



After Effects 201: Hot Shot

Level: Advanced
Duration: 2 Days
Time: 10 AM - 5 PM
Cost: £547 ex VAT

Overview

- Keyframes
- The Matrix
- Animation assistants
- Keying
- Time & tracking
- Expressions
- Working with 3D
- NLE Integration
- Format Issues & Rendering

Description

Adobe After Effects is the industry leader for Video Compositing that allows you to create QuickTime movies for output on the Web, CD ROM, Monitor, or full-motion broadcast quality video for television. You will learn how to mix a number of still images together to create a moving texture. Placing Compositions into other Compositions, using Keyframes & Layers, and Effective Rendering techniques will also be covered.

Who is this course for?

This course will help you master the concepts and features to the program. It includes many advanced features, including tips and tricks using the latest version. Graphic professionals who want to enhance their motion editing and compositing. Experienced users will also benefit from the many tips and tricks and special exercises. We also recommend this course for those planning to obtain the Adobe Certified Expert, ACE, status in After Effects.

Assumed Knowledge

Before taking this course, you should have already have acquired skills and knowledge from the After Effects 101 training course.

What you will learn

What you will learn Keyframe Complexity, graphs, Keyframe graphic editor, expressions, render queue, path text, masks, color keying, track mattes, compound effects, motion stabilisation and tracking, render order/pre-composing, 3D animation.

Outline

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 and behaviour presets

Keying

- Using Keylight

Time and Tracking

- time re-mapping
- time games
- 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 Pull-down
- luminance and IRE Issues
- Working with D1/DV NTSC
- working with Widescreen
- pre-rendering & Proxies
- advanced 'Rendering-Render Farm Concept'
- what's your preference?