

Adobe After Effects Introduction



Call: 01628 810 196 | jessica@dynamix-training.co.uk | www.dynamix-training.co.uk

This entry-level course offers an introduction to the essential tools, techniques and operation of Adobe After Effects.

Prerequisites

Basic IT skills. standard computer skills. No previous After Effects or video experience required.

The course runs from 9.30 am to approximately 4.30 pm.

Duration: 2 days.

Welcome to After Effects

An introduction to AE
Project structure
Interface and palettes
Workspaces

A first After Effects project

A complete introductory After Effects project introducing: asset management, composition creation, basic keyframing, effects, rendering - and other essential tools and techniques.

Compositions

Creating compositions
Working with layered Ps and Ai files

Animation techniques

Anchor point essentials
Hold and roving keyframes
Motion sketch, orient and blur
keyframe interpolation
The position speed graph

Layer control

Stacking, moving, trimming and splitting
Layer and footage views
Blending modes and solids
Sequencing layers
Marking, previewing and keyframing audio

Working with transparency

Understanding alpha channels
Masking with shapes and pen
Mask properties and manipulation
Alpha and Luma track mattes

Effects overview

Finding and applying effects
Compositing options
Effects animation
Effects on solids and adjustment layers
Effects presets
Layer styles

Working with type

Type creation and formatting
Text on a path
Basic text animation
Text animation presets

Parenting and nesting

Parenting and nulls
An introduction to nesting and pre-composing

Rendering

Basic rendering with Adobe Media Encoder
Collecting files

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Adobe After Effects Intermediate

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This intermediate level course covers After Effects tools, techniques and methods beyond those in the level 1 course, as well as extending delegates' knowledge in some core topics.

Prerequisites

Delegates should have attended the level 1 course, or have a good working knowledge of the subjects covered on it, before attending this course.

The course runs from 9.30 am to approximately 4.30 pm.
Duration: 2 days.

Animation techniques

Speed and value graphs
Working with the graph editor
Separating dimensions

Getting started with expressions

connecting properties
wiggle, time and loop

Shape layers

Creating and animating shape layers.

More transparency

Mask animation and Rotobezier
Stencils, transitions and more
Basic keying (greenscreen)

Render order, nesting and precomposing

An introduction to render order
Nesting and pre-composing in depth

Deeper into effects

Selected effects in depth
Compound effects
Path based effects
Particles

Looping and time

Frame rates and time stretch
Time remapping
Looping footage and compositions

Text animation in depth

Start, end, offset and shapes
Advanced controls
index and restricted range animation
Timing to audio
The wiggly selector
Multiple properties and animators
Per character 3D

Motion tracking and stabilization

Motion tracking and image stabilization
3D camera tracking

Introducing 3D space

Classic 3D : working in and viewing 3D space
Working with cameras, lights and shadows

Rendering and project management

The render queue
Working with Adobe Media Encoder
Managing projects

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Adobe After Effects Advanced

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Held over one day this advanced level course looks at two areas of After Effects in depth. The first is the After Effects Expression language - an essential component of many Ae based projects. The second being the 3D functionality offered through the Cinema 4D renderer, Cinema 4D Lite, and the Cineware plugin that are included in your After Effects installation (After Effects CC 21017 and newer).

Prerequisites

Delegates should have attended the level 1 and 2 courses, or have a good working knowledge of After Effects, before attending this course. The 'Exploring expressions' section is designed to meet the needs of those without any previous coding knowledge or experience.

The course runs from 9.30 am to approximately 4.30 pm.

Duration: 1 day.

Exploring expressions

What is an expression?

When to use, pros and cons.

Basics of the expression language

Common expressions

Practical expression examples

An introduction to 3D using Cinema 4D Lite and Cineware

Options for 3D in After Effects

Using the Cinema 4D renderer in Ae

An basic introduction to Cinema 4D Lite

Working with the Cineware plugin

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Adobe After Effects Advanced (level 2+3) Course

A three day course



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This 3 day course covers After Effects tools, techniques and methods beyond those in the level 1 course, as well as extending delegates' knowledge in some core topics.

Prerequisites

Delegates should have attended the level 1 course, or have a good working knowledge of the subjects covered on it, before attending this course.

The course runs from 9.30 am to approximately 4.30 pm.

Duration: 3 days.

Animation techniques

Speed and value graphs
Working with the graph editor
Separating dimensions

Working with expressions

What is an expression?
When to use, pros and cons.
connecting properties
Basics of the expression language
Common expressions
Practical expression examples

Shape layers

Creating and animating shape layers.

More transparency

Mask animation and Rotobezier
Stencils, transitions and more
Basic keying (greenscreen)

Render order, nesting and precomposing

An introduction to render order
Nesting and pre-composing in depth

Deeper into effects

Selected effects in depth
Compound effects
Path based effects
Particles

Looping and time

Frame rates and time stretch
Time remapping
Looping footage and compositions

Text animation in depth

Start, end, offset and shapes
Advanced controls
index and restricted range animation
Timing to audio
The wiggly selector
Multiple properties and animators
Per character 3D

Motion tracking and stabilization

Motion tracking and image stabilization
3D camera tracking

Working with 3D space

Classic 3D : working in and viewing 3D space
Working with cameras, lights and shadows
Options for 3D in After Effects
Using the Cinema 4D renderer in Ae
An basic introduction to Cinema 4D Lite
Working with the Cineware plugin

Rendering and project management

The render queue
Working with Adobe Media Encoder
Managing projects

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