

ADVANCED CERTIFICATION IN ADOBE AFTER EFFECT



Learn Digital Art with a blend of design aesthetics and Technology from the industry experts.



Programme Schedule:

Normal Track

Course Duration: 6 weeks

Schedule: 1 Hour/4 days a week

Program Outcome:

- Using After Effects CC - in a dynamic, hands on approach.
- Using latest Responsive Design Techniques
- Boost your creativity by completing 15+ Practice Activities and projects from simple to complex.
- Practical compositing techniques to achieve stunning video effects.
- Master Visual Time Effects on Videos and Motion Graphics.

MODULE 1

Foundations

Introduction

How to Download Your Project Files

Download your Project and Footage Files

After Effects Interface - Workspaces

How to Adjust and Move the Panels

How to Create a New composition from Footage

How to Create a Blank Composition

When the Footage goes Missing

The Visual Keyboard Shortcuts' Editor

After Effects Keyboard Shortcuts - Documentation
and Adobe Reference

MODULE 2

Simple Shapes and Text Layers

Introduction

How to Create and Edit Text Layers

Inside the Shape Layer - Simple Overview

How to Create and Edit Shape Layers

MODULE 3

How to Create Motion (Animate)

Download your Project and Footage Files

Setting the Anchor Point Preference

Creating Motion : Concepts and detailed overview

How to Create a full Motion Projects - Concepts & Methods

First Project: Design the Layout

First Project: Animate the Layers

First Project: Sequence your Animation

MODULE 4

Create & Publish your Videos (YouTube/Vimeo/Facebook...)

Download your Project

Few things to take care of

Create Video using the Add to Render Queue Option

Create Pro Videos using the Adobe Media Encoder

When Adobe Media Encoder does not Pop Up

Reducing the Video file size

Practice Activity: Upload your work

MODULE 5

Compositions

- Create a Composition from Multiple Footage
- Create a Composition in CC 2018 Onward
- Dropping / Trimming your Videos
- Shifting Layer Content - Using the Pan Behind tool
- Creating Split Layers
- Trim Comp to a defined Work Area
- Creating Slide Shows: Sequencing layers
- Extracting & Lifting Work Area
- Using the Source (Footage) Panel
- Using the Layer Panel

MODULE 6

Motion Path and Speed Control

- Motion Path - Overview and definitions
- The Spatial Interpolation
- The Temporal Interpolation
- Using Speed Graph Editor
- Using Value Graph Editor
- Upgrading Motion Path Preferences
- Practice Activity (Apply what you learnt)

MODULE 7

Reveal Techniques with Track Mattes & Pre-Comps

- Revealing Layers with Track Mattes
- Using the Alpha Inverted Track Mattes
- Using Luma Track Mattes
- Using the Luma Inverted Track Mattes
- Animating Track Mattes
- Pre-Comp Techniques to Reveal Layers
- Pre-Comps Region of Interest
- Create Track Matte from Pre-Comps
- Create Track Matte from Text Layers

MODULE 8

Complex, Compound and Bezier Shapes

- How to Create and Animate Compound Shapes
- How to Create Shape Groups
- The Magic of Fill Even/Odd and Reverse Path
- Animating Stroke & Fill Colors
- Animating Stroke Dashes
- Animating the Stroke with the Offset Path
- Creating Complex Shapes with The Merge Path
- Creating and Use Bezier Shapes
- Animating & Morphing Bezier Shapes
- Transforming a Path into a Keyframed Motion Path
- Moving a position Path
- Transforming Pen Bezier Path to a Motion Path
- Transforming a Motion Path into a Bezier Shape
- Working with the Trim Path
- Practical Use of the Trim Path
- Trim Path and The first Vertex
- Using Repeater
- Animating the Repeater
- How to Create Burst Elements

MODULE 9

Type Graphics: Adv. Text Animation & Effects

Type (text) Layers - Overview and Styling
Creating Paragraph & Vertical Text
Working with the Source Text
Text on Path
Animating Text on Path
Creating Per Character Animation
Combine & Animate Animator Properties
Animate the Offset with the Shape Properties
Create Ramp Up/Ramp down Text Animation
Combining Animator with Path Options
Using the Grouping Alignment and Animator's Based On Property
Practice Activity: On all above

MODULE 10

Masks & Effects for Videos/Images

The Concept and Properties of Masks
Using the Mask Properties
Edit Masks
Modifying Masks with the Pen Tool
Creating Curved Masks Using the Pen Tool
Using Masks: Simple and Efficient Techniques
Practical: Animating Masked Layers
Revealing Using Mask Animation
Effects with the Mask Property
Using Masks with Effects
Masks and Text Layers

MODULE 11

Solid & Adjustment Layers with Visual Effects

Solid Layer Overview and Settings
Visual Effects on Solid Layers as composition's back-grounds
Masks and effects on Solid Layers
Adjustment Layers Overview
Adjustment Layers Motion Graphics with Effects
Adjustment Layers with Shape Layers with Repeater

