MSD
MORNING STAR DESIGN

After Effects for Photoshop Users Course Outline

TM

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Duration: 3 Days

Related Courses:
Premiere Pro, Photoshop, Encore, Audition, Final Cut Pro, Motion, Color

Course Overview and Objectives
Our After Effects CS6 helps you take performance to a new level with Global Performance Cache, which maximizes your productivity by saving virtually every preview for instant recall, meaning less waiting for After Effects to catch up. Learn how to tweak the software to work as fast as you do. Create and work with extruded text and shapes directly in After Effects, using the new ray-traced 3D rendering engine for a polished final look. Master a wide variety of challenges and extend your creativity with new tools such as variable mask feathering, 3D Camera Tracker, Rolling Shutter Repair, and more high-quality built-in effects to make your final product look the way you intend. Enhanced integration between After Effects CS6 and other Adobe tools makes your workflow even faster and more fluid than ever before.

Pre-requisites:
A basic to intermediate knowledge of your OS.

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Interface, workspace and getting around

- Getting started
- Creating a project
- Importing and organising footage
- Creating a composition
- Working with and arranging layers
- Exploring effects
- Modifying layer properties
- Basic animation
- Managing the composition
- Previewing your work
- Choosing workspaces
- Common metaphors between Photoshop and After Effects
- An introduction to animation
- Frame vs timeline based animation in Photoshop

Basic animation and working with Effects

- Getting started
- Importing footage using Adobe Bridge
- Creating a new composition
- Working with imported Illustrator files
- Finding and applying Effects
- Applying a preset
- Previewing effects
- Adding Transparency
- Rendering a composition

Animating text

- Understanding the After Effects text tools
- About text layers
- Using a text animation preset
- Scaling using keyframes
- Animating imported Photoshop text
- Managing imported Photoshop text
- Understanding parenting
- Animating text using a path animation preset
- Wiggle and randomising text
- Web-ready text animations

Working with shape layers

- Getting started
- Adding a basic shape layer
- Creating custom shapes
- Incorporating video and audio layers
- Applying a Cartoon effect
- Adding a title bar

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Animating to Good Effect
Whether you animate a simple DVD title or create complex special effects, you generally follow the same basic workflow.

Animating Type Controls
Your type doesn't need to sit still while your audience is reading it. You'll learn several ways to animate type in After Effects, including timesaving methods unique to text layers.

Creating an introductory multimedia presentation

- Orientation
- Animating using parenting
- Anchor points and the Pan Behind tool
- Masking video using vector shapes
- Keyframing a motion path
- Other animation possibilities
- Applying effects
- Creating an animated slide show
- Working with audio
- Zooming in for a final close-up

Working with masks

- Getting started
- About masks
- Creating a mask with the Pen tool
- Editing a mask
- Feathering the edges of a mask
- Feathering the edges of a mask
- Replacing the content of the mask
- Variable mask feathering
- Targetable layer panel
- Track Mattes
- Rotobezier masks
- Mask Interpolation
- Creating vignettes
- Adjusting the colour

Distorting objects with the puppet tools

- Getting started
- About the Puppet tools
- Adding Deform pins
- Controlling deform pins
- Animating pin positions
- Recording animation

Working with Illustrator, Bridge and After Effects

- Using Auto Trace
- Working with solids
- Exporting numbered sequences
- Working with Image Trace

Performing basic colour correction

- Introduction to colour correction workflows
- Working with Levels
- Working with Curves
- Using Synthetic Aperture Colour Finesse Simplified interface

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Unlimited creativity
Use Shape layers to create cool backgrounds and intriguing results. Animate shapes, apply animation presets, and add repeaters to intensify their impact.

Pin it!!!
Pull, squash, stretch, and deform objects realtime with the Puppet tools. If you're creating realistic animations, fantastic scenarios, or modern art, the Puppet tools will expand your creative freedom.

Working with Photoshop
- Vanishing point exchange
- Parenting layers
- Creating simple camera fly-throughs
- 3D and video support in Photoshop
- Photoshop layer controls
- Photoshop alpha masks

Rendering and output
- Overview of Render Settings
- Choosing templates for the rendering process
- Choosing templates for output modules
- Overview of exporting to different output media
- Choosing render templates
- Post render possibilities

Tracking and stabilisation
- Motion stabilisation
- Motion tracking

3D Features
- Getting started
- Building a 3D object
- Working with a null object
- Working with 3D text
- Creating a backdrop for 3D animation
- Nesting a 3D composition
- Adding a camera
- Completing the scene

Using 3D Features
- Vanisihing points and planes explained
- Getting started
- Animating 3D objects
- Adding reflections to 3D objects
- Animating a camera
- Adjusting layer timing
- Using 3D lights
- Adding effects
- Adding motion blur
- Previewing the entire animation

- Please note that we offer free electronic support to clients on content covered on our courses.