

Adobe After Effects

3 Days Course • Instructor-Led Training

Course Overview

This Adobe After Effects course provides comprehensive coverage of the fundamentals of After Effects and is designed to teach students how to create professional-quality motion graphics and visual effects. The course starts with an introduction to the After Effects workflow, including importing footage, creating compositions, and adding effects and modifying layer properties. Students will learn how to animate text and shape layers, work with masks and distort objects using the Puppet tool. They will also learn advanced techniques such as using the 3D camera tracker, stabilizing shots, and creating particle simulations. Additionally, the course covers colour correction, rendering and outputting, and creating motion graphics templates.

Audience Profile

The Adobe After Effects course is for anyone interested in learning how to create motion graphics and visual effects. This may include graphic designers, animators, video editors, and other professionals in the fields of film and video production, advertising, and multimedia design.

Course Outcome

By the end of the course, students will have a solid understanding of the After Effects software and the skills to create stunning visual effects and animations.

Course Outline

15 Modules

Topic 01: Getting to Know the Workflow

Lesson

- Creating a project and importing footage
- Creating a composition and arranging layers
- Adding effects and modifying layer properties
- Animating the composition
- Previewing your work
- Optimizing performance in After Effects
- Rendering and exporting your composition
- Customizing workspaces
- Controlling the brightness of the user interface
- Collaborating in After Effects
- Finding resources for using After Effects

Topic 02: Creating a Basic Animation Using Effects and Pre-sets

Lesson

- Creating a new composition
- Working with imported Illustrator layers
- Applying effects to a layer
- Applying an animation pre-set
- Pre-composing layers for a new animation
- Previewing the effects
- Adding transparency
- Rendering the composition

Topic 03: Animating Text

Lesson

- About text layers
- Installing a font using Adobe Fonts
- Creating and formatting point text
- Animating with scale keyframes
- Using a text animation pre-set
- Animating imported Photoshop text
- Animating type tracking

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- Animating text opacity
- Animating an image to replace text
- Using a text animator group
- Animating a layer's position
- Adding motion blur

Topic 04: Working with Shape Layers

Lesson

- Creating the composition
- Adding a shape layer
- Creating a self-animating shape
- Duplicating a shape
- Creating custom shapes with the Pen tool
- Positioning layers with snapping
- Animating a shape
- Animating using parenting
- Using nulls to connect points
- Previewing the composition

Topic 05: Animating a Multimedia Presentation

Lesson

- Adjusting anchor points
- Parenting layers
- Pre-composing layers
- Keyframing a motion path
- Animating additional elements
- Applying an effect
- Animating precomposed layers
- Animating the background
- Adding an audio track

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Topic 06: Animating Layers

Lesson

- Simulating lighting changes
- Duplicating an animation using the pick whip
- Using a track matte to confine animation
- Animating using the Corner Pin effect
- Simulating a darkening sky
- Viewing render times for layers
- Retiming the composition

Topic 07: Working with Masks

Lesson

- Creating a mask with the Pen tool
- Editing a mask
- Feathering the edges of a mask
- Replacing the content of the mask
- Adjusting the opacity
- Adding a shadow
- Creating a vignette

Topic 08: Distorting Objects with The Puppet Tools

Lesson

- About the Puppet tools
- Adding Position pins
- Adding Advanced and Bend pins
- Stiffening an area
- Animating pin positions
- Using the Puppet tools to animate video
- Recording animation

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Topic 09: Using the Roto Brush Tool

Lesson

- Creating a segmentation boundary
- Fine-tuning the matte
- Freezing your Roto Brush tool results
- Changing the background
- Adding animated text
- Outputting your project

Topic 10: Adjusting Colour and Mood

Lesson

- Detecting scenes in a composition
- Making colour enhancements
- Adding a colorized effect
- Replacing a background
- Colour-correcting using Auto Contrast
- Cloning an object in a scene
- Darkening a scene
- Freezing the action
- Adding transitions

Topic 11: Creating Motion Graphics Templates

Lesson

- Preparing a master composition
- Setting up a template
- Adding properties to the Essential Graphics panel
- Protecting the timing of a section
- Exporting the template

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Topic 12: Using 3D Features

Lesson

- Creating 3D layers
- Animating 3D layers
- Adding ambient light
- Pre-composing layers
- Creating 3D text
- Using 3D views
- Adding a camera
- Lighting a scene

Topic 13: Working with the 3D Camera Tracker

Lesson

- Tracking the footage
- Creating a ground plane, a camera, and the initial text
- Creating additional text elements
- Locking an image to a plane with a solid layer
- Tidying the composition
- Adding a final object
- Creating realistic shadows
- Adding ambient light
- Adding an effect
- Previewing the composition

Topic 14: Advanced Editing Techniques

Lesson

- Stabilizing a shot
- Using single-point motion tracking
- Removing unwanted objects
- Creating a particle simulation
- Retiming playback using the Time warp effect

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Topic 15: Rendering and Outputting

Lesson

- About rendering and output
- Exporting using the Render Queue
- Creating templates for the Render Queue
- Rendering movies with Adobe Media Encoder