

After Effects Certification Jumpstart



Level: Introduction to Advanced
Duration: 8 Days
Time: 10 AM - 5 PM
Cost: £1397 ex VAT

Overview

Learn how to use After Effects from start to finish. The most in-depth After Effects course in the UK. All of the Academy Class After Effects Training courses in one package.

Courses included in package;

After Effects 101: Rookie
After Effects 201: HotShot
After Effects 301: Super HotShot

Description

This course is for people new to After Effects who want to learn all of the packages powerful toolset. Perhaps someone who wishes to work in the video field or who currently works in the field, or an Adobe application user looking to expand their skills and add effects to video projects. Some students may be mainly interested in creating video primarily for the Web, and others for film, but the majority are preparing more for work in broadcast video. The later part of this After Effects course you will master the concepts and advanced features of this program. It includes many advanced features, including tips and tricks using the latest version. This class will also take your skills further and help you prepare for the Adobe Certified Expert exam in After Effects

Who is this course for?

A person who wishes to work in the video field or who currently works in the field, or an Adobe application user looking to expand his or her skills, looking to add effects to video projects. Some students may be mainly interested in creating video primarily for the Web, and others for film, but the majority are preparing more for work in broadcast video. This course is for people new to After Effects but who want to know more than just the basics.

Assumed Knowledge

Before taking this course, you should have a basic understanding of your computers operating system.

What you will learn

On this course you'll become familiar with the After Effects interface. You'll learn to create animations, work with layers, apply effects, work with masks and mattes. In addition, you'll also learn about type, use color effectively and to export files. You will also

go on to learn Keyframe Complexity, graphs, keyframe graphic editor, expressions, render queue, path text, masks, color keying, track mattes, compound effects, Affiliate Marketing motion stabilization and tracking. You will also master the concepts of colour correction, advanced expressions, particles, 3D lights, cameras, time re-mapping and motion tracking, as well as countless tips and tricks that will help you speed up your workflow. You will also prepare for the ACE test.

Outline

After Effects User Interface and Animation

- * What's a project file & what's in it?
- * Tools & panels
- * Workspaces

Basic Animation

- * Transform properties of layers
- * Keyframing: making element move
- * Importing Photoshop & Illustrator files

Intermediate Animation

- * In depth Keyframe manipulation & interpolation
- * Graph editor
- * Motion Sketch/Smoother
- * Auto-Orient/Motion
- * Blur
- * Roving
- * Keyframes,
- * Anchor Point/Pan Behind Tool
- * Panning a large graphic: technique
- * Hold Keyframes

Layer Control

- * keyboard shortcuts
- * quality
- * SlipTool,
- * Sequence layers
- * Solo Switches
- * Looping footage
- * Image sequences
- * Frame Rate vs. Time Stretch
- * Blending Modes
- * Effects & Solids with Blending Modes
- * Effects & Presets Panel
- * Adjustment layers

Transparency

- * Masks

- * Shape
- * Feather
- * Expansion
- * Masking with the Pen Tool
- * Bezier curves,
- * Mask Shape Interpolation
- * Mask modes,
- * Mattes and Stencils
- * Mask shapes

Type and Titles

- * Simple Rules of Titling
- * Basic text
- * Text animators/range selectors
- * Randomising
- * Applying & saving text animation presets per character animators

Nesting

- * Precomps
- * Editing Precomps,
- * Locking panels
- * Render Order
- * How After Effects put it all together

Exporting Files

- * Render Queue
- * Export As/Same Frame As
- * Pre-render

Keyframes

- * Different types of Keyframe velocity
- * Keyframe shortcuts
- * Keyframe graph editor

Type Draw, Paint

- * All About Alphas
- * Working with Photoshop
- * Dots, pixels & Inches
- * Working with Illustrator
- * Plugging in Type

The Matrix

- * Particle Playground

More On Effects

- * Production Bundle Effects Round-Up

* Compound Effects

Animation Assistants

- * Additional Assistants
- * Motion Fun
- * Express Yourself
- * Animation & behaviour presets

Keying

- * Using Keylight

Time and Tracking

- * Time Remapping
- * Time Games
- * On Stable Ground
- * Motion tracking
- * Time warp

Expressions

- * Writing a simple expression
- * Linking expressions to motion track

Working with 3D

- * Cameras
- * Lights
- * 3D layers

NLE Integration

Integration 101

Integration with Nonlinear Editing Systems

Format Issues and Rendering

- * Video issues
- * Playing the field
- * 3:2 pulldown
- * Luminance & IRE issues
- * Working with D1/DV NTSC
- * Working with widescreen
- * Pre-rendering & proxies
- * Advanced 'Rendering-Render Farm Concept'
- * What's Your Preference?
- * The 'Secret Preferences'

Colour Keying

- * Understanding Different Types of Keying
- * Using KeyLight

* Refining a Matte

Advanced Expressions

- * Understanding the Syntax / Array / Text Strings
- * Working with Complex Expressions
- * Using Expression Controls
- * Linking Audio to Layers

Particles

- * Creative uses of Particles
- * Exploring the built-in and 3rd Party Plug-ins

Advanced 3D

- * Creating a 3D Room
- * Building 3D Models from a Layered Photoshop File
- * Shining Lights Through Glasses/Windows
- * Material Properties
- * Text in 3D
- * Lighting Text
- * Working with Null Objects
- * Animating Cameras

Advanced Motion Tracking

- * Understanding the Motion Tracker Options
- * Extruding the Tracker Outside the Composition
- * Using Mocha for After Effects

Working in 32bpc

- * Understanding Super White/Black
- * Creating Neon Glows

Advanced Colour Correction

- * Overview of the Colour Correction Tools
- * Matching Grain
- * Working with Channels

Playing with Time

- * Time Remapping
- * Time Warp
- * Best Practices

Working with Image Sequences

- * Advantages/Disadvantages
- * Using Still Images to Create a Time Lapse

Tips and Tricks

- * All about Masks / Anchor Point
- * Collapsing Transformations
- * Using Mathematical Equations to Simplify Your Workflow
- * Scripts
- * Using Markers

Adobe Certified Expert (ACE) Preparation

- * Booking the Exam
- * What to Expect on the Exam Day
- * Practice Exam
- * Further Resources