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>

