

ADOBE AFTER EFFECT

A PERFECT START

COURSE OVERVIEW

Adobe After Effects is the world's most popular broadcast design and visual effects software. This course has been designed with the professional in mind; to provide a solid foundation using real-world values and cutting edge techniques.

Designing a course for a complex software such as Adobe After Effects requires an inordinate amount of experience and a keen understanding of pedagogy. Constant changes are introduced to take into account of new versions and to keep abreast of up-to-date, in-demand effects.

This three-day, introductory course is the culmination of years of professional and classroom experience; designed to provide course participants with a solid foundation to enable them to embark on their fabulous journey into the world of broadcast design and visual effects.

COURSE OBJECTIVES

At the end of this course, participants will be able to achieve the following procedures :

- navigate within the software with ease
- animate layers with total control over direction and speed.
- create compelling text effects and to customize existing text presets
- create composites involving any type of media asset
- navigate within a 3D environment with a combination of 2D and 3D layers
- create 3D camera moves together with lighting effects
- apply popular effects to enhance their composites
- For more advanced topics covering broadcast design and visual effects, please see advanced courses on offer.

WHO SHOULD ATTEND

Anybody involved in video editing, multimedia or web design with an interest in a post production composition or motion graphics special effects work.

PRE-REQUISITES

Participants should be comfortable carrying out general operations of computers such as using a mouse, opening and saving files. Intermediate Photoshop knowledge is a must.

DURATION

3 days

FEES

RM1800

TIME

9.00 am - 5.00 pm with 1 hour lunch break

COURSE LEADER

Roland Kahlenberg
Adobe Certified Instructor

Roland received his first Adobe After Effects certification from Adobe in 2002. He has trained a few hundred professionals in Adobe After Effects. Roland has also lectured at Nanyang Technology University where he designed and lectured courses on Adobe After Effects and video production. His courses catered to both under-graduate and graduate students.

As a professional practitioner, Roland has worked for a number of international networks, MNCs and government statutory boards. In his spare time Roland acts as a Contributing Editor and Fom Leader at the world's busiest Adobe After Effects online forum at CreativeCOW.net and develops his own line of professional Adobe After Effects templates for the world-wide broadcast and multimedia industries.

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COURSE OUTLINE

DAY 01

9.00AM – 10:30AM

INTRODUCTION TO ADOBE AFTER EFFECTS

INTERFACE

- Adobe Video Products' Unified Interface
- Introduction to Workspaces

10:30AM – 10:45AM

BREAK

10:45AM – 1.00PM

INTERFACE (cont'd)

- Customizing & Saving Workspaces

1:00PM – 2.00PM

LUNCH

2:00PM – 3.30PM

ALL ABOUT KEYFRAMES

- An insight into Transform Properties
- The essentials of animating with Adobe After Effects
- Creating Motion Paths and making adjustments
- Working with Animation Assistants

3:30PM – 3.45PM

BREAK

3:45PM – 5.00PM

WORKING WITH MOTION BLUR

- Adding and managing Motion Blur for added realism to animated layers

WORKING WITH LAYERS

- Understanding the hierarchy of 2D layers in Adobe After Effects
- Real-world issues and essential productivity tips when working with layers
- A quick look at Parenting for grouping layers

DAY 02

9.00AM – 10:30AM

INTRODUCTION TO EFFECTS

- How to apply and save effects
- Managing effects and looking at installation procedures

ANIMATION PRESETS & TEMPLATES

- A quick look at the presets that are pre-installed with Adobe After Effects
- Customizing presets and templates

USING BRAINSTORM

- Using Brainstorm for super-quick idea generation

10.30AM – 10:45AM

BREAK

10.45AM – 1:00PM

TUTORIAL 01

RENDER QUEUE INTRODUCTION

- Rendering completed movies and previews of timelines
- Batch rendering for various output devices using Adobe Media Encoder

UNDERSTANDING FILE FORMATS

- Understanding file formats and various media architectures for optimal output

1.00PM – 2:00PM

BREAK

2.00PM – 3:30PM

TIME REMAPPING

- Using the Time Remap tool to vary speeds and create freeze frames

TUTORIAL 02

3.30PM – 3:45PM

BREAK

3.45PM – 5:00PM

ALL ABOUT MASKS

- Using the Quick Mask and Pen Tools to create simple and complex mask shapes
- Understand when and how to use Masks for effective composites

INTRODUCTION TO TEXT TOOL

- Understand the mechanics of this complex tool

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COURSE OUTLINE

DAY 03

9.00AM – 10:30AM

TEXT LAYERS CONTINUED

- Using and customizing Text Animation Presets

SHAPE LAYERS

- Creating Shape Layers for design elements and mattes
- Morphing Shape Layers

ADJUSTMENT LAYERS

- Creating Adjustment Layers for grouping effects

10.30AM – 10:45AM

BREAK

10.45AM – 1:00PM

INTRODUCTION TO ADOBE AFTER EFFECTS' 3D ENVIRONMENT

WORKING WITH 3D LAYERS

- Creating cameras for different visual views
- Using Lights to Enhance a 3D scene
- Creating 3D Layers and customizing their looks

1.00PM – 2:00PM

LUNCH

2.00PM – 3:30PM

MIXING 2D AND 3D LAYERS

- Understanding the mechanics of mixing 2D and 3D layers

3.30PM – 3:45PM

BREAK

3.45PM – 5:00PM

ANIMATING CAMERAS, LIGHTS & LAYERS

- Creating a 3D scene and animating a Camera
- Creating 3D geometry within Adobe Effects

SETTING PREFERENCES IN ADOBE AFTER EFFECTS FOR ADDED PRODUCTIVITY AND TROUBLE-SHOOTING