

ADVANCED CERTIFICATION IN

A/V POST PRODUCTION

tgc®



Learn Digital Art with a blend of design aesthetics and Technology from the industry experts.



**ARE YOU
READY?
BECAUSE
WE ARE!**

Programme Schedule:

Normal Track

Course Duration: 4 Months

Schedule: 2 Hour/4 days a week

Fast Track

Course Duration: 2 months

Schedule: 4 Hours/4 days a week

ADV. CERTIFICATION IN
A/V POST PRODUCTION

CODE	SUBJECT
Module1.	Advanced video Graphics
Module2.	Non Linear Editing & Sound
Module 3	Project
Module 4	Practical

tgc®

Program Outcome:

- Creating at least 5 AV from raw footages
- 2 edit on popular songs with different visuals.
- 1 Logo motion
- 2 3d composite
- 5 animated background for TV shows
- Portfolio show Presenting demo reel
- Interviews and on the spot video competitions
- Placement



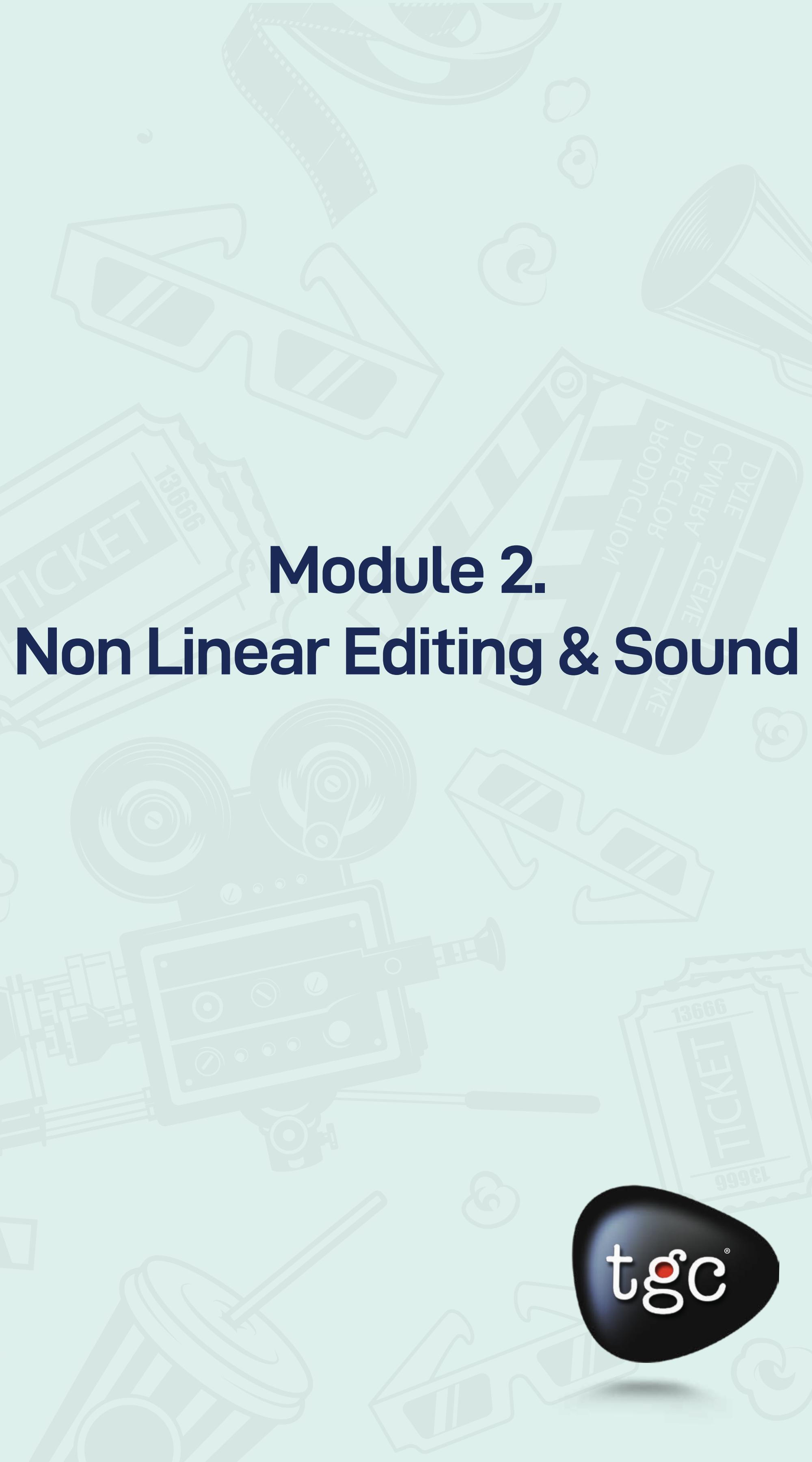
Module 1.

