

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

Getting to Know the Workflow

- Getting Started
- 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
- Find resources for using After Effects
- Checking for updates

Creating a Basic Animation using Effects and Presets

- Getting Started
- 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

Animating Text

- Getting Started
- 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

Working with Shape Layers

- Getting Started
- Adding a shape layer
- Creating custom shapes
- Creating stars
- Incorporating video and audio layers
- Applying a Cartoon effect
- Adding a title bar
- Using Brainstorm to experiment

Working with Masks

- About masks
- Getting Started
- 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

Performing Color Correction

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

Rendering and Outputting

- Getting Started
- Creating templates for the rendering process
- Creating templates for output modules
- Exporting to different output media
- Color Management