

Intermediate Adobe After Effects

Duration: 2 Days

OBJECTIVES

This intermediate course covers some of the more challenging aspects of working in After Effects. It aims to familiarise delegates with aspects of the software that may not be obvious, and to give delegates the confidence to apply the techniques taught in daily creative work. During training, delegates will be encouraged to explore new techniques that will greatly enhance their working knowledge of the software.

PRE-REQUISITES

Basic experience in After Effects or previous attendance on the equivalent training course.

COURSE OUTLINE

Setting up custom preferences

- Making decisions for the most important preferences
- Reducing projects and collecting files

Animation

- Understanding animation rules
- Understanding Velocity and Influence
- Using the Speed graphs to perfect timing
- Animating to music
- Making animation rigs

Compositing

- Adjustment effects and colour correction
- Smart Mask interpolation
- Variable mask feathering
- Keying tools
- Matte tools
- Roto Brush
- Refine Edge tool

Motion tracking and image stabilising

- Tracking position and rotation
- Using Mocha to track motion
- Using Mocha to track mattes
- Stabilising selections in footage
- Warp Stabiliser VFX
- Introduction to Mocha AE
- 3D camera tracking

Time-based effects

- Slow motion techniques / stop frames
- Time stretching, ramping and blending
- Animating footage to audio

Basic expressions and scripting

- Basic Expression commands
- Linking properties together
- Linking and aligning orientation
- Applying simple arithmetic
- Randomising properties

Paint

- Repairing images and movies
- Stop-frame animation techniques
- Write-on text effects and other tricks

Intermediate 3D and parenting

- Setting up stereo camera rigs quickly
- Animating in 3D space
- Independent keyframing of x,y,z values
- Tricks with Lights
- Tricks with Cameras

Effects

- Combining effects successfully
- Favourite effects
- Green screen techniques
- Pixel motion blur
- Working with Proxies
- Using Shape Layers
- Extruding text and adding reflections