2 – DAY
ADOBE AFTER EFFECTS

Introduction

This Adobe After Effects training course will help you bring your vision to life with blockbuster visual effects and compelling motion graphics using professional software. Used in the post-production process of film making, video games, television production and web.

Course Objectives

By the end of this course, you will be able to:

- Become familiar with the Adobe After Effects interface
- Learn to create animations, work with layers, apply effects
- Work with masks & mattes, use colour effectively and export files.

Methodology

Interactive learning filled with exercises and practical hands-on lessons to explore your thinking style.

In this 2 days of hands on learning based around creating interesting and useful content with After Effects will give you the understanding and skills you need to add this critical app to your skillset.

Who Should Attend?

- Those new to After Effects
- Those who wish to work in the video field/ currently works in the field Adobe application
- Users looking to expand his/her skills or looking to add effects to video projects
- Students mainly interested in creating video primarily for the web/film
- People preparing for work in broadcast video

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Course Outline

MODULE 1: FUNDAMENTALS OF WORK IN ADOBE AFTER EFFECT

- Interface & setup composition
- Import file
- Create solid & text
- Short cut of transform

MODULE 2: BASIC ANIMATION

- Create Shape
- Adding layers to a composition
- Navigating the timeline
- Transform properties of layers
- Keyframing layer properties

MODULE 3: INTERMEDIATE ANIMATION

- Parent link
- Easy ease
- Text presets
- Motion paths & expressions
- Auto-orient & motion blur

MODULE 4: WORKING WITH MASKS

- Clipping mask with animation
- Luma & alpha

MODULE 5: MOTION TRACKING

- Manual & auto track
- Null Object

MODULE 6: KEYING & TIME-REMAPPING

- Remove green screen
- Roto Brush
- Blending mode
- Speed & duration
- Freeze frame

MODULE 7: INTRODUCTION TO 3D (PART 1)

- Working with 3D layers
- Cameras
- Move the camera through a scene
- Lights & shadows

MODULE 8: INTRODUCTION TO 3D (PART 2)

- Working with 3D layers
- Cameras
- Move the camera through a scene
- Lights & shadows
- Render order
- Q&A