



# A Comprehensive Introduction to Adobe After Effects training course

## Course objectives

To teach how to:

- ▶ Manipulate basic and intermediate animation.
- ▶ Control layers and use transparency.
- ▶ Use titling and edit precomps.
- ▶ Render order and exporting files from After Effects.
- ▶ Use animation assistants and understand the Matrix.
- ▶ Work in 3D and integrate with Nonlinear Editing Systems.

## General information

- ▶ As an Adobe Authorised Training Centre (AATC), Armada meets the demanding standards specified by Adobe, ensuring a high standard of training.
- ▶ The trainer for this course is an Adobe Certified Instructor (ACI) and an Adobe Certified Expert for After Effects.
- ▶ Hands-on exercises familiarise delegates with the concepts and operations.

## Who should attend?

A comprehensive introduction to Adobe After Effects training is ideal for newcomers to After Effects. No specialist knowledge is required.

## Duration

Three days.

## Courseware and certification

Delegates receive courseware to refer to throughout the course, and to use as a refresher following the course. Delegates are issued with a certificate confirming they have attended and successfully completed the course.

## What version of After Effects is covered?

As an *on-demand* course (for your group), A comprehensive introduction to Adobe After Effects training can be based on any recent version of After Effects. The course is appropriate for Windows and Mac users alike.

## Location, price and further information

This course is arranged *on-demand* for your group, meaning that the course can be run on a date and at a location that suits you, which may be our training centre in Bromsgrove in the Midlands or your venue.

For pricing and further information, please see:

[www.armada.co.uk/courseaftereffects.htm](http://www.armada.co.uk/courseaftereffects.htm).

## Course outline

- ▶ **Module 1: After Effects User Interface and Animation**
  - What is a project file and what is in it?
  - Tools and Panels: how to navigate around the application
  - Workspaces: selecting, saving, setting
- ▶ **Module 2: Basic Animation**
  - Transform properties of layers
  - Keyframing: making element move
  - Importing Photoshop and Illustrator files
- ▶ **Module 3: Intermediate Animation**
  - In depth keyframe manipulation and interpolation
  - Graph Editor
  - Motion Sketch/Smoothen
  - Auto-Orient/Motion Blur
  - Roving Keyframes
  - Anchor Point/Pan Behind Tool
  - Panning a large graphic: technique
  - Hold Keyframes
- ▶ **Module 4: Layer Control**
  - Trim-move-stack-split (keyboard shortcuts)
  - Quality
  - SlipTool
  - Sequence Layers
  - Solo Switches
  - Looping Footage
  - Image Sequences
  - Frame Rate vs. Time Stretch
  - Blending Modes
  - Effects and Solids with Blending Modes
  - Effects and Presets Panel: animation presets
  - Adjustment layers
- ▶ **Module 5: Transparency**
  - Masks
  - Shape, feather, expansion
  - Masking with the Pen Tool
  - Bezier curves
  - Mask Shape Interpolation
  - Mask modes
  - Mattes and Stencils
  - Mask shapes
- ▶ **Module 6: Type and Titles**
  - Simple Rules of Titling
  - Basic Text
  - Text Animators/Range Selectors
  - Randomizing
  - Applying and Saving Text Animation presets
  - Per character animators



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- ▶ **Module 7: Nesting**
  - Precomps
  - Editing precomps
  - Locking panels
  - Render Order
  - How After Effects put it all together
- ▶ **Module 8: Exporting Files**
  - Render Queue
  - Export As
  - Same Frame As
  - Prerender
- ▶ **Module 9: Keyframes**
  - Different types of keyframe
  - Velocity
  - Keyframe shortcuts
  - Keyframe graph editor
- ▶ **Module 10: Type Draw, Paint**
  - All About Alphas
  - Working with Photoshop
  - Dots, Pixels and Inches
  - Working with Illustrator
  - Plugging in Type
- ▶ **Module 11: The Matrix**
  - Particle Playground
- ▶ **Module 12: More On Effects**
  - Production Bundle Effects Round-Up
  - Compound Effects
- ▶ **Module 13: Animation Assistants**
  - Additional Assistants
  - Motion Fun
  - Express Yourself
  - Animation and behavior presets
- ▶ **Module 14: Keying**
  - Using Keylight
- ▶ **Module 15: Time and Tracking**
  - Time Remapping
  - Time Games
  - On Stable Ground
  - Motion Tracking
  - Time warp
- ▶ **Module 16: Expressions**
  - Writing a simple expression
  - Linking expressions to motion track
- ▶ **Module 17: Working with 3D**
  - Cameras
  - Lights
  - 3D Layers
- ▶ **Module 18: NLE Integration**
  - Integration 101
  - Integration with Nonlinear Editing Systems
- ▶ **Module 19: Format Issues and Rendering**
  - Video Issues
  - Playing the Field
  - 3:2 Pulldown
  - Luminance and IRE Issues
  - Working with D1/DV NTSC
  - Working with Widescreen
  - Prerendering and Proxies
  - Advanced Rendering-Render Farm Concept
  - What's Your Preference?
  - The Secret Preferences