

Course outline:

Adobe After Effects introduction (three day)

Held over two days this entry-level course offers an introduction to the essential tools, techniques and operation of Adobe After Effects. Course requirements: Basic IT skills. No previous After Effects or video experience required.

Welcome to After Effects

- » What is AE and project structure
- » Interface, palettes and workspaces

Introducing animation

- » Essential techniques and a first AE project

Animation techniques

- » Keyframe and anchor point essentials
- » The graph editor
- » Motion sketch, orient and blur
- » Roving and hold
- » Separate dimensions

Layer control

- » Move, trim, slip, split and sequence
- » Looping footage and image sequences
- » Frame rate and time stretch
- » Blending modes, effects and solids

Effects overview

- » Finding and applying effects
- » Effects animation and animation presets
- » Adjustment layers and layer styles

Working with transparency

- » Masks and mask animation and the pen tool
- » First vertex and path effects
- » Multiple masks and opacity
- » Rotobezier
- » Track mattes and stencils

Type and type animation

- » Working with type
- » Text on a path
- » Basic text animation and presets

Parenting and nesting

- » Introducing parenting
- » Nesting, pre-composing and render order

Introducing expressions

- » Connecting with expressions
- » Essential expressions and time remapping

Basic tracking and keying

- » Image stabilisation and motion tracking
- » Basic keying (greenscreen) and Rotobrush

Introducing 3D space

- » Working in and viewing 3D space
- » Basic 3D techniques
- » Working with cameras, lights and shadows

Shape layers

- » Creating and animating shape layers.

Rendering

- » Render settings and the render que
- » Export options

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