



# After Effects Jumpstart: zero to HERO



**Level:** Fast Track - Introduction  
**Duration:** 5 Days  
**Time:** 10 AM - 5 PM  
**Cost:** £997 ex VAT

## Overview

- Basic Animation
- Intermediate Animation
- Layer Control
- Transparency
- Type and Titles
- Nesting
- Exporting Files
- Keyframes
- Type Draw, Paint
- The Matrix
- Animation Assistants
- Keying
- Time and Tracking
- Expressions
- Working with 3D
- NLE Integration
- Format Issues & Rendering

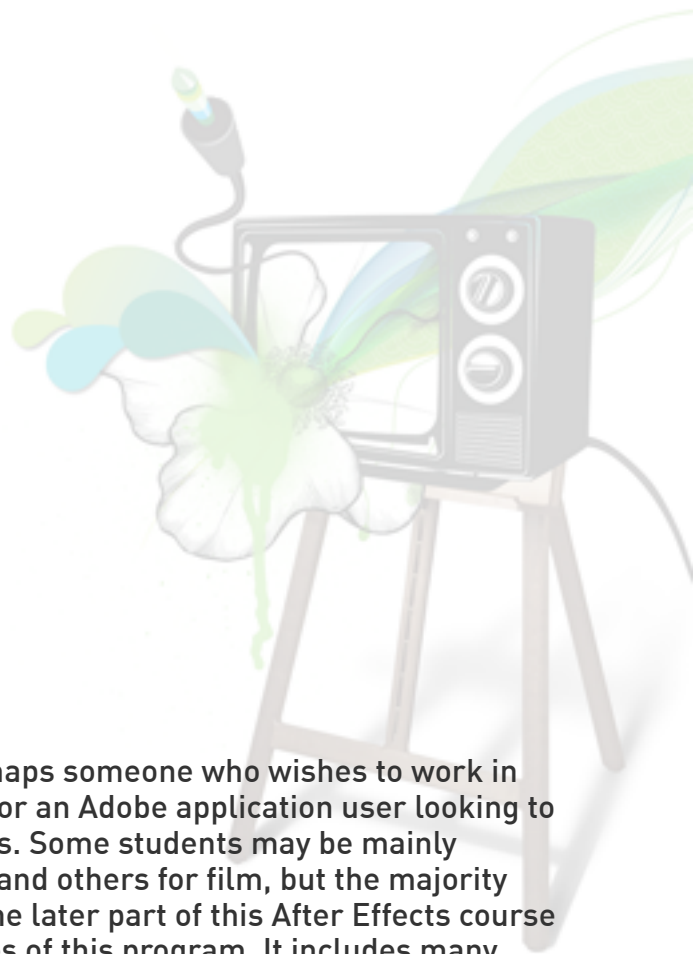
## Description

\*zero to After Effects HERO in just 5 days!\*

This course is for people new to After Effects. 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.

## 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.

## 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'