

Adobe After Effects 2020

Creative skills and practical production workflows

A practical, student-friendly outline covering getting Started, getting to Know the Workflow, creating a Basic Animation Using Effects and Presets, animating Te...

MODULES

12

LESSONS

57

FORMAT

Self-paced

Module Breakdown

<p>MODULE 1</p> <p>Getting Started</p> <ul style="list-style-type: none">1.1 Course Introduction1.2 Keyboard Shortcuts1.3 Keyboard Tips1.4 Things to Do Before Starting	<p>MODULE 2</p> <p>Getting to Know the Workflow</p> <ul style="list-style-type: none">2.1 General Interface and Starting a Project2.2 Basic Title Animation Using Keyframes2.3 Keyframe Interpolation and Keyframe Assistan2.4 Renaming a Composition2.5 Soloing a Layer for Individual Edits2.6 Interface Continued: Tool bar, Timeline panel, Preferences, Workspaces2.7 Render and Export
<p>MODULE 3</p> <p>Creating a Basic Animation Using Effects and Presets</p> <ul style="list-style-type: none">3.1 Importing Files from Bridge and Creating a New Composition3.2 Horizontal Type Tool and Guides3.3 Controls, Effects and Presets for Titles and Logos	<p>MODULE 4</p> <p>Animating Text</p> <ul style="list-style-type: none">4.1 Create and Stylize a Text Layer With the Characters and Paragraph Panels4.2 Preview and Apply Text Animation Presets and Use Keyframes4.3 Animate Layers Using Parenting4.4 Editing and Animating Imported Photoshop Text4.5 Install Fonts Using Adobe Fonts

Module Breakdown (continued)

<p>MODULE 5</p> <p>Working With Shape Layers</p> <ul style="list-style-type: none"> 5.1 Create and Customize a Shape with Shape Tool 5.2 Self Animating Shape with a Wiggle Path (green marker) 5.3 Create and Customize a Shape with Pen Tool 5.4 Snap Layers 5.5 Animating Shape Layers with Path Operations 5.6 Creating Nulls from Paths 	<p>MODULE 6</p> <p>Animating a Multimedia Presentation</p> <ul style="list-style-type: none"> 6.1 Animate Multiple Layers Using Parenting 6.2 Precomposing Layers 6.3 Keyframing a Motion Path 6.4 Animating a Character to Create Movement 6.5 Animating Precomposed Layers with Effects
<p>MODULE 7</p> <p>Animating Photoshop Layers</p> <ul style="list-style-type: none"> 7.1 Animating Change in Light 7.2 Animating Birds Flying with a Track Mat 7.3 Animating Shadows and Using Corner Pin 7.4 Adding a Lens Flare Effect 7.5 Render Composition and Retime 7.6 Use the Graph Editor to Remap Time 	<p>MODULE 8</p> <p>Working With Masks</p> <ul style="list-style-type: none"> 8.1 Setup a Basic Mask 8.2 Refine and Apply Mask 8.3 Creating a Reflection with a Mask and Blending Modes 8.4 Create a Vignette
<p>MODULE 9</p> <p>Distorting Objects with the Puppet Tools</p> <ul style="list-style-type: none"> 9.1 Puppet Position Pen Tool 9.2 Starch Pins 9.3 Manually Animate with Puppet Tool 9.4 Automate Animation Using Puppet Sketch Tool 	<p>MODULE 10</p> <p>Using the Roto Brush Tool</p> <ul style="list-style-type: none"> 10.1 Extract Foreground Object from Background and Create a Mat 10.2 Touch Up a Mat with the Refine Edge Tool 10.3 Edit or Replace the Separated Background
<p>MODULE 11</p> <p>Performing Color Correction</p> <ul style="list-style-type: none"> 11.1 Set up Composition and Use Levels to Start Balancing the Color 11.2 Basic Color Grading with Lumetri Color Effects 11.3 Use Basic Masking, Tracking and Keying to Replace the Background 11.4 Use an Adjustment Layer to Create a Global Color Effect 11.5 Gaussian Blur Effect 	<p>MODULE 12</p> <p>Creating Motion Graphics Templates</p> <ul style="list-style-type: none"> 12.1 Add New Font with Adobe Fonts and Create a Title with Basic Effects 12.2 Using Adjustment Layers to Apply a Specific Effect 12.3 Use Essential Graphics Panel to Build Custom Controls and Share as a Template 12.4 Create Checkboxes to Toggle Visibility of a Background Image 12.5 Protect Portions of a Project from Time Stretching and Export Template