Name of the Program
Adobe After Effects CS5

Program Summary :

This Program is designed for those who are just starting out in digital video. This program is essential for those creating video for the web, CD-ROMs, or broadcast.

Upon Completion of this program learners will be able to :

- Create 2D Elements
- Build a Composition
- Create an Animated Pattern
- Rendering Compositions
- Combine Components
- Work with Text and Numbers
- Build 3D Elements
- Combine 2D Elements in a Composite
- Make a 3D Composite
- Put together a scene
- Create Templates for Rendering Process

Targeted Trainees:

This course is designed for those just starting out in digital video. Learners new to After Effects CS5 will learn to create motion graphics and visual effects.

Criteria of acceptance and methods of measuring the skills of the trainees:

Knowledge of your operating system and basic computer navigation is required

Duration in hours :

24 hours

Exams:

Online Exam

Certificate:

Adobe accredited certificate

Course Outline :

Lesson 1. Getting to Know the Workflow

- Getting started
- Creating a project and importing footage
- Creating a composition and arranging layers
- Adding effects and modifying layer properties
- Animating the composition
- 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
- Checking for updates
- Review questions
- Review answers

Lesson 2. Creating a Basic Animation Using Effects and Presets

- Getting started
- Importing footage using Adobe Bridge
- Creating the composition
- Working with imported Illustrator layers
- Applying effects to a layer
- Applying an animation preset
- Previewing the effects
- Rendering the composition
- Review questions
- Review answers

Lesson 3. Animating Text

- Getting started
- About text layers
- Creating and formatting point text
- Using a text animation preset
- Animating with scale keyframes
- Animating using parenting
- Animating imported Photoshop text
- Animating text using a path animation preset
- Animating type tracking
- Animating text opacity

- Using a text animator group
- Cleaning up the path animation
- Animating a nontext layer along a motion path
- Adding motion blur
- Exporting to Adobe Flash Professional CS5
- Review questions
- Review answers

Lesson 4. Working with Shape Layers

- Getting started
- Adding a shape layer
- Creating custom shapes
- Creating stars
- Incorporating video and audio layers
- Applying a Cartoon effect
- Adding a title bar
- Using Brainstorm to experiment
- Review questions
- Review answers

Lesson 5. Animating a Multimedia Presentation

- Getting started
- Animating the scenery using parenting
- Adjusting an anchor point
- Masking video using vector shapes
- Keyframing a motion path
- Animating additional elements
- Applying an effect
- Creating an animated slide show
- Adding an audio track
- Zooming in for a final close-up
- Review questions
- Review answers

Lesson 6. Animating Layers

- Getting started
- Simulating lighting changes
- Duplicating an animation using the pick whip
- Animating movement in the scenery
- Adjusting the layers and creating a track matte
- Animating the shadows
- Adding a lens flare effect
- Animating the clock

- Retiming the composition
- Review questions
- Review answers

Lesson 7. Working With Masks

- About masks
- Getting started
- Creating a mask with the Pen tool
- Editing a mask
- Replacing the content of the mask
- Adding a reflection
- Creating a vignette
- Adjusting the color
- Review questions
- Review answers

Lesson 8. Distorting Objects with the Puppet Tools

- Getting started
- About the Puppet tools
- Adding Deform pins
- Defining areas of overlap
- Stiffening an area
- Animating pin positions
- Recording animation
- Review questions
- Review answers

Lesson 9. Using the Roto Brush Tool

- About rotoscoping
- Getting started
- Creating a segmentation boundary
- Fine-tuning the matte
- Creating a transition from the full clip to the foreground
- Creating the logo
- Animating text
- Adding a background image
- Adding audio
- Review questions
- Review answers

Lesson 10. Performing Color Correction

- Getting started

- Adjusting color balance
- Replacing the background
- Removing unwanted elements
- Correcting a range of colors
- Warming colors with the Photo Filter effect
- Review questions
- Review answers

Lesson 11. Building 3D Objects

- Getting started
- Building a 3D object
- Working with a null object
- Working with 3D text
- Creating a backdrop for 3D animation
- Nesting a 3D composition
- Adding a camera
- Completing the scene
- Review questions
- Review answers

Lesson 12. Using 3D Features

- Getting started
- Animating 3D objects
- Animating a camera
- Adjusting layer timing
- Using 3D lights
- Adding effects
- Adding motion blur
- Previewing the entire animation
- Review questions
- Review answers

Lesson 13. Advanced Editing Techniques

- Getting started
- Using motion stabilization
- Using single-point motion tracking
- Using multipoint tracking
- Creating a particle simulation
- Retiming playback using the Timewarp effect
- Review questions
- Review answers

Lesson 14. Rendering and Outputting

- Getting started
- Creating templates for output modules
- Exporting to different output media
- Review questions
- Review answers