



# Adobe AfterEffects Creative Cloud (CC) for Windows

Course ID#: 0425-100-CC-W

Hours: 14

## Course Content

### Course Description:

In this course you will learn how to use Adobe After Effects CC to create, manipulate, and optimize motion graphics for film, video, DVD, the web, and mobile devices. You will gain hands-on experience animating text and images, customizing a wide range of effects, rotoscoping, and correcting color. You will also learn to create 3D content with both After Effects and Maxon Cinema 4D Lite.

### Target Student:

Graphic Designers and Web Designers

### Prerequisites:

None

### Topics:

#### Module 1: Getting to Know the Workflow

- Creating a project and importing footage
- Creating a composition and arranging layers
- About layers
- Adding effects and modifying layer properties
- About the Tools panel
- Animating the composition
- About the Timeline panel
- About timecode and duration
- Previewing your work
- Optimizing performance in After Effects
- Rendering and exporting your composition
- Customizing workspaces
- Controlling the brightness of the user interface
- Finding resources for using After effects

#### Module 2: Creating a Basic Animation Using Effects and Presets

- Importing footage using Adobe Bridge
- Creating a new composition
- Working with imported Illustrator layers
- Applying effects to a layer
- Applying and controlling effects
- Applying an animation preset
- Previewing the effects
- Adding transparency
- Rendering the composition

#### Module 3: Animating Text

- About text layers
- Installing a font using Typekit
- Creating and formatting point text



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## Module 3: Animating Text Continued

- Using a text animation preset
- Animating with scale key frames
- Animating using parenting
- About parent and child layers
- Animating imported Photoshop text
- Animating type tracking
- Animating text opacity
- Using a text animator group
- About text animator groups
- Animating a layer's position
- Timing layer animations
- Adding motion blur

## Module 4: Working with Shape Layers

- Adding a shape layer
- Creating custom shapes
- Duplicating shapes
- Duplicating and modifying a composition
- Positioning layers with snapping
- Adding compositions to a 3D project
- Adding the finished touches

## Module 5: Animating a Multimedia Presentation

- Using Creative Cloud Libraries
- Adjusting anchor points
- Parenting layers
- Precomposing layers
- Keyframing a motion path
- Animating additional elements
- Applying an effect
- About solid-color layers
- Animating precomposed layers
- Animating the background
- Adding an audio track
- Supported audio file formats
- Editing audio files in Adobe Audition

## Module 6: Animating Layers

- Preparing layered Photoshop files
- About Photoshop layer styles
- Simulating lighting changes
- Duplicating an animation using the pick whip
- About expressions
- Animating movement in scenery
- Adjusting the layers and creating a track matte
- About track mattes and traveling mattes
- Animating the shadows
- Adding a lens flare effect
- Adding a video animation
- Rendering the animation
- Retiming the composition

## Module 7: Working with Masks

- Creating a mask with the Pen tool
- Editing a mask
- About mask modes
- Feathering the edges of a mask
- Creating a Bezier mask
- Replacing the content of the mask
- Zooming and panning by touch
- Adding a reflection
- Creating a vignette
- Adjusting the timing
- Using the Rectangle and Ellipse tools
- Tips for creating masks
- Trimming the work area

## Module 8: Distorting Objects with the Puppet Tools

- About the Puppet tools
- Adding Deform pins
- Defining areas of overlap
- Stiffening an area
- Animating pin positions
- Squash and stretch
- Recording animation



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## Module 9: Using the Roto Brush Tool

- About rotoscoping
- Creating a segmentation boundary
- Using Adobe Premiere Pro with After Effects
- Fine-tuning the matte
- Freezing your Roto Brush tool results
- Refine Soft Matte and Hard Matte effects
- Changing the background
- Adding animated text
- Outputting your project

## Module 10: Performing Color Correction

- Previewing your project on a video monitor
- Adjusting color balance with levels
- Adjusting color balance with Color Finesse 3
- Replacing the background
- Color-correcting using Auto Levels
- Motion tracking the clouds
- Replacing the sky in the second clip
- Color grading

## Module 11: Using 3D Features

- Creating 3D text
- Using 3D views
- Importing a background
- Adding 3D lights
- Adding a camera
- Repositioning layers
- Adding a text layer
- Working with Cinema 4D Lite

## Module 12: Working with the 3D Camera

### Tracker

- Repairing rolling shutter distortions
- Tracking the footage
- Creating a ground plane, camera, and initial text
- Creating realistic shadows
- Adding ambient light
- Creating additional text elements

- Locking a layer to a plane with a null object
- Animating the text
- Adjusting the camera's depth of field
- Rendering the composition

## Module 13: Advanced Editing Techniques

- Using Warp Stabilizer VFX
- Bicubic scaling
- Warp Stabilizer VFX settings
- Using single-point motion tracking
- Checking for drift
- Moving and resizing the track points
- Using multipoint tracking
- Mocha for After Effects
- Creating a particle simulation
- Understanding Particle Systems II properties
- About high dynamic range (HDR) footage

## Module 14: Rendering and Outputting

- Creating templates for the Render Queue
- About compression
- Exporting using the Render Queue
- Preparing movies for mobile devices
- Rendering movies with Adobe Media Encoder
- Preparing a movie for broadcast output