

Adobe After Effects CS4 Foundation

Learners will get an overview of wonderful world of motion graphics, with emphasis on text animation and usable effects that will change the way you look at After Effects.

This course is aimed at videographers and animators with very little or no experience using Adobe After Effects.

COURSE OUTLINE FOR: "After Effects CS4 Foundation" (2-days, 12 hours)

1. Getting to know the Workflow

- Creating a project and importing footage
- Creating a composition and arranging layers
- Adding effects and modifying layer properties
- Animating the composition
- Previewing your work
- Optimizing performance in After Effects
- Rendering and exporting your composition
- Customizing the workspace
- Controlling the brightness of the user interface
- Finding resources for using After Effects

2. Creating a Basic Animation using Effects and Presets

- 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

3. Animating Text

- About text layers
- Creating and formatting point text
- Using a 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 nontext layer along a motion path
- Adding motion blur
- Exporting to Adobe Flash CS4 Professional

4. Working with Shape Layers

- Adding a shape layer
- Creating custom shapes
- Creating stars
- Incorporating video and audio layer
- Applying a Cartoon effect

- Adding a title bar
- Using Brainstorm to experiment

5. Animating a Multimedia Presentation

- Animating the scenery using parenting
- Adjusting an anchor point
- Masking video using vector shapes
- Keyframing a motion path
- Animating additional elements
- Applying an effect
- Creating an animated slide show
- Adding an audio track
- Zooming in for a final close-up
- Sending the project to reviewers

6. Animating Layers

- Simulating lighting changes
- Duplicating an animation using the pick whip
- Animating movement in the scenery
- Adjusting the layers and creating a track matte
- Animating the shadows
- Adding a lens flare effect
- Animating the clock
- Retiming the composition

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7. Working with Masks

- About masks
- Creating a mask with the Pen tool
- Editing a mask
- Feathering the edges of a mask
- Replacing the content of the mask
- Adding a reflection
- Creating a vignette
- Adjusting the color

8. Distorting Objects with the Puppet Tools

- About the Puppet tools
- Adding Deform pins
- Defining areas of overlap
- Stiffening an area
- Animating pin positions
- Recording animation

9. Keying

- About keying
- Creating compositions in Device Central
- Changing the background color
- Adding the foreground subject
- Using garbage masks

- Applying the Color Difference Key effect
- Choking the matte
- Removing spill
- Adjusting contrast
- Adding the background animation and text
- Preparing the composition for mobile devices

10. Performing Color Correction

- Adjusting color balance
- Replacing the background
- Removing unwanted elements
- Correcting a range of colors
- Warming colors with the Photo Filter effect

11. Building 3D Objects

- Building a 3D object
- Working with a null object and 3D text
- Creating a backdrop for 3D animation
- Nesting a 3D composition
- Adding a camera
- Completing the scene

12. Using 3D Features

- Animating 3D objects
- Adding reflections to 3D objects
- Animating a camera
- Adjusting layer timing
- Using 3D lights
- Adding effects and motion blur
- Previewing the entire animation

13. Advanced Editing Techniques

- Using motion stabilization
- Using single-point motion tracking
- Using multipoint tracking
- Creating a particle system
- Retiming playback using the Timewarp effect

14. Rendering and Outputting

- Creating templates for the rendering process
- Creating templates for output modules
- Exporting to different output media