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create

Who

Adobe After Effects

Adobe After Effects is recognised as the essential tool for motion graphics and visual effects. It offers a fast, flexible, affordable 2D & 3D compositing and animation toolset to help you develop your creative ideas with speed and control, and deliver high-quality results for film, video, multimedia, or the Web. This course will introduce you to After Effects so that you will develop a full understanding of high resolution multilayer compositing, animation and visual effects. The footage you create in After Effects will be suitable for digital output to film, videotape, CD-ROM and the Web. This course will appeal to those who are interested in developing their skills in the field of multimedia, video and presentation graphics.

Length

2 or 3 days

Course Content

Setting preferences
 Setting up a project and planning ahead
 Overview of all the windows
 Creating compositions
 File formats:- Photoshop, Illustrator, Premiere & Quicktime integration
 Importing and using images from Photoshop (including layers and Alpha channels)
 Importing and interpreting video clips Importing external files as compositions
 Creating and animating text
 Mixing footage from different sources
 Understanding Adjustment Layers
 Working with vector versus bitmap images
 Layer Transfer Modes and Track Mattes
 Types of keyframes and their uses
 Fine-tuning animations by manually and numerically altering keyframe parameters
 Controlling speed, acceleration and deceleration along a motion path
 Pre-composing; Nesting compositions to create complex animations
 Understanding Rendering Order - how After Effects thinks

Understanding and applying Filters and Effects
 Animating Masks - Rotoscoping
 Using slow motion and variable speed during a clip
 Chromakeying
 Working with sound
 Keyboard shortcuts
 Safe zones, frame rates and compression
 Export and output options
 Rendering the final output (for output to video, for CD playback and for webplayback)
 Working with DV/Mini DV
 Use of Rendering templates and efficient use of RAM
 Organising large projects
 Working with layers in time and space
 Understanding layer properties
 Understanding keyframes
 Animating layer properties over time
 Animation on Bezier motion paths
 The RAM playback engine and its parameters
 Previewing your work
 Using the tools in the tool palette
 Understanding layer masking
 Multiple masks and their parameters
 Using markers
 3D compositing -manipulating

layers in 3D space, animating lights and cameras
 Parenting - animating layers hierarchically and synchronising their motion
 Vector paint tools - painting non-destructively on layers over time
 Expressions - creating live relationships between layer properties
 New visual effects - Shatter, Radio Waves, Vegas, Fractal Noise etc
 Enhanced masking - drawing masks in the Comp window; adding Motion Blur to masks
 Enhanced productivity features - improved interactivity; enhanced RAM Previews
 Tighter integration with Photoshop, Illustrator, and Premiere
 Output to Macromedia Flash (SWF) - creating animations for Web sites
 16-bit per channel colour support - using high-fidelity colour support for film & HDTV