



Adobe After Effects CC: Advanced Production Techniques

Level 2 Course Outline



Digital Training & Designs, Inc.

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 After Effects CC Level 1: Essentials

 Adobe Premiere Pro CC Level 1 & Level 2

 Adobe Illustrator CC Level 1 & Level 2

 Adobe Photoshop CC Level 1 & Level 2

Adobe After Effects CC: 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.



Review of new features added to After Effects CC

- Copy and Link Properties between layers and compositions
- Greatly enhanced snapping options
- Using the Detail Preserving Upscale Effect
- Using the Mask Tracker
- Using the Refine Edges tool

Using effects to “create something from nothing” and introduction to “paper doll” animation and the puppet tool

- Create and animate a fire texture using a simple shape, an animated mask and effects
- Import and modify layered artwork for traditional keyframe animation using parenting - “paper-doll” animation
- Using parenting for complex animations
- Using the Puppet tool to animate a layer organically
- Using Shy Layers to control layer visibility

Using Adjustment Layers

- Understanding how Adjustment layers allow effects to be applied to multiple layers
- Adding a mask to an adjustment layer
- Using Adjustment layers in place of pre-composing

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

3D Space

- Understanding Z-Space
- 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
- Using 3D lights to ‘re-light’ a scene

Cameras in 3D

- Understanding one and two node cameras
- Using different focal lengths
- Enabling depth of field
- Understanding focus distance
- Creating a ‘rack-focus’ effect
- Flying a 3D camera through Z-space

Nested Compositions (Precomposing)

- Understanding nested compositions
- Precomposing an existing layer
- Understanding rendering order
- Using collapse transformations
- Continuously rasterizing vector artwork

Light Effects

- Creating volumetric light using fractal noise
- Glows and similar effects
- Creating laser beams

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Tracking and Stabilization

- Understanding tracking and stabilization
- Setting up a tracker
- Tracking an area over time
- Using the new Mask tracker effect
- Tracking techniques - optimizing footage for tracking using a pre-comp
- Using a tracker to blur part of an image
- Using a tracker to replace keyframes for effects
- Stabilizing footage

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