



<http://www.multimediacentre.co.za>

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Adobe After Effects level 1 course content (3-day)

Course Description:

This course is geared for those just starting out in digital video. This course is essential for those creating video for the web, CD-ROMs, or broadcast.

Learning Objectives:

This course will get you started with the basic concepts of After Effects, but gives you a path to continue your mastery of the application. This is a great primer for those seeking their Adobe certification.

After taking this course you will be able to:

- Create 2D Elements
- Build a Composition
- Create an Animated Pattern
- Rendering Compositions
- Combine Components
- Work with Text and Numbers
- Build 3D Elements
- Combine 2D Elements in a Composite
- Make a 3D Composite
- Put together a scene
- Create Templates for Rendering Process

Target Audience:

This course is geared for those just starting out in digital video. Students new to After Effects will learn to create motion graphics and visual effects.

Course Outline:

Lesson 1: Getting to Know the Workflow

- Getting started
- 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
- Finding resources for using After Effects
- Checking for updates

Lesson 2: Creating a Basic Animation Using Effects and Presets

- Importing footage using Adobe Bridge
- Creating the composition
- Working with imported Illustrator layers
- Applying effects to a layer
- Applying an animation preset
- Previewing the effects
- Adding Transparency
- Rendering the composition

Lesson 3: Animating Text

- Getting started
- About text layers
- Creating and formatting point text
- Using a text animation preset
- Animating with scale keyframes
- Animating using parenting
- Animating imported Photoshop text
- Animating text using a path animation preset
- Animating type tracking
- Animating text opacity
- Using a text animator group
- Cleaning up the path animation

- Animating a nontext layer along a motion path
- Adding motion blur
- Exporting to Adobe Flash Professional

Lesson 4: Working with Shape Layers

- Getting started
- Adding a shape layer
- Creating custom shapes
- Creating stars
- Incorporating video and audio layers
- Applying a Cartoon effect
- Adding a title bar
- Using Brainstorm to experiment

Lesson 5: Animating a Multimedia Presentation

- Getting started
- Animating the scenery using parenting
- Adjusting an anchor point
- Masking video using vector shapes
- Keyframing a motion path
- Animating additional elements
- Applying an effect
- Creating an animated slide show
- Adding an audio track
- Zooming in for a final close-up

Lesson 6: Animating Layers

- Getting started
- Simulating lighting changes
- Duplicating an animation using the pick whip
- Animating movement in the scenery
- Adjusting the layers and creating a track matte
- Animating the shadows
- Adding a lens flare effect
- Animating the clock
- Retiming the composition

Lesson 7: Working With Masks

- About masks
- Getting started
- Creating a mask with the Pen tool
- Editing a mask
- Replacing the content of the mask
- Adding a reflection
- Creating a vignette
- Adjusting the color

Lesson 8: Distorting Objects with the Puppet Tools

- Getting started
- About the Puppet tools
- Adding Deform pins
- Defining areas of overlap
- Stiffening an area
- Animating pin positions
- Recording animation

Lesson 9: Using the Roto Brush Tool

- About rotoscoping
- Getting started
- Creating a segmentation boundary
- Fine-tuning the matte
- Creating a transition from the full clip to the foreground
- Creating the logo
- Animating text
- Adding a background image
- Adding audio

Lesson10: Performing Colour Correction

- Getting started
- Adjusting color balance
- Replacing the background
- Removing unwanted elements
- Correcting a range of colors
- Warming colors with the Photo Filter effect

Lesson 11: Building 3D Objects

- Getting started
- Building a 3D object
- Working with a null object
- Working with 3D text
- Creating a backdrop for 3D animation
- Nesting a 3D composition
- Adding a camera
- Completing the scene

Lesson 12: Using 3D Features

- Getting started
- Animating 3D objects
- Animating a camera
- Adjusting layer timing
- Using 3D lights
- Adding effects
- Adding motion blur
- Previewing the entire animation

Lesson 13: Advanced Editing Techniques

- Getting started
- Using motion stabilization
- Using single-point motion tracking
- Using multipoint tracking
- Creating a particle simulation
- Retiming playback using the Time warp effect

Lesson 14: Rendering and Outputting

- Getting started
- Creating templates for output modules
- Exporting to different output media

Adobe After Effects level 2 course content (2-day)

Course Description:

Adobe After Effects Intermediate builds upon the foundation concepts found in our Beginner course. Take your After Effects training to the next level by incorporating advanced keying techniques, colour correcting, camera optics, motion tracking, programming expressions and more.

Learning Objectives:

After taking this course you will be able to:

- Work Effectively with the Timeline
- Understand Transparency: Alpha Channels and Edge Multiplication
- Work with Mask Modes
- Optimize Projects
- Color Correct a Composition
- Color Key Your Work
- Use a Motion Tracker
- Use a Camera and Optics
- Code Expressions
- Put together a scene
- Create Templates for Rendering Process

Target Audience:

Students should have at least three months experience with After Effects, or attended the Multimedia Centre After Effects beginner course.

Course Outline:

Lesson 1: Composite in After Effects

- A over B
- Organization
- Take Control of Settings
- View Panels and Previews
- Effects: Plug-ins and Animation Presets
- Output and the Render Queue
- Assemble the Shot

Lesson 2: The Timeline

- Organization
- Keyframes and the Graph Editor
- Timeline Panel Shortcuts
- Spatial Offsets
- Motion Blur
- Timing and Retiming
- So Why the Bouncing Ball Again?

Lesson 3: Selections: The Key to Compositing

- Methods to Combine Layers
- Optics and Edges
- Transparency: Alpha Channels and Edge Multiplication
- Mask Modes
- Combine Selections
- Animated Masks
- Composite With or Without Selections: Blending Modes
- Track Mattes
- Right Tool for the Job

Lesson 4: Optimize Projects

- Nested Comps, Multiple Projects
- Adjustment and Guide Layers
- Faster! Control the Render Pipeline
- Optimize a Project

Lesson 5: Colour Correction

- Color Correction for Image Optimization
- Levels: Histograms and Channels
- Curves: Gamma and Contrast
- Hue/Saturation: Color and Intensity
- Color Look Development
- Color Matching

Lesson 6: Colour Keying

- Procedural Mattes
- Linear Keyers and Hi-Con Mattes
- Color Keying: Greenscreen, Bluescreen
- Keylight for Color Keying
- Fine Tuning and Problem Solving
- Shoot for the Perfect Matte

Lesson 7: Rotoscoping and Paint

- Roto Brush
- The Articulated Matte
- Refined Mattes
- Deformation
- Paint and Cloning
- Alternatives

Lesson 8: Effective Motion Tracking

- Point Tracker
- Track a Scene
- Smooth a Camera Move
- Planar Tracker: mocha-AE
- Track Roto/Paint
- 3D Tracking

Lesson 9: The Camera and Optics

- Cameras: Virtual and Real
- 3D
- Camera and Story
- Depth of Focus
- Grain
- Lens Optics & Looks

Lesson 10: Expressions

- What Expressions Are
- Creating Expressions
- The Language of Expressions
- Linking an Effect Parameter to a Property
- Using a Layer's Index
- Looping Keyframes
- Using Markers
- Time Remapping Expressions
- Layer Space Transforms
- Color Sampling and Conversion

Lesson 11: Advanced Colour Options and HDR

- Dynamic Range: Bit Depth and Film
- Color Realism: Linear HDRI
- Color Fidelity: Management, Depth, LUTs

Lesson 12: Light

- Source and Direction
- Color Looks
- Source, Reflection, and Shadow
- Multipass 3D Compositing

Lesson 13: Climate and the Environment

- Particulate Matter
- Sky Replacement
- Fog, Smoke, and Mist
- Billowing Smoke
- Wind and Ambience
- Precipitation

Lesson 14: Pyrotechnics: Heat, Fire, Explosions

- Firearms
- Energy Effects
- Heat Distortion
- Fire
- Explosions
- In a Blaze of Glory