
Adobe After Effects – Fundamentals

Description

Adobe After Effects is a powerful software program used for creating special effects for video and motion graphics. On this hands-on workshop you will learn the basic tools to be comfortable using this software.

Niveau

Fondamental

Course Content

Module 1: Digital Video basics in Adobe After Effects

- Analog versus digital
- Frame rate and resolution
- Storage space and system requirements
- Defining motion Graphics

Module 2: Using the After Effects Interface

- Creating a project
- Understanding the After Effects panel system
- Organizing the Project Window
- Understanding the Composition Window
- Working in the Timeline Window
- RAM Preview vs. Standard Preview

Module 3: Media Management

- Importing media files
- Importing Photoshop and Illustrator files
- Previewing footage
- Previewing stills and video
- Previewing audio
- Trimming a video clip
- Using the Interpret Footage dialog box
- Looping an audio or video file

Module 4: Using Layers in Adobe After Effects

- Layer basics
- Layer options
- Creating a layer solid
- Understanding the layer switches
- Time stretch and frame blending
- Nesting compositions/layers using precomps

Module 5: Using keyframes in Adobe After Effects

- Animation of layer properties using keyframes
- Using layer parenting to ease repetition
- Understanding motion paths

- Working with layer blending
- Controlling the speed of animations
- Easing principles

Module 6: Using text in Adobe After Effects

- Creating text
- Character palette
- Paragraph palette
- Animating text with keyframes
- Animating text using presets
- Using Bridge with After Effects

Module 7: Masking and alpha channels in Adobe After Effects

- Masking
- Animating masks
- Working with alpha channels
- Track matte

Module 8: Using Effects in Adobe After Effects

- Effect basics
- Animating effects

Module 9: Introduction to 3D in After Effects

- Exploring the 3D capabilities and limitations of After Effects
- Creating 3D layers
- Using multiple viewports
- Understanding 3D Transform properties
- Animating 3D layers
- Creating and using lights

Module 10: Outputting in Adobe After Effects

- Rendering from a composition to various formats
- Understanding the Render Queue
- Adjusting render settings
- Duplicating jobs in the Render Queue
- Creating render templates
- Exporting a project file
- Rendering an individual frame

Documentation

- Digital courseware "Adobe After Effect Classroom in a Book"

Participant profiles

- Videographers
- Video editors
- Graphic designers
- Multimedia beginners in video animation

Prerequisites

- Very good knowledge of the IT environment
- Practice of software imaging

Objectives

- Digital video basics
- Digital media management
- Layers and compositing
- Keyframes and motion paths
- Working with and animating text
- Working with 3D effects
- Rendering and exporting project

Classroom Registration Price (CHF)

1400

Virtual Classroom Registration Price (CHF)

1300

Duration (in Days)

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Reference

ADBAE-01