

Acrobat After Effect CS4 Essentials

Length: 1 Day

COURSE CONTENT

Chapter 1: WHAT'S NEW IN ADOBE AFTER EFFECTS CS4

1. Working with Photoshop® 3D Layers
2. Using Dynamic Link to Remove Noise in Soundbooth®
3. The New Timeline Search Feature & Pre-comp Flow Chart
4. Introducing the Cartoon Effect

Chapter 2: INTRODUCTION TO AFTER EFFECTS

1. Basic Video Concepts
2. Importing Files
3. Project Panel Overview
4. Creating a New Composition
5. Placing Footage in the Composition
6. Creating a Film Strip Effect with Multiple Movies
7. Timeline Panel Overview
8. Timeline Switches, Time Ruler & Work Area
9. Composition Panel Overview

Chapter 3: ANIMATION BASICS

1. Exploring the Transform Properties
2. Introduction to Keyframing
3. Interpolating Keyframes
4. Practicing Interpolation
5. Copying & Pasting Keyframes
6. Creating a Loop

Chapter 4: WORKING WITH MASKS

1. Introduction to Masks
2. Animating Masks
3. Working with Mask Interpolation
4. Rotoscoping
5. Using Masks for Position Keyframes
6. Creating a Simple Animation Using Masks

Chapter 5: ANIMATING TEXT

1. An Introduction to Text in After Effects
2. Using Text Presets
3. Creating Text on a Path
4. Creating a Preset
5. Animators: Range Selector
6. Animators: Add Property
7. Animators: Two or More Range Selectors
8. Animators: Adding a Wiggly Selector
9. Working with Text from Photoshop

Chapter 6: ANIMATION HELP

1. Using Motion Sketch & the Smoother
2. Using the Wiggler
3. Working with Auto-Orient & Split Layer
4. Time Remapping
5. Animating Stills Using the Anchor Point

Chapter 7: PARENTING & BASIC EXPRESSIONS

1. Parenting Basics & Null Objects
2. Animated Man Exercise
3. Stacking Ruler Exercise
4. Text Animation Exercise
5. Introduction to Basic Expressions
6. Applying Expressions for Wiggle & Loop
7. Using Expressions with Audio Files

Chapter 8: BASIC COMPOSITING

1. Applying Layer Blending Modes
2. Creating a Track Matte
3. Keying & Keylight
4. Compound Effects: Gradient Wipe & Displacement Map
5. Compound Effects: Wave World & Caustics
6. Pre-composing & Nesting

Chapter 9: STABILIZING & TRACKING

1. Stabilizing a Shot
2. Tracking a Point
3. The Tracker Panel & Motion Tracker Options
4. Corner Pin Tracking
5. Mocha for After Effects

Chapter 10: PARTICLES & PAINT

1. Introduction to Particle Playground
2. Breathing Tiger Exercise
3. Introduction to Paint
4. Creating an Invisible Pen Effect

Chapter 11: INTRODUCTION TO THE 3D ENGINE

1. Introduction to Camera Angles & Monitor Views
2. Creating 3D Text with Lights & Shadows
3. Setting Up a 3D Scene
4. Animating a 3D Scene
5. Working with Vanishing Point

Chapter 12: SHAPE LAYERS & THE PUPPET TOOLS

1. Creating a Shape Layer
2. Animating Shapes with Repeater & Brainstorm
3. Using the Puppet Pin & Puppet Starch Tools
4. Using the Puppet Overlap Tool
5. Animating with the Puppet Tools

Chapter 13: RENDERING & EXPORTING

1. Using the Render Queue
 2. Working with Adobe Clip Notes
 3. Exporting for Flash®
 4. Credits
- 