Advanced Video Graphics



Creating virtual BG for Videos
Creating Energy oriented
Graphic themes for programs
Creating Logos & Identities
Self projects
Creating Collages & Montages
Channel Masking techniques
Creating alpha for titleing
Exporting graphics to video
applications





Module 2.

Non Linear Editing & Sound



Intro.to various file formats from DV to Mov and HD

Story boarding for Film Editing

Capturing through firewire

Managing and organizing footages

The Detailed study of Final Cut Pro

Finishing and Outputting

Colour correction in a video

Converting from HD to DV

Media Management



SOFTWARE COVER

ADOBE PHOTOSHOP

ADOBE AFTER EFFECT

ADOBE PREMIERE PRO



ADOBE PHOTOSHOP





Getting to Know the Work Area & layer Basics

- Open Adobe Photoshop files.
- Select and use some of the tools in the toolbox.
- Set options for a selected tool using the tool options bar.
- Use various methods of zooming in and out on an image.
- Select, rearrange, and use palettes.
- Undo actions to correct mistakes or to make different choices.
- Customize the workspace.
- Organize artwork on layers.
- Create, view, hide, and select layers.
- Rearrange layers to change the stacking order of artwork in the image.
- Link layers to work on them simultaneously.

Working with Selections

- Make specific areas of an image active using various tools.
- Reposition a selection marquee.
- Move & duplicate the contents of a selection.
- Use keyboard-mouse combinations that save time & hand motions.
- Deselect a selection.
- Constrain the movement of a selected area.
- Adjust the position of a selected area using the arrow keys.
- Add to and subtract from a selection.
- Rotate a selection.
- Use multiple selection tools to make a complex selection.
- Erase pixels within a selection.





Working with brushes

Applying the brushes

Brush size, hardness, opacity, flow, smoothing

Pencil tool, color replacement and mixer brush

Apply blending modes to layers.

working with edit menu options

Retouching and Repairing

Use the Clone Stamp tool to eliminate an unwanted part of an image.

Use the Spot Healing Brush tool to repair part of an image.

Use the Healing Brush and Patch tools to blend in corrections.

Make corrections on a duplicate layer and adjust it for a natural look.

Backtrack within your work session using the History palette.

Use the History brush to partially restore an image to a previous state.

Use snapshots to preserve earlier states of your work





TGC ANIMATION & MULTIMEDIA

Photoshop

Working with Type Typographic Design

MODULE 5

- Use guides to position text in a composition.
- Make a clipping mask from type.
- Merge type with other layers.
- Use layer styles with text.
- Preview typefaces interactively to choose them for a composition.
- Control type and positioning using advanced type palette features.
- Warp a layer around a 3D object.
- Type menu options

MODULE 6

Creating and Working with Paths

MODULE 6

- Creating a Path with the Pen Tool, Pen tool options
- Drawing curves, Working with the Paths Palette
- Creating a path, Saving a work path
- Deleting, duplicating, and renaming a path
- Stroking a path
- Filling a path
- Loading Paths as Selections
- Turning a Selection into a Path, Editing Paths





Working with shape & Vector Drawing Techniques

Differentiate between bitmap and vector graphics.
Draw straight and curved paths using the Pen tool.
Convert a path to a selection, & convert a selection to a path.
Save paths.
Draw and edit layer shapes.
Draw custom layer shapes.
Import and edit a Smart Object from Adobe Illustrator.

MODULE 7

Working with layer style

Applying Layer style on any object
Add text and layer effects to a layer
Defining a new layer style
Applying layer style to another layer
Creating 3d effect by using layer style

MODULE 8





Image Essentials

Difference Between Vector images, Raster images

Understand image resolution and size.

Resolution, pixels and Bit Depth

Resampling Images

Changing the Canvas Size, Cropping an Image

Straighten and crop an image

Choosing Color Modes and File Formats

Image menu options

MODULE 9

Working with adjustment layer, Photo Corrections

How to use Histogram

Adjust the tonal range of an image.

Remove a color cast from an image using Auto Color correction.

Adjust the saturation and brightness of isolated areas of an image using the Sponge and Dodge tools.

Apply the Unsharp Mask filter to finish the photo-retouching process.

Save an image file for use in a page-layout program.

MODULE 10



Masks and Channels

Refine a selection using a quick mask.
Save a selection as a channel mask.
View a mask using the Channels palette.
Apply filters, effects, and blend modes to a mask.
Create a layer mask./ Move an image within a mask.
Paint in a mask to modify a selection.
Make an intricate selection using the Extract feature.
Create and use a gradient mask.
Isolate a channel to make specific image corrections.
Create a high-quality grayscale image by mixing channels.
Layer menu options

Let the Photoshop To do this

Automate:
Batch,
Pdf presentation,
Contact Sheet-2
Picture Pacakage,
Photomerge,
Web PhotoGallery
Scripts:
Image Processor, Export Layers to file, Load Files into
File menu options



The Fun Side Of Photoshop

Brush>Show your Actions
Dressing Up Images with Layer Styles
Playing with Opacity and Blend Modes
Smart Sharpen
Blurring images or selections
Using the Lens Correction filter
Cleaning up with Reduce Noise
Smart Filters: Your Creative Insurance Policy
Getting Creative with the Filter Gallery
Push, Pull, and Twist with Liquify
Filter menu options

MODULE 13

Producing and Printing Consistent Color

MODULE 14

Working with 3D
Working with GIF Animation
Define RGB, grayscale, and CMYK color spaces for displaying, editing, and printing images.
Specifying Color-Management Settings
Prepare an image for printing on a PostScript CMYK printer.
Proof an image for printing.
Identify out-of-Gamut colors.
Understand how images are prepared for printing on presses



Assignment list

Logos & identity design

Text Photoshop Collage

Product Design

Magazine cover page

Matte painting & Digital painting

Surreal Portrait

Summer Photo Manipulation

Book Cover

Color Correction

Poster

Web Template design UI & mock-ups

Album Cover

CD Covers

Announcements

Fun Typographic Posters

Social Media Cover

Broadcast BG

GIF Animations and Meme



ADOBE AFFECT EFFECT





Foundations

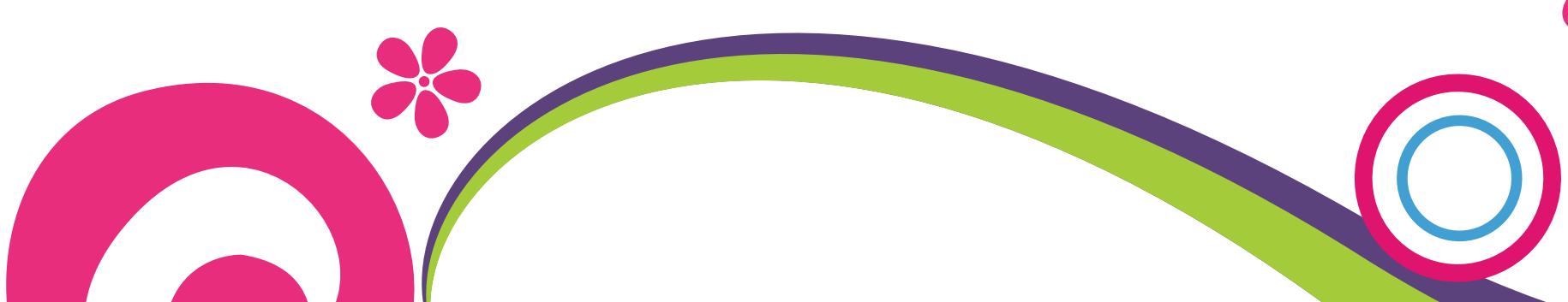
- Basics of After Effects
- Common After Effects terminology
- Common Film
- Video and animation terminology
- What is After Effects cannot do
- Using the exercise file and relinking footage
- Explore the interface of After Effects
- Understanding Compositions
- Work with Layers
- Animate with the timeline
- Apply effects
- Basics of 3d
- Know how to render

