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.



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

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Simple Shapes and Text Layers

Introduction

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How to Create and Edit Text Layers Inside the Shape Layer - Simple Overview How to Create and Edit Shape Layers



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How to Create Motion (Animate)

MODULE 3

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

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



TGC Animation & Multimedia

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Compositions

MODULE 5

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

Motion Path and Speed Control

Motion Path - Overview and definitions The Spatial Interpolation The Temporal Interpolation

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Using Speed Graph Editor Using Value Graph Editor Upgrading Motion Path Preferences Practice Activity (Apply what you learnt)



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Reveal Techniques with Track Mattes & Pre-Comps

MODULE 7

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

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

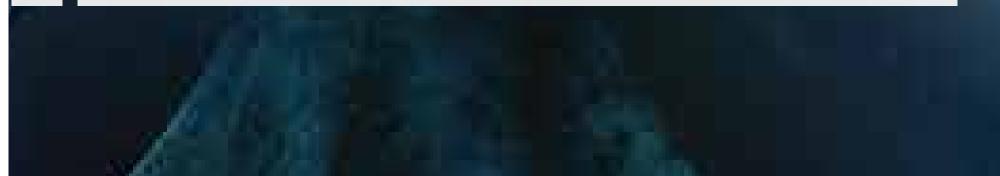
Animating Stroke Dashes Animating the Stroke with the Offset Path Creating Complex Shapes with The Merge Path Creating and Use Bezier Shapes Animating & Morphing Bezier Shapes Transforming a Path into a Keyframed Motion Path Moving a position Path Transforming Pen Bezier Path to a Motion Path Transforming 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

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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 Proprieties 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

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



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Solid & Adjustment Layers with Visual Effects

MODULE 11

Solid Layer Overview and Settings Visual Effects on Solid Layers as composition's backgrounds 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

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



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Visual Time Effects

MODULE 14

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

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

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

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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

Advanced 3D - Lights and Shadows

MODULE 18

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MODULE

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

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

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Create and Animate 3D Cameras

MODULE 20

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

Advanced 3D - Lights and Shadows

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MODULE 23

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

Advanced 3D - Lights and Shadows

Create and Animate 3D Cameras

MODULE 24

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The Expressions

MODULE 26

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

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

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Specialized Effects: 3D Camera Tracker

MODULE 29

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

Specialized Effects: Color Correction

MODULE 30

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

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

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Separating Background / Foreground- Rotoscoping

MODULE 32

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

Visual Effects and Motion Graphics Project

MODULE 33

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

Viewel Effecte with Video Metter

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

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Create & Export Essential Graphics Templates

MODULE 35

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

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

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



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Infographics projects

MODULE 38

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

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

Visual Audio Effect - Create Awesome Sound Waves

How to add waves to Text

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

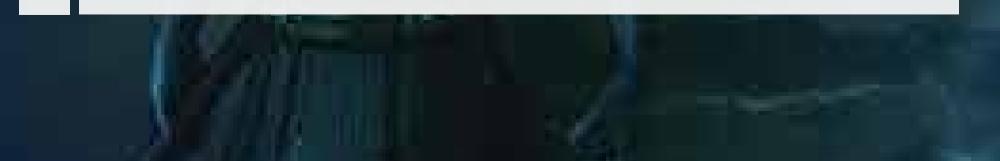
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Tips -Work Better or Faster

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





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