



# Adobe After Effects Training Courses

## Sydney, Melbourne, Brisbane and Canberra

## After Effects Essentials | Course Overview

### COURSE DESCRIPTION

After Effects allows you to create both stunning and professional motion graphics and visual effects. This course is designed to allow those new to video animation techniques or who are self-taught, to get the most from this immensely powerful software. The emphasis throughout this After Effects course is on getting up-to-speed with the essential functionality of the program and includes many practical exercises along with countless tips and techniques to help you become more productive.



### WHAT YOU WILL LEARN

Key topics include incorporating video with Photoshop and Illustrator graphics, video layering techniques, using 3D features, animating text, working with key frames, using filters for special effects and rendering your final project for broadcast, HD or the web. While courses are available using the latest version - CC (Creative Cloud), options for CS6 and CS5 are also available.

~~\$810~~ **\$770** (+GST)  
2 DAYS | 9-4:30PM

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Training Centre

### Why train with us?

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- Free course resit\*
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\*Conditions apply

### Premium training for visual communication

Providing quality training since 1989 to the publishing, design, marketing, print and web industries. Join us in Sydney, Brisbane, Canberra & Melbourne.



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### Course outline

#### INTRODUCTION

- Video Terminology
- TV Broadcast standards
- Pixel aspect ratios
- Common DV Codecs
- SMPTE timecode

#### IMPORTING FOOTAGE

- Importing layers from Photoshop & Illustrator
- Continuous rasterize
- Looping video footage
- Interpreting footage

#### STARTING A PROJECT

- The Composition window
- Using the Project window
- Working with layers over time
- Animating layers independently
- Trimming and moving layers
- Changing playback speed and direction
- Applying effects

#### UNDERSTANDING KEY FRAMES

- Transform Properties
- Creating Keyframes
- Copying and pasting key frames
- Spatial and temporal interpolation
- Key frame assistants – easy ease
- Time reverse key framing
- Simultaneously editing keyframes
- Importing motion paths from Illustrator

#### LINKING METHODS IN AFTER EFFECTS

- Parent/child relationships
- Pre-Compose/nesting
- Duplicating layers and comps
- Working with Effects

#### APPLYING EFFECTS

- Animating effects
- Using adjustment layers
- Solid layers
- Vignettes

#### WORKING WITH TEXT

- Composing text
- Text Layout
- Write on text using the stroke effect
- Text animators
- Browsing, applying and saving animation presets
- Adding Layer styles to text

#### INTRODUCTION TO USING MATTES

- Creating Track mattes
- Alpha Channels
- Blending modes

#### USING MASKS

- Drawing mask shapes with the shape and pen tools
- Mask modes and properties
- The corner pin effect
- Importing mask paths from Illustrator

#### KEYING TECHNIQUES (GREEN SCREEN)

- Understanding the Keying workflow
- Matte chocker
- Channel Blur
- Using Keylight
- Chroma Key

#### MOTION TRACKING

- Tracking moving footage
- Track Transform, Perspective corner pin
- Tracking effects
- Motion stabilization

#### TIME STRETCHING - SPEED CHANGE

- Controlling speed over time
- Time remapping
- Reverse speed
- Frame Blending/pixel motion
- TimeWarp

#### PUPPET PIN TOOL

- Puppet pin
- Overlap & Starch tool
- Puppet tool

#### SHAPE TOOLS

- Drawing and Animating Shapes
- Converting illustrator files into shapes
- Adding Animators to Shapes
- Brainstorm

#### INTRODUCTION TO WORKING IN 3D SPACE

- Creating a layer in 3D space
- 3D text animation
- Animating the Camera
- Adding lights

#### FINAL RENDERING - SAVING YOUR WORK

- Adding your project to the render Queue
- Render settings for multiple outputs
- Using Adobe media encoder for multiple outputs

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