
Text Paths
Animating Text
Text Animation Preset
Per Character 3D Text Animation
Animator Groups
Range Selector
Multiple Selectors and Selector Modes
Wiggly Selector Options

Painting on a Layer

Paint and Brush Tip Panels
Stroke Options
Brush Dynamics
Animating Strokes
Clone Stamp Tool

Advanced Layer Techniques

Shape Layers (Vector Objects)
Frame Blending
Motion Blur
Time Remapping
Blending Modes
Track Mattes
The Puppet Tool

Complex Projects

Nesting
Flowchart
Pre-composing
Collapsing Transformations
Pre-rendering
Using Null Objects

3D Layers

Using 3D
Camera Views
Comp Panel Layouts
Axis Modes
3D Position
3D material Options
Lights
Previewing 3D
3D Layer Order
Photoshop Vanishing Point in AE

Output

The Render Queue
Add to Render Queue
Multiple Output Modes
Templates
Single Frames
Exporting to swf and flv
Adobe Media Encoder
Flash Integration
Setting Flash Control Points
Video for Mobile Cell phones

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