Adobe After Effects - Introduction
3 Day Course

Overview

After Effects is digital motion graphics and compositing software that can be used in film and video post-production. This course will teach delegates how to create complex motion graphics and how to enhance video. It's packed with hands-on exercises so that students can learn by doing to create blockbuster visual effects and compelling motion graphics.
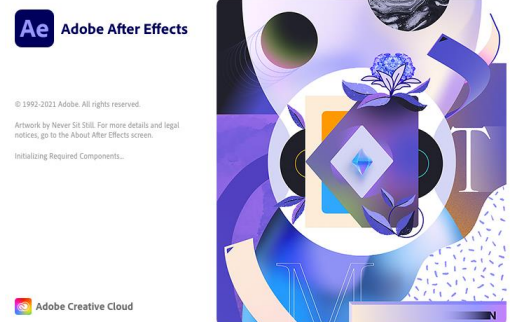
Audience

Those new to After Effects looking to create and add effects to video projects, for the web, film or broadcast video.

Course Objectives

By the end of this course, attendees will have learnt to:

- Create 2D animations
- Work with layers
- Apply effects
- Work with masks & mattes
- Use colour effectively
- Export files

Prerequisites

It is helpful to have knowledge of using video editing software e.g. Adobe Premiere or Apple Final Cut Pro, as well as graphics applications such as Adobe Photoshop or Illustrator.

Course Contents (3 days)

- Projects undertaken
  - Social media adverts
  - Animated titles
  - Motion graphics
  - Infographics
- Introduction
  - Navigation
  - Keyboard shortcuts
  - Tools and panels
  - Terminology explained
  - The essential steps of animation
- Animation
  - Keyframing and timing
  - Keyframe types
  - Keyframe Interpolation
  - Layer transform properties
  - Use solids
  - Switches and Modes
  - Pre-compose layers
  - Refine animations
- Text animations
  - Animate text layers
  - Animation presets
  - Text animators
  - Range selectors
- Effects
  - Apply effects
  - Edit, retime and re-order effects
  - Effect parameters
  - Colour correct videos
- Masking
  - Explore mask types
  - Hide and reveal content
  - Use customs shapes & Pen tool for masks

- o Mask properties
- Adjustment layers
  - o Affect multiple objects
  - o Apply and edit adjustment layers
  - o Mask effects with adjustment layers
- Parenting
  - o Link layers with parenting
  - o Understand the benefits of parenting
- Motion tracking
  - o Track moving objects
  - o Make content follow tracked objects
  - o Stabilise motion
- Audio
  - o Add audio
  - o Animate volume
  - o Audio display options

- 3D layers
  - o Convert to 3D layers
  - o Use multiple views
  - o Add cameras
  - o Animate in 3D
- Using other Adobe programs
  - o Import Photoshop and Illustrator files
  - o Round-trip between programs
- Puppet Pin
  - o Create a mesh and pins
  - o Animate pins
  - o Randomise movement of pins
- Export
  - o Export with the Media Encoder
  - o Export with the Render Queue
  - o Understand codecs and file format

Course Materials

Enliten IT will provide each delegate with a workbook and other useful reference materials where applicable. These may be either paper based or in Adobe pdf format or a combination thereof.