MODULE 12

Parenting and Grouping Layer

Introduction to the Parent Method
Disconnecting from the Parent
Grouping animations with the Null Object

MODULE 13

Timing with Motion Graphics

Reversing Animation with Keyframe Assistant
Reversing Animation with Time-Reverse Layer
Slow, Speed up and Reverse an Animation with Time Remap
Stretch (or Shrink) Layers duration - Time Stretch

MODULE 14

Visual Time Effects

Playing with Frames Per Seconds (FPS)
TimeWarp Effects - Speed
TimeWarp Effect - Back & Forth with Negative Speed & Motion Blur
TimeWarp Effects - Source Frame
Mixing Video Speeds - Time Remap
Video Slow Motion or Fast Motion - Stretching
Looping a Video for the Comp Duration

MODULE 15

Responsive Design - CC 2019/2020

Responsive Design
Creating a Protected Region using the WorkArea
Removing and Changing the Protected Region
Creating Protected Regions with Markers
Responsive Design with Motion Graphics
Intro and Outro in Responsive Design with Motion Graphics

MODULE 16

Working in 3D Space & Animation Techniques

Intro and Setting up the workspace for 3D work
The Local Axis Mode
Animating the Position Property & Working with Motion Path in 3D
Using the 3D Rotation Property
Using the Null Object in 3D
Hiding Layers at 90 degrees
Random with Orientation

MODULE 17

Create and Animate 3D Cameras

Creating a Camera Layer - Properties and Presets
Camera Views and Transforms
Move the Camera using it's 3D Axis System
Animate the Camera using it's 3D Axis System
Create and Animate an Orbit Null for the Camera

MODULE 18

Advanced 3D - Lights and Shadows

Working with Parallel Lights
Working with Point Lights
Working with Spot Lights
Understanding the Spot Light Properties
Creating Shadows
Exploring Shadows with Point Light
Exploring Shadows with Spot Light
How to get the best of Lights and Shadows

MODULE 19

Puppet Tools (Distorting & Animating Objects/Images)

The Puppet Tools
Setting a practical Workspace - How to use the Alpha Channel
Setting the Pins, Mesh and Expansion
Animating the Pins
Animating using the Record Option
Smooth and Reduce Recorded Animation
Using the Mesh, Expansion and Density
Adjust Overlaps
Creating Rigid Sections

MODULE 20

Create and Animate 3D Cameras

- Creating a Camera Layer - Properties and Presets
- Camera Views and Transforms
- Move the Camera using it's 3D Axis System
- Animate the Camera using it's 3D Axis System
- Create and Animate an Orbit Null for the Camera

MODULE 21

Advanced 3D - Lights and Shadows

- Working with Parallel Lights
- Working with Point Lights
- Working with Spot Lights
- Understanding the Spot Light Properties
- Creating Shadows
- Exploring Shadows with Point Light
- Exploring Shadows with Spot Light
- How to get the best of Lights and Shadows

MODULE 22

Puppet Tools (Distorting & Animating Objects/Images)

- The Puppet Tools
- Setting a practical Workspace - How to use the Alpha Channel
- Setting the Pins, Mesh and Expansion
- Animating the Pins
- Animating using the Record Option
- Smooth and Reduce Recorded Animation
- Using the Mesh, Expansion and Density
- Adjust Overlaps
- Creating Rigid Sections
- Using the Alpha Channel
- The Concept of Pins - Position Pin
- Bend Pin
- Advanced Pin
- Mesh, Expansion and Density
- Starch Pin
- Overlap Pin

MODULE 23

Create and Animate 3D Cameras

Creating a Camera Layer - Properties and Presets
Camera Views and Transforms
Move the Camera using it's 3D Axis System
Animate the Camera using it's 3D Axis System
Create and Animate an Orbit Null for the Camera

MODULE 24

Advanced 3D - Lights and Shadows

Working with Parallel Lights
Working with Point Lights
Working with Spot Lights
Understanding the Spot Light Properties
Creating Shadows
Exploring Shadows with Point Light
Exploring Shadows with Spot Light
How to get the best of Lights and Shadows

MODULE 25

Puppet Tools (Distorting & Animating Objects/Images)

The Puppet Tools
Setting a practical Workspace - How to use the Alpha Channel
Setting the Pins, Mesh and Expansion
Animating the Pins
Animating using the Record Option
Smooth and Reduce Recorded Animation
Using the Mesh, Expansion and Density
Adjust Overlaps
Creating Rigid Sections

MODULE 26

The Expressions

Create Expressions with the Pick-Whip
Replacing Source Text with Expressions
Interpolation: How to Transpose Property Values using Expressions
The Wiggle Expression Demystified
Interpolation: How to Transpose Rotation to Linear Position

