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Basic After Effects Workshop

Prepared for:

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Project Summary

Objective

Adobe After Effects CS4 is a powerful software tool for visual effects and motion graphics. You can use After Effects' tools to create dynamic designs for commercial video and motion picture production to CD-ROM title development. This course will help you to understand the fundamental concepts and features to master the program. It includes many advanced features, including tips and tricks using the latest version.

Who Should Attend?

Motion designers, animation enthusiasts, graphic professionals who need an essential understanding of motion editing and compositing. Experienced users will also benefit from the many tips, tricks and special exercises.

Requirements

- Basic knowledge : Open, Import and Saving files, Photoshop, Illustrator, Premiere.
- Tools : A laptop with (at least) Adobe After Effects 6, mouse or pen tablet.

What You Will Learn

- Basic Animation and Effects
- Parenting and Nesting
- Using Paint and Vector Paint
- Keyframes and Layers
- Transparency (Alpha, Luminescence Mask)
- Expressions and Time

Time

Class time : 9.30am - 4.30pm

Lunch : 12pm - 1pm

Breaks : Scheduled throughout the day

Course Materials

Course materials like project files, samples will be provided during class. The goal is to make sure participants meet their objectives, not ours. All of the outlines provided are to be treated as guides to help steer the workshop. Course topics might be altered or changed to best suit the classroom situation.

Locations

Location of classes will change from time to time, depending on the majority of the participants' location.

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Lesson Plans

AEW_101

Interface Introduction
 Creating folders in project panel
 Creating new composition
 Importing files and folders
 Adding Layers to Comp panel
 Changing background color
 Basic Animation
 Keyframe Animation
 Importing Footage
 Alignment
 Editing spatial keyframes, motion paths
 Adding effects
 Importing Photoshop/Illustrator files
 Rendering

AEW_102

Motion Blur
 Time-Reverse Keyframes
 Time-Relapse
 Editing graph curves
 Easing animations
 Motion sketch
 Using Wiggler
 Editing graph curves

AEW_103

Layer Control
 Layers and stacking order
 Moving layers in time
 Trimming layers
 Sequence layers assistant
 Image sequences
 Changing Comp Settings
 Blending Modes
 Effects and Presets panel
 Animation presets
 Adjustment Layers

AEW_104

Creating Transparency
 Rectangular Mask tool
 Masking in Layer panel
 Mask Feather
 Animating a Mask Shape
 Masking with Pen tool
 Mask Opacity
 Alpha & Luma Track Matte

AEW_105

Creating basic text
 Creating Text Animations
 Animating Text properties
 Creating cascading text
 Title safe areas
 Text on path
 Adding sound to Comp
 Sound wave
 Convert sound to keyframes
 Customizing presets

AEW_106

Parenting and Nesting
 Simple Expressions
 Assigning a parent
 Parenting opacity & effects
 Parenting with Null object
 Nesting comps
 Editing precomps
 Precomp group of layers

AEW_107

3D Space and Dimension
 Enabling layers for 3D
 Moving layers in 3D space
 3D rotation and orientation
 Camera track and orbit tool
 3D lights
 Casting shadows

AEW_108

Using Paint and Vector Paint
 Basic painting
 Erasing strokes
 Paint Blending Modes
 Animating strokes
 Revealing a layer