

Acrobat After Effect CS5 Essentials

Length: 1 Day

COURSE CONTENT

Chapter 1: INTRODUCTION TO AFTER EFFECTS

1. Basic Video Concepts
2. Importing Files
3. Project Panel Overview & Arranging a Workspace
4. Creating a New Composition
5. Placing Footage in the Composition
6. Creating a Film Strip Effect with Multiple Movies
7. Timeline Panel Overview
8. Timeline Switches, Time Ruler & Work Area
9. Composition Panel Overview

Chapter 2: ANIMATION BASICS

1. Exploring the Transform Properties
2. Introduction to Keyframing
3. Spatial Interpolation
4. Temporal Interpolation
5. Practicing Interpolation
6. Copying & Pasting Keyframes
7. Creating a Loop & Changing the Animation Speed

Chapter 3: WORKING WITH MASKS

1. Introduction to Masks
2. Animating Masks
3. Working with Mask Interpolation
4. Using Masks for Position Keyframes
5. Creating a Simple Animation Using Masks

Chapter 4: ANIMATING TEXT

1. An Introduction to Text in After Effects
2. Using Text Presets
3. Creating Text on a Path
4. Creating a Preset
5. Animators: Adding a Range Selector
6. Adding Properties to the Same Range Selector
7. Animating Two or More Range Selectors
8. Animators: Adding a Wiggly Selector
9. Working with Photoshop® Text

Chapter 5: ANIMATION ASSISTANTS

1. Using Motion Sketch & Smoother
2. Working with Auto-Orient & Split Layer
3. Time Remapping
4. Creating a Picture Montage

Chapter 6: PARENTING & BASIC EXPRESSIONS

1. Parenting Basics & Null Objects
2. Using Parenting in a Mechanical Crane Animation
3. Using Parenting to Create a Stacking Ruler Animation
4. Text Animation Based on the CTI Location
5. Introduction to Basic Expressions
6. Wiggle & Looping Expressions
7. Using Expressions to Animate Based on Audio Amplitude

Chapter 7: BASIC COMPOSITING

1. Applying Layer Blending Modes
2. Creating a Track Matte
3. Keying & Keylight
4. Compound Effects: Gradient Wipe & Displacement Map
5. Compound Effects: Wave World & Caustics
6. Precomposing & Nesting
7. Rotoscoping with the Roto Brush

Chapter 8: PARTICLES & PAINT

1. Introduction to Particle Generators
2. Creating a Chimney & Smoke Animation
3. Introduction to Paint
4. Creating an Invisible Pen Effect with Paint

Chapter 9: BASIC EFFECTS

1. Creating Clouds with Fractals
2. Creating a Spinning Globe with CC Sphere
3. Creating a Moving Background with Bezier Warp
4. Colorizing with CC Toner
5. Animating a Stroke with a Lens Flare

Chapter 10: INTRODUCTION TO THE 3D ENGINE

1. Introduction to Lights, Cameras & Camera Views
2. Creating 3D Text with Lights & Shadows
3. Animating a 3D Scene
4. A Quick Look at Vanishing Point

Chapter 11: RENDERING & EXPORTING

1. Using the Render Queue
2. Other Methods of Exporting
3. Credits