MODULE 27

Blending Modes & Compositing

The Effect of Blending Modes
The Concept Behind Blending Modes
The Matte Category - Creating Matte with Modes

MODULE 28

Specialized Effects: Motion Tracking

The Tracker Panel
Create and Define a Track Point
Track and Adjust
Attach & Animate Shapes
How to Attach Effects
Track and replace Video Areas - Perspective
Corner Pin

MODULE 29

Specialized Effects: 3D Camera Tracker

When to use the 3D Camera Tracker Effect
3D Camera Tracker Effect Workflow
Create the Camera Track Points
Work with the Target Plane: Attach Solid Layers
Attach Solid Layers & Replace with Pre-Comp
Attach Null Layers & Shift Parent

MODULE 30

Specialized Effects: Color Correction

Using the RGB Parade and RGB Curves
Hue Saturation Color Wheel in the RGB Curves
Using the Color Wheels
Secondary Color Correction with HSL Secondary
Download the Final Project File

MODULE 31

Keying - Removing Background Green Screen

Introduction to Keylight 1.2 - Key Cleaner - Advanced
Spill Suppressor
Selecting the Right Screen Color
Using the Keylight 1.2 Effect
Using the Key Cleaner and Advanced Spill Suppressor
Effects
Complete Keying Example
Blending with backgrounds

MODULE 32

Separating Background / Foreground- Rotoscoping

Selecting your Foreground - The Roto Brush Tool
Refine the Edges - The Refine Edge Tool
Propagate the Strokes
Adjust properties for the new Background

MODULE 33

Visual Effects and Motion Graphics Project

CC Sphere Effect
Creating the planet surface
Using Effects to Create Surface Maps
Adding More Effects for a Better Simulation
Turbulent Displacement Effect
Animating and Crushing the Background

MODULE 34

Visual Effects with Video Mattes

Complex Mattes on Videos
Animated Mattes on Videos
Create Video Mattes
Rendering and Applying Video Mattes
Using Masks Opacity to Create Animated Matte
Set Markers
A Kinetic Typo Project

MODULE 35

Create & Export Essential Graphics Templates

Purpose of Essential Graphics Templates
Create a Template and Add Properties
Where to find your Templates
How to use Essential Graphics Templates in Premiere Pro

MODULE 36

Create and Animate Nulls from Path and Masks

Path Points following Nulls - Powerful Line Graph Example
Tracing Mask Path
When the Nulls Follow a Tracked Mask Points

MODULE 37

Importing & Animating Vector files from Illustrator

Download your vector Graphics Files
The General Concept - Direct Import
Creating Layer and Groups
Structuring and Renaming Layers
Collecting in Layers
Organizing in AE
Animating in AE

MODULE 38

Infographics projects

Percentage Donut Pie
Dashed Percentage Donut Pie
Indicator Dashed Percentage Pie
Follow through Shapes
Rotating Arrow
Full Pie Chart
Interpolation Expressions
Applying the Interpolation Expressions
3-Slice Pie Chart
Converting to a Donut Pie

MODULE 39

Visual Audio Effect - Create Awesome Sound Waves

The Audio Spectrum Effect - Using the Polar Property
The Audio Spectrum Effect - Overview and Controls
The Audio Spectrum Effect - Controls
How to use the Property Path
How to add waves to Text

MODULE 40

Spotlight Effect - Create Spotlight for your Video

Working with CC Spotlight Effect
How to create Light Only Spotlight
Images and Videos with the Gel CC Spotlight Effect
Property
Graphics and Motion with the Gel CC Spotlight Effect
Property

Tips -Work Better or Faster

Create Backup Copies of your Project
Scaling your Comp Without any layer Change
Moving the Anchor Point with Precision
Keyframe Navigation
How to use the Shy Switch
Soloing a layer
Layers Manipulation with Keyboard Shortcuts
Work Area & The Preview Panel
Colorizing Your Labels - Selecting & Grouping Layers
Taking a Snapshot
Moving on the Timeline and Work Area
Replacing Images and Videos in The Comp without changing animation and Effects
Improving Performance - Media and Disk Cache
Extending Main Comp/ Pre-Comp / Layer Time

Exporting Your Work from After Effects

Adobe Media Encoder
Exporting with Transparent Background
Exporting your Composition as GIF
Exporting a Comp to a New Project
Importing a Project into another Project
Where to find fonts
Conclusion

Assignment List



1. Lower Third/ titles

2. Explainer video

3. Whiteboard animation

4. Inforgraphic

5. Logo motion (Prelude) or Opener

6. Product promo

7. Background Removal/ chroma

8. Motion tracking Text

9. Colour Correction

10. Motion Graphic background

11. Teasers

12. Slideshow/ Photo album





FOR MORE DETAILS

Contact no: +919582786406, 9582786407

99103 16248, 9810031162

Email: info@tgcindia.com