Adobe After Effects Level I - Course Outline – (3 Days)

Fundamentals of Motion Graphics
- RGB Color Model
- Frame size
- Resolution
- Pixel aspect ratio
- Alpha channels
- Frame rate
- Time code
- Interpreting footage

Getting to Know the Workflow
- How After Effects Works
- Overview of panels
- 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
- Customizing workspaces
- Controlling the brightness of the user interface
- Finding resources for using After Effects

Creating a Basic Animation Using Effects and Presets
- Importing footage using Adobe Bridge
- Importing video clips
- Importing stills
- Importing a sequence of stills (interpreting)
- Importing multilayered photoshop and illustrator files
- Creating a new composition
- Applying effects to a layer
- Changing parameters globally
- Creating keyframes
- Keyframe interpolation: auto, continuous, and bezier interpolation
- Temporal and spatial Interpolation
- Roving in time for spatial properties
- Creating and applying an animation preset

- Previewing your work

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
- Mask interpolation
- Using masks from Illustrator and Photoshop
- Masks for spatial keyframes

Animating Text
- About text layers
- Creating and formatting point text vs. paragraph text
- Using a text animation preset
- Text on a path
- Animating imported Photoshop text
- Animating text using a path animation preset
- Using a text animator
- Adding properties
- Adding a range selector
- Using a text animator group

Working with Shape Layers
- Adding a shape layer
- Creating custom shapes
- Creating stars
- Default properties of shape layers
- Add properties
- Creating Groups
- Stack your shapes & properties
- Using Brainstorm to experiment

Other Effects
- The smoother
- The wiggler
- Auto orient
- Splitting a layer
- Adjustment layers

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- The effects and presets panel

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

Rendering and Output
- Creating templates for the Render Queue
- Exporting using the Render Queue
- Rendering movies with Adobe Media Encoder