



**silicon
beach**
TRAINING

t: 01273 622272 e: info@siliconbeachtraining.co.uk w: www.siliconbeachtraining.co.uk

Advanced Adobe After Effects

Duration: 1-3 days

Prerequisites

Completion of our After Effects course or equivalent knowledge

This Adobe After Effects training course will teach you about this very large and powerful motion graphics application. With extra primary features added with each version it has become increasingly difficult to offer a short introductory course, while providing the full feature detail required to meet specific users' needs.

Objectives

Our solution to this is to offer a two day core Adobe After Effects training course, plus additional half-day modules on more advanced topics. Extra days may then be added in accordance with clients' requirements. Choosing all six modules provides an exhaustive, three day course. Each of these modules can also be booked separately.

Course Content

Half Day Modules: (these can be booked in pairs)

MODULE 1

3D: Using it and Faking It

- Basic 3D, scale, drop shadow and other fakery
- 3D transform properties
- Material properties
- Camera views and tools
- Effect on render order
- 3D effects and integration with other 3D packages

This module requires a basic grasp of 3D graphics

MODULE 2

Titling: Techniques for getting text in motion

- Path Text: still useful
- Introduction to text layers
- Animators for text properties
- Range selectors, simple and advanced
- Footage inside text
- Randomising techniques

continued...



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Related Courses

Premiere: 2 days

After Effects: 2 days

Photoshop: 2 days

Illustrator: 2 days

Links

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Advanced Adobe After Effects (continued)

Duration: x days

Price: £x + vat

Prerequisites

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Testimonials

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Name - Company

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Name - Company

MODULE 3

Advanced Keyframing and expressions

- Linear and bezier interpolation
- Spatial and temporal interpolation
- Using the speed graph to smooth effects
- Roving keyframes
- Writing advanced expressions
- Making expressions and parenting work together
- Motion Blur

This module is fairly mathematical. Some knowledge of Javascript and/or Object-oriented programming would be useful.

MODULE 4

Pro Compositing

- Motion Tracking and Stabilizing
- Basic Keying
- Using the Difference Key
- Chokers and the Spill Suppressor
- Painting on footage and alpha channels

This module focuses on the Pro version of After Effects.

MODULE 5

Puppetry: advanced parenting

- Preparing puppets in Illustrator and Photoshop
- Building a puppet in After Effects
- Nulls and anchors
- Techniques for bringing a puppet to life
- Motion Sketch
- Morphing: animating masks, warps and other distortions
- Lip synch

MODULE 6

Stuff Everywhere! – Getting the most from Particle Playground

- The basic types: Cannon, Grid and the Exploders
- Using After Effects layers as particles
- Text and numbers as particles
- Gravity, walls and repellers
- Property Mappers: