## **Course Content:**

- After Effects Software Features:
  - $\circ$  Presentation of the working interface: tools, menus, panels.
  - Opening a new working document.
  - $\circ$  Organization of the project window.
  - Job registration.
- Keyframes:
  - $\circ$  Adding and removing animation keys.
  - $\circ$  Adding markers for synchronizing sound and animation.
  - $\circ$  Exploring the Motion Sketch window.
- Text Animations:
  - Creating point and paragraph text.
  - Transforming text using layer properties and predefined animations.
  - $\circ$  Animation by inheritance and by traces.
  - $\circ$  Applying effects to text: shadows, blurs.
  - $\circ$  Previewing animations in Adobe Bridge.

## • Mounting Effects:

- $\circ$  Using multilayer and effect layers.
- $\circ$  Overview of the Effects and Presets window.
- $\circ$  Moving, dragging, and splitting layers.
- Applying fades and transitions.
- $\circ$  Adjusting duration and extension values.

### • Animations of Forms:

- $\circ$  Using the pen tool for shape creation.
- $\circ$  Animating torsion, zigzag, and external rounding.
- $\circ$  Transforming and connecting layouts.
- $\circ$  Converting text to vector form.
- Slideshows and Precompositions:
  - Creating slideshows.
  - $\circ$  Understanding precomposition.
- Using Masks:
  - $\circ$  Applying aesthetic and moving masks.

 $\circ$  Understanding fusion modes.

## • Animations and Characters:

- $\circ$  Utilizing the puppet tool for deformation and animation.
- Dynamic keyframe recording.
- The Effects:
  - Exploring effects: cycore, fractal noise, particles, "systems," and others.
  - $\circ$  Recording effects.

## • Building a 3D Environment:

- Understanding the X, Y, Z axes.
- $\circ$  Using dynamic cameras and camera animation.
- Applying lighting and effects.
- Expressions:
  - Linking properties of various effects.
  - $\circ$  Controlling effects over time.
  - Using loops and interdependencies.
  - Grouping layers.
- Audio Effects:
  - Applying sound effects.
  - $\circ$  Understanding wave and frequency effects.
- Advanced Audio Editing:
  - Integrating Adobe Audition with After Effects.
  - $\circ$  Using markers for audio editing.
- Caches:
  - Understanding Luma and Alpha caches.
  - Creating effects using caches.
- Rendering and Exporting:
  - Backing up and exporting projects.
  - Customizing output functions.
  - Achieving high-quality rendering.

# Further practice with more training

<u>After Effects Training (improvement)</u>