MODULE 1

Creating a Simple Animation

MODULE 2

- Setup an After Effects project
- Track an element into motion
- Precompose: one example
- Ramp speed: Play with time itself
- Design an animated transition
- Animate the type
- Light the Scene
- Send the shot where it belongs
- Review and evolve your work





ANIMATING TEXT

- Installing a font using Typekit
- Creating and formatting point text
- Using a text animation preset
- Animating with scale keyframes
- Animating using parenting
- Animating imported Photoshop text
- Animating type tracking
- Animating text opacity,
- Text animator group
- About text animator groups
- Animating a layer's position
- Timing layer animations
- Adding motion blur

MODULE 3

WORKING WITH SHAPE LAYERS

MODULE 4

- Adding a shape layer
- Creating custom shapes
- Duplicating shapes
- Duplicating and modifying a composition
- Positioning layers with snapping
- Adding compositions to a 3D project
- Adding the finishing touches
- Extra credit.





ANIMATING A MULTIMEDIA PRESENTATION

Using Creative Cloud Libraries in After Effects
Adjusting anchor points, Parenting layers
Precomposing layers
Keyframing a motion path
Animating additional elements
Applying an effect, About solid-color layers
Animating precomposed layers
Animating the background
Adding an audio track
Supported audio file formats
Editing audio files in Adobe Audition

MODULE 5

ANIMATING LAYERS

MODULE 6

Preparing layered Photoshop files
About Photoshop layer styles
Simulating lighting changes
Duplicating an animation using the pick whip expressions
Animating movement in the scenery
Adjusting the layers and creating a track matte
Track mattes and traveling mattes
Animating the shadows
Adding a lens flare effect
Adding a video animation
Rendering the animation
Retiming the composition





WORKING WITH MASKS

- Creating a mask with the Pen tool
- Editing a mask
- Creating a Bezier mask
- Feathering the edges of a mask
- Replacing the content of the mask
- Zooming and panning by touch
- Adding a reflection
- Creating a vignette
- Using the Rectangle and Ellipse tools
- Adjusting the timing
- Tips for creating masks
- Trimming the work area

MODULE 7

DISTORTING OBJECTS WITH THE PUPPET TOOLS

- Adding Deform pins
- Defining areas of overlap
- Stiffening an area
- Animating pin positions
- Squash and stretch
- Recording animation
- Act it out with Adobe Character Animator

MODULE 8





USING THE ROTO BRUSH TOOL

Creating a segmentation boundary
Using Adobe Premiere Pro with After Effects
Fine-tuning the matte
Refine Soft Matte and Refine Hard Matte effects
Freezing your Roto Brush tool results
Changing the background
Adding animated text
Outputting your project.

MODULE 9

PERFORMING COLOR CORRECTION

Previewing your project on a video monitor
Adjusting color balance with levels
Adjusting color balance with Color Finesse 3
Replacing the background
Color-correcting using Auto Levels
Motion tracking the clouds
Replacing the sky in the second clip
Color grading.

MODULE 10





3D FEATURES

Creating 3D text
Using 3D views, Importing a background
Adding 3D lights, Adding a camera
Extruding text in After Effects
Working with Cinema 4D Lite
Integrating the C4D layer in After Effects

MODULE 11

THE 3D CAMERA TRACKER

MODULE 12

Repairing rolling shutter distortions
Tracking the footage, Creating a ground plane
A camera, and the initial text
Creating realistic shadows
Adding ambient light
Creating additional text elements
Locking a layer to a plane with a null object
Animating the text , Adjusting the camera's depth of field





ADVANCED EDITING TECHNIQUES

Using Warp Stabilizer VFX
Bicubic scaling, Warp Stabilizer VFX settings
Using single-point motion tracking
Checking for drift
Moving and resizing the track points
Using multipoint tracking
Mocha for After Effects
Creating a particle simulation
Understanding Particle Systems II properties
About high dynamic range (HDR) footage

MODULE 13

RENDERING AND OUTPUTTING

Creating templates for the Render Queue
Exporting using the Render Queue
Preparing movies for mobile devices
Rendering movies with Adobe Media Encoder
Preparing a movie for broadcast output

MODULE 14



Assignment list

1. Lower Third/ titles
2. Explainer video
3. Whiteboard animation
4. Infographic
5. Logo motion (Prelude) or Opener
6. Product promo
7. Background Removal/ chroma
8. Motion tracking Text
9. Colour Correction
10. Motion Graphic background
11. Teasers
12. Slideshow/ Photo album



ADOBE PREMIERE PRO





TGC ANIMATION & MULTIMEDIA

Premiere Pro

Introduction to Adobe Premiere Pro Training

Adobe Premiere Pro Interface
Nonlinear editing
Workflow

MODULE 1

MODULE 2

Project setup

Setting up a project
Setting up a sequence

MODULE 3

Importing Media

Importing footage and assets
Media Browser uses
Importing images
The Media Cache

MODULE 4

Media Organization

The Project Panel
Working with Bins
Organizing Media with content Analysis
Monitoring Footage
Modifying clips





Video Editing

The rules of video editing

The video editing essentials of Adobe Premiere Pro

MODULE 5

MODULE 6

Clips and Markers

Program Monitor Control

Controlling Resolution

Using Markers

Using sync Lock and track lock

Finding timeline gaps

Moving clips in a sequence

MODULE 7

Transitions

Edit Point and Handles

Adding Transitions into footage

Fine tuning Transitions

Adding Audio transitions

MODULE 8

Advanced Editing Techniques

Four point editing

Retiming clips

Replacing clips and footage

Nesting Sequence

Regular and Advanced Trimming





Motion Clips

Motion Effect Adjustment
Clip position ,size and rotation
Keyframe Interpolation
Motion related effects

MODULE 9

MODULE 10

Multi camera Editing

Multicamera Process
Multicamera Sequence
Multiple camera switch

MODULE 11

Audio Editing and Mixing

Working with the Audio Interface
Audio Characteristics
Adjusting Audio volume and audio gain
Adjusting audio levels in a sequence

MODULE 12

Sound and Video Effects

Using audio effects
Applying effects in the audio mixer
Key framing effect
Effect presets





TGC ANIMATION & MULTIMEDIA

Premiere Pro

Color Correction and Grading

- Color Balance
- Exposure
- Special color effects
- Look development

MODULE 13

Composting Techniques

- Using alpha channels
- Alpha channel transparencies and color keying
- Mattes and opacity effect

MODULE 14

Managing Projects

- Creating Titles
- Working with shapes and logos
- Exporting frames, clips and sequences
- Working with Adobe Media Encoder
- Using a Project Manager

MODULE 15



Assignment list

- 1. By different footage and using lip-sync, Beats and Rhythm by the mood of the song.**
- 2. Creating a news/ documentary on a topic using random video stock footages.**
- 3. Creating a food recipe video by using still images, video & text.**
- 4. Create a by applying visual effects such as stabilizing shaky footage, removing grain, and cinematic with overlays.**
- 5. Create a video by editing Green screen footage and adding some other background.**
- 6. Create a video with usage of colour grading and background to add a feel of Sci-fi, Retro, Contemporary, Horror etc.**
- 7. A colour correction task- Use multiple footage of variable brightness and contrast and to make them finally in-sync.**
- 8. A sound project by removing background noise & enhancing sound quality from a given audio file.**





FOR MORE DETAILS

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