



Prerequisites:

Basic video editing knowledge and experience with a digital video editing software program and After Effect Level 1 class or equivalent knowledge.

Who Should Attend:

This course is designed for video professionals who wish to further their After Effects skills. Filters, Effects, Lighting, tracking and 3D are covered.

Course Duration:

2 days. Class time is 9:00 am – 4:30 pm.

There is an hour for lunch, and two scheduled breaks during the day. Students provide their own lunch.

Related Training:

 Adobe Premiere Pro CS5

 Adobe Flash CS5

Adobe After Effects CS5: Advanced Production Techniques

In this two-day class students continue more advanced topics in Adobe After Effects through the completion of several projects. This course assumes the student is already using After Effects and is familiar with video and digital video concepts and has used digital editing software such as Adobe Premiere, an Avid Media Composer or MCXpress, a Media 100 or some similar type of system. Additionally, some previous experience with Adobe Photoshop is also helpful..

Instructor:

Our instructor, Tony Huet, is the Director of Training at Digital Training & Designs. Tony's vast experience in photography and videography inform his deep background knowledge of the industry. Having instructed for 15+ years, he has a genuine knack for relating to his students to discern their needs and to orient his classes to fill their skills and knowledge gaps. Tony is Adobe certified to teach Adobe Premiere, Adobe After Effects, and Adobe Encore. He is Apple certified to teach Final Cut Pro, DVD Studio Pro, Motion, Color and Soundtrack Pro. In June of 2008 Tony earned his Master Trainer certification from Apple. Tony co-authored the book "Apple Pro Training Series: Motion 3" and worked with Adobe writing questions for the Adobe Premiere and Adobe After Effects certification tests.

This outline is flexible and may change to accommodate student skills and interests.



Creating the 'Ken Burns' effect

- Using the anchor point to position images
- Using a two-viewer setup to animate the anchor point
- Modifying motion curves and keyframes to create natural motion
- Using an expression to create camera wiggle

Using the Graph Editor

- Choosing which properties are displayed for editing
- Keyframe interpolation types
- Understanding roving keyframes
- Moving keyframes in time
- Scaling keyframes over time

Layer Blend Modes

- Understanding what a blend mode is
- Using Screen and Multiply modes
- Creative effects with modes

Track Mattes

- Understanding the function of a track matte
- Alpha and luma mattes
- Animating mattes and fill
- Understanding render order of effects
- Precomposing when using track mattes
- Using a matte to create a transition
- Layering using track mattes

3D Space

- Understanding Z-Space
- New 3D features in After Effects CS5
- Using the universal camera tool
- Using Orientation vs. Rotation in 3D space
- Understanding local, view, and camera axis modes
- Moving in 3D space using multiple views
- Understanding camera settings
- Modifying camera view options

Lighting in 3D

- Understanding light types

- Using surface options
- Enabling shadows
- Modifying shadow settings
- Creating Gels and Gobos

Parenting

- Understanding parenting
- Using parenting to create complex animations

Nested Compositions (Precomposing)

- Understanding nested compositions
- Precomposing an existing layer
- Understanding rendering order
- Using collapse transformations
- Using effects with nested layers

Text

- Understanding how text is created in After Effects
- Creating paragraph text
- Text along a path
- Using text animators

Tracking and Stabilization

- Understanding tracking and stabilization
- Setting up a tracker
- Tracking an area over time
- Tracking techniques
- Using a tracker to blur part of an image
- Using a tracker to replace part of an image
- Stabilizing footage

Using the Mocha Tracker

- Understanding the Mocha Tracker
- Creating a Mocha project
- Using the tracker
- Exporting data
- Applying tracked data in After Effects

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