

Adobe After Effects - Introduction

(2 days)

Background

Description Adobe After Effects allows you to create the type of sophisticated video effects previously only available to television graphic designers and film special fx producers.

This two day introduction is designed to allow those new to video post production techniques to get the most from this immensely powerful software. The emphasis throughout this introduction is on practical exercises. These exercises will cover incorporating video with Photoshop and Illustrator graphics, video layering techniques, working with key frames, using filters for special effects and rendering your final project.

You will also look at different rendering techniques and ways to optimise the finished production. Feel free to tailor the course to your exact needs if you wish.

This course is based on the Professional Edition of After Effects. If you would like a course on the Standard Edition, please call for details.

Course Outline

DAY ONE

STARTING A PROJECT

- Importing layers from Photoshop
- Using the Project window
- Working with layers over time
- Animating layers independently
- Using multiple key frames
- Animating antialiased text
- Using Bezier motion paths
- Applying effects to layers

IMPORTING FOOTAGE

- Nesting footage
- Precomposing footage
- Using alpha channels
- Looping video footage
- Drafting a project
- Interpreting footage

WORKING WITH LAYERS

- Different layer masking techniques
- Creating animated Bezier mattes
- Exposing elements of your last project
- Changing playback speed
- Changing playback direction

PARENT-CHILD RELATIONSHIPS

- Working with the z-axis
- Text layers
- Trimming layers

WORKING WITH KEYFRAMES

- Animating graphic elements

- Precisely controlling animations
- Using markers to synchronise actions

INTRODUCTION TO USING MATTES

- Using colour keys to create simple mattes
- Making layers react interactively
- Using Free Transform Mode
- Working with multiple effects
- Using paths in After Effects
- Using the align palette
- Using adjustment layers
- Previewing in RAM
- Using the Keylight keyer

COMPILING YOUR PROJECT

- Optimising project settings
- Rendering the composition

PRACTICAL EXERCISES

Questions and answers



0845 644 1712

DAY TWO

FILTERS AND TRANSITIONS

An in-depth look at After Effects filters including:

- Levels
- Creating drop shadows
- Perspective filters

Using texturise

Setting mattes

Bevelling the Alpha channel

Bevelling edges of rectangular objects

An in-depth look at transitions

Using the Comp window

Creating text effects

Animating text

MORE ABOUT KEYFRAMES

Further principles of key framing

Copying and pasting key frames

Key frame assistants

Time reverse key framing

Simultaneously editing multiple key frames

COMPILING YOUR PROJECT

Using the pen tool to edit the value graph

Issues involved in interpolation methods

Precise control over velocity

Controlling speed of change

Nesting complex compositions

Mixing interpolation methods

LINEAR AND BEZIER INTERPOLATION

Previewing in wire frame

Using audio effects

Importing a project from

Adobe Premiere

FINAL RENDERING

Creating custom rendering templates

Faster rendering techniques

Efficient use of RAM

Setting field rendering order

SAVING YOU WORK FOR FILM, VIDEO, MULTIMEDIA AND THE WEB

Questions and answers



0845 644 1712