



### Prerequisites:

Basic video editing knowledge and experience with a digital video editing software program.

### Who Should Attend:

This course is designed for professionals who wish to begin using After Effects for compositing and motion graphics. This three-day course introduces fundamental concepts and workflow techniques. Tips, tricks, and CS Integration is also covered.

### Course Duration:

3 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 After Effects CS5: Advanced Production Techniques

 Adobe Flash CS5

## Adobe After Effects CS5: After Effects Fundamentals

In this three-day class, students are given an introduction to Adobe After Effects through the completion of several projects. This course assumes the student is already 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 informs 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.*



### Getting to Know the Workflow

- 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

### 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
- Rendering the composition

### Animating Text

- 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 CS5

### Working with Shape Layers

- 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

### Animating a Multimedia Presentation

- 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

### Animating Layers

- 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

### Working With Masks

- 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

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### 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
- Review questions
- Review answers

### Using the Roto Brush Tool

- About rotoscoping
- 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

### Performing Color Correction

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

### Building 3D Objects

- 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

### Using 3D Features

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

### Advanced Editing Techniques

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

### Rendering and Outputting

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

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