



Adobe After Effects Essentials 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.

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

Two 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), *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.

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, Slip Tool
 - 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

continued...



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▶ **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

▶ **Module 7: Nesting**

- Precomps
- Editing precomps
- Locking panels

▶ **Module 8: Render Order**

- How After Effects put it all together

▶ **Module 9: Exporting Files**

- Render Queue
- Export As
- Same Frame As
- Prerender