

Adobe After Effects Level III - Course Outline – (2 Days)

Using 3D Features (2.5D)

- Understanding 3D
- Cameras, lights, and points of interest
- Using 3D Views
- Adding 3D Lights
- Adding a camera
- Repositioning layers
- Rotate or orient a 3D layer
- Axis modes
- 3D layer interactions, render order, and collapsed transformations
- Working with Shadows
- Working with a Null Object
- Working with Text in 3D
- Animating objects
- Animating lights
- Animating cameras with point of interest
- Animating cameras with auto orient
- Animating aperture

Advanced 3D

- 3D Camera Tracker
- Classic 3D vs Ray-traced 3D
- Using the Ray-Traced 3D Engine
- Environmental Layers

Photoshop and After Effects

- Using Vanishing Point VPE
- Adding dimension to stills

Cinema 4D in AE

- Working with Cinema 4D Lite
- Creating 3D Text in Cinema 4D

Particles

- Using Particles for compound control layers
- Understanding Particles
- Particle Playground
- Other Simulation Effects

Paint Effects

- Stroke
- Scribble
- Write-on
- Paint

Performing Color Correction

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

Effects

- Overview of the most commonly used effects in After Effects