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Adobe After Effects level 1 beginner course outline (3-day)

Lesson 1: 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 workspaces
- Controlling the brightness of the user interface
- Finding resources for using After Effects
- Checking for updates

Lesson 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

Lesson 3: 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
- Exporting to Adobe Flash Professional

Lesson 4: 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

Lesson 5: Animating a Multimedia Presentation

- Getting started
- 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

Lesson 6: Animating Layers

- Getting started
- 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

Lesson 7: Working With Masks

- About masks
- Getting started
- Creating a mask with the Pen tool
- Editing a mask

- Replacing the content of the mask
- Adding a reflection
- Creating a vignette
- Adjusting the color

Lesson 8: Distorting Objects with the Puppet Tools

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

Lesson 9: Using the Roto Brush Tool

- About rotoscoping
- Getting started
- Creating a segmentation boundary
- Fine-tuning the matte
- Creating a transition from the full clip to the foreground
- Creating the logo
- Animating text
- Adding a background image
- Adding audio

Lesson10: 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

Lesson 11: Building 3D Objects

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

Lesson 12: Using 3D Features

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

Lesson 13: Advanced Editing Techniques

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

Lesson 14: Rendering and Outputting

- Getting started
- Creating templates for output modules
- Exporting to different output media

Adobe After Effects level 2 advanced course outline (2-day)

Lesson 1: Composite in After Effects

- A over B
- Organization
- Take Control of Settings
- View Panels and Previews
- Effects: Plug-ins and Animation Presets
- Output and the Render Queue
- Assemble the Shot

Lesson 2: The Timeline

- Organization
- Keyframes and the Graph Editor
- Timeline Panel Shortcuts
- Spatial Offsets
- Motion Blur
- Timing and Retiming
- So Why the Bouncing Ball Again?

Lesson 3: Selections: The Key to Compositing

- Methods to Combine Layers
- Optics and Edges
- Transparency: Alpha Channels and Edge Multiplication
- Mask Modes
- Combine Selections
- Animated Masks
- Composite With or Without Selections: Blending Modes
- Track Mattes
- Right Tool for the Job

Lesson 4: Optimize Projects

- Nested Comps, Multiple Projects
- Adjustment and Guide Layers
- Faster! Control the Render Pipeline
- Optimize a Project

Lesson 5: Color Correction

- Color Correction for Image Optimization
- Levels: Histograms and Channels
- Curves: Gamma and Contrast
- Hue/Saturation: Color and Intensity
- Color Look Development
- Color Matching

Lesson 6: Color Keying

- Procedural Mattes
- Linear Keyers and Hi-Con Mattes
- Color Keying: Greenscreen, Bluescreen
- Keylight for Color Keying

- Fine Tuning and Problem Solving
- Shoot for the Perfect Matte

Lesson 7: Rotoscoping and Paint

- Roto Brush
- The Articulated Matte
- Refined Mattes
- Deformation
- Paint and Cloning
- Alternatives

Lesson 8: Effective Motion Tracking

- Point Tracker
- Track a Scene
- Smooth a Camera Move
- Planar Tracker: mocha-AE
- Track Roto/Paint
- 3D Tracking

Lesson 9: The Camera and Optics

- Cameras: Virtual and Real
- 3D
- Camera and Story
- Depth of Focus
- Grain
- Lens Optics & Looks

Lesson 10: Expressions

- What Expressions Are
- Creating Expressions
- The Language of Expressions
- Linking an Effect Parameter to a Property
- Using a Layer's Index
- Looping Keyframes
- Using Markers
- Time Remapping Expressions
- Layer Space Transforms
- Color Sampling and Conversion

Lesson 11: Advanced Color Options and HDR

- Dynamic Range: Bit Depth and Film
- Color Realism: Linear HDRI
- Color Fidelity: Management, Depth, LUTs

Lesson 12: Light

- Source and Direction
- Color Looks
- Source, Reflection, and Shadow
- Multipass 3D Compositing

Lesson 13: Climate and the Environment

- Particulate Matter
- Sky Replacement
- Fog, Smoke, and Mist
- Billowing Smoke
- Wind and Ambience
- Precipitation

Lesson 14: Pyrotechnics: Heat, Fire, Explosions

- Firearms
- Energy Effects
- Heat Distortion
- Fire
- Explosions
- In a Blaze of Glory

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