



COURSE DESCRIPTION

Our most popular After Effects class. Taking you from beginner to advanced user in 5 days.

The class consists of 18 hands-on units. Our instructor will lead you step-by-step through each project, teaching you correct workflow, how to master each tool, and show you useful shortcuts to speed up your workflow. You will leave the course fully competent and able to use After Effects in a professional production environment. Live face-to-face instructor – still the best way to learn!

DETAILED COURSE OUTLINE

GETTING TO KNOW AFTER EFFECTS

- ➔ After Effects: What it is (and is not)
- ➔ The After Effects enterprise workflow
- ➔ The power of Creative Cloud
- ➔ Leveraging your Creative Cloud subscription
- ➔ Integrating After Effects with other file formats
- ➔ Linked media: Organizing your Projects
- ➔ Tips and best practices for After Effects Projects

UNIT 1: AFTER EFFECTS BASICS

- ➔ Launching After Effects, and creating new projects
- ➔ Understanding and navigating the After Effects interface
- ➔ Customizing settings, Preferences, and Workspaces
- ➔ Importing and organizing footage
- ➔ Creating Compositions
- ➔ Working with Layers: The art of compositing
- ➔ Understanding Layer types
- ➔ Animating Layers with the Transform properties
- ➔ Adding, editing, and animating effects
- ➔ Understanding the Timeline and SMPTE timecode
- ➔ Optimizing performance in After Effects
- ➔ Previewing, rendering, and exporting a Composition

UNIT 2: WORKING WITH MASKS

- ➔ Alpha channels, Masks, mattes, and keys—oh my!
- ➔ Creating Masks with the vector Shape and Pen Tools
- ➔ Creating Bezier Masks
- ➔ Editing corner and smooth points
- ➔ Feathering the edges of a Mask
- ➔ Adding Solids to create light reflections
- ➔ Applying Mask Modes and Blend Modes
- ➔ Creating vignettes
- ➔ Tips for creating masks

UNIT 3: ANIMATING SIMPLE 2D TEXT

- ➔ Title design: Understanding Text layers
- ➔ Using Typekit
- ➔ Creating and formatting point and area Text
- ➔ Using Text Animation Presets
- ➔ Property animation and keyframe interpolation in the Graph Editor
- ➔ Animating by Parenting
- ➔ Converting and animating Photoshop text
- ➔ Animating with Text Animator Groups
- ➔ Animating Text on a path
- ➔ Auto-orienting Layers on a motion path
- ➔ Working with Timeline Switches and Modes
- ➔ Maximizing Motion Blur options

UNIT 4: WORKING WITH SHAPE LAYERS

- ➔ Creating Shape layers
- ➔ Customizing Shapes
- ➔ Shape properties and animators
- ➔ Duplicating Shapes with Repeaters
- ➔ Creating logo and text effects with Shapes
- ➔ Advanced Shape Animation techniques

UNIT 5: AFTER EFFECTS DYNAMIC WORKFLOWS

- ➔ Packaging, prepping, and importing Illustrator files
- ➔ Working with Illustrator layers
- ➔ Packaging, prepping, and importing Photoshop files
- ➔ Managing Photoshop layers
- ➔ Dynamic Link: Integrating After Effects and Premiere Pro Projects
- ➔ MOGRT: Building Motion Graphics Templates in After Effects

UNIT 6: REAL-WORLD MOTION GRAPHICS

- ➔ Fundamentals of animation physics
- ➔ Bouncing, squashing/stretching, and more
- ➔ Leveraging velocity and speed in the Graph Editor
- ➔ Kinetic typography
- ➔ Simple Expressions: looping, conditionals, randoms
- ➔ Audio-powered animation with Expressions

UNIT 7: MOTION GRAPHICS FOR BROADCAST AND SOCIAL MEDIA

- ➔ Title/Action Safe Guides
- ➔ Creating luma and alpha Track Mattes
- ➔ Creating traveling mattes
- ➔ Adding Lower Thirds
- ➔ Animating opening titles and end credits
- ➔ Batch rendering social media exports in the Adobe Media Encoder: YouTube, Instagram, and more

UNIT 8: 3D MOTION GRAPHICS

- ➔ 2D Text and Layers in 3D Space
- ➔ Classic 3D, Ray-Traced 3D, and CINEMA 4D renderers
- ➔ Extruding, shading, and animating 3D text
- ➔ Applying Lights to 3D Layers
- ➔ Leveraging multiple 3D views
- ➔ Animating Light and shadow properties
- ➔ After Effects and Cinema 4D Lite
- ➔ Third-party After Effects plugin roulette



DETAILED COURSE OUTLINE (CONT.)

BONUS UNIT 9: ADVANCED AFTER EFFECTS EXPORTS

- ➔ Wrappers vs Codecs
- ➔ Lossless vs Lossy Codecs
- ➔ Mezzanine Codecs
- ➔ File formats for Visual Effects
- ➔ File conversions for Raw Files
- ➔ Working with Raw Video + Re-Indexing color
- ➔ Working with and applying LUT files
- ➔ Metadata tagging for Virtual Reality
- ➔ Batching HFR Footage
- ➔ Exporting Offline and Online Editorial

UNIT 10: CAMERA WORKFLOWS

- ➔ After Effects Cameras: Not your Daddy's DSLR
- ➔ Creating Cameras and setting Camera properties
- ➔ Camera cuts, rack focus, and other classic Camera moves
- ➔ Animating Cameras on a path
- ➔ Creating Flythroughs
- ➔ Managing Cameras, Lights, and shadow
- ➔ The power of Camera rigging
- ➔ Camera power linking

UNIT 11: ADVANCED COMPOSITING TECHNIQUES

- ➔ Understanding A Over B
- ➔ Blend Modes and Mask Modes
- ➔ Pre-Rendering and other techniques
- ➔ Render Order and Priorities
- ➔ Optimizing Projects: Global vs Persistent Cache
- ➔ Edges on Camera and the Real World

UNIT 12: KEYING TECHNIQUES

- ➔ Understanding blue and green screen chroma keys
- ➔ Tips for shooting green screen footage
- ➔ Using the Keylight effect
- ➔ Procedural mattes for the lazy
- ➔ Hi-con mattes
- ➔ Key Cleaner for poorly-lit footage
- ➔ Linear Keying effects
- ➔ Third Party Keying Suites

UNIT 13: STABILIZATION AND TRACKING

- ➔ About stabilization and tracking
- ➔ Using the Warp Stabilizer VFX feature
- ➔ Single-point and multi-point motion tracking
- ➔ Motion tracking with Mocha planar data
- ➔ Other tracking techniques
- ➔ 3D Camera tracking
- ➔ Shadow catchers
- ➔ Null objects

UNIT 14: THE ART OF ROTOSCOPING

- ➔ About rotoscoping
- ➔ Classic rotoscoping workflows
- ➔ Using the Roto Brush Tool
- ➔ Creating and refining Roto Brush segmentation boundaries
- ➔ Using the Refine Edge Tool
- ➔ Freezing and unfreezing Roto Brush data
- ➔ Articulated Mattes
- ➔ Refining Mattes: Feather, Track
- ➔ The legacy Paint Tools: painting, cloning, and erasing
- ➔ Roto like a Jedi: Hot core energy effects

UNIT 15: PARTICLE EFFECTS

- ➔ About particle simulation
- ➔ After Effects' particle generators
- ➔ The Particle Playground effect
- ➔ The CC Particle Systems II effect
- ➔ Customizing particle properties
- ➔ Additional particle effects and techniques
- ➔ Popular third-party particle effects

UNIT 16: COLOR CORRECTION AND COLOR GRADING

- ➔ Enterprise-based color workflows
- ➔ Histograms and Channels: Using the Lumetri scopes
- ➔ Using the Lumetri Color Effect and the Lumetri Color panel
- ➔ Adjusting levels and exposure
- ➔ Adjusting color balance and saturation
- ➔ Legalizing Luma/Color for Broadcast
- ➔ Additional color correction options
- ➔ Cinematic color grading

BONUS TRACKS UNIT 17: PUPPET TOOLS DISTORTIONS

- ➔ About the Puppet Tools
- ➔ Adding Deform pins
- ➔ Animating pin positions
- ➔ Stiffening with the Starch Tool
- ➔ Recording deformations
- ➔ Acting it out with Adobe Character Animator

UNIT 18: ADVANCED COLOR OPTIONS

- ➔ Understanding HDR (High Dynamic Range)
- ➔ Linear HDR Compositing: Lifelike
- ➔ Linear LDR Compositing
- ➔ Color Management and LUTs

Our outlines are a guide to the content covered on a typical class. We may change or alter the course topics to meet the objectives of a particular class. Bonus tracks are covered if time permits.