



## Adobe After Effects Course Outline: Basic

Duration: 3 Days

### Prerequisites:

Basic computer skills

### Course Objectives

Adobe After Effects is a digital visual effects, motion graphics, compositing and used in the post-production process of film making, video games and television production. Among other things, After Effects can be used for keying, tracking, and animation.

### Related Courses:

Adobe Photoshop, Adobe Illustrator, Adobe Premiere Pro

### Understanding of key terminology

- Frame Rate,
- Aspect Ratio,
- Safe Zone,
- Image And Video Resolution,
- File Formats,
- Video Codecs,
- Pixels,
- Rendering
- Editing,
- Transitions,
- Audio Levels

### Project Setup and Interface

- Create and edit a project with the appropriate settings for video
- Navigate, organize, and customise the After Effects workspace
- Configure After Effects preferences like auto-save, grid & guides, Media & Disk Cache, Memory and previews
- Create and modify compositions to match the project requirements
- Navigate a composition.
- How to use grids and guides

### Import assets into a project.

- Import media from various sources: files, importing layers in .psd or .ai files
- Adobe Dynamic Link understanding that all files are linked, dragging and dropping, image sequences
- Manage assets/footage in an After Effects project.

### Organizing Video Projects

- Recognize the different types of layers in the Timeline panel.
- Manage multiple layers in a complex composition.
- Use the Timeline panel to manage layers.



### Creating A Basic Animation Using Effects And Presets

- Working with imported Illustrator layers
- Applying effects to a layer
- Applying an animation preset
- Previewing the effects with Adobe Bridge
- Adding transparency
- Animating with a motion path
- How to animate a background
- Adding an audio track

### Animating Text

- Importing Photoshop files and selecting text layers for animation
- Understanding text layers Using Adobe Fonts
- Creating and formatting point text
- Using text animation preset
- Scaling text by animating with keyframes
- Animating type tracking
- Animating text opacity
- Animating a text layer's position
- Adding motion blur effect

### Working With Shape Layers

- Adding shape layers
- Creating a self-animating shape
- How to duplicate shapes
- Creating custom shapes
- Positioning layers with snapping
- Animating shapes
- Animating using parenting

### Adding and working with Masks

- About masks
- Creating a mask with the Pen tool
- Editing a mask
- Feathering the edges of a mask
- Replacing the content of the mask

### Using 3D Features

- Creating 3D text
- Using 3D views
- Importing a background
- Adding 3D lights
- Adding a camera
- Extruding text in After Effects
- Animating 3D text
- Finishing the project



### Working With The 3D Camera Tracker

- About the 3D Camera Tracker effect
- Tracking the footage
- Creating a ground plane, a camera, and the initial text
- Creating additional text elements
- Locking an image to a plane with a solid layer
- Creating realistic shadows
- Adding ambient light
- Adding an effect

### Rendering And Outputting

- About rendering and output
- Exporting using the Render Queue
- Creating templates for the Render Queue
- Rendering movies with Adobe Media Encoder