Infopark

Computer Education

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Accredited to **NIELIT** under accreditation no: PSR 1134

Syllabus For Certificate Course in ADOBE AFTER EFFECTS CS6 (1 ½ Months)

ADOBE AFTER EFFECTS CS6

Chapter-1
1. Introduction of After Effect CS6.
2. Introducing the interface and the workspace.
3. Understanding compositions.
4. Getting comfortable with layers.

Chapter-2
1. Getting started with animation and key frames.
2. Understanding effects.
3. Moving in 3D space.
4. Rendering your first animation.
5. Specifying preferences and cache settings.

Chapter-3
1. Importing footage and compositions.
2. Preparing compositions for animation.
3. Understanding pre composing.

Chapter-4
1. Defining layers.
2. Creating type.
3. Creating layer solids and shapes with masks.
4. Understanding switches and blend modes.

Chapter-5
1. Crafting custom shapes and masks.
2. Creating variable width feathered masks.
3. Roto scoping with the Roto Brush.
4. Refining with the Roto Brush.

Chapter-6
1. Understanding key frames.
2. Adding and adjusting key frames.
3. Adjusting key frames in the Graph Editor.
4. Controlling animation with parenting and the pick whip.

Chapter-7
1. Understanding animation paths.
2. Timing to audio.
3. Swapping images.

Chapter-8
1. Layering multiple effects.
2. Building backgrounds with effects.
3. Creating animated strokes.

Chapter-9
1. Introducing cameras.
2. Working with 3D layers.
3. Adding lights and working with Material Options.

Chapter-10
1. Caching and pre rendering.
2. Understanding the alpha channels.
3. Rendering with Adobe Media Encoder.

4. Archiving finished projects.

Chapter-11
1. Creating type animators.
2. Composing 3D type.
3. Adding and animating type on a path.

Chapter-12
1. Creating stylized video.
2. Retouching with the Clone Stamp tool.
3. Smoothing shaky camera footage.

Chapter-13
1. Understanding keying.
2. Creating a garbage mask.
3. Getting started with Key light.

Chapter-14
1. Importing Photoshop documents.
2. Importing Illustrator files.
3. Working with Premiere Pro projects.

Chapter-15
1. Adjusting ray tracing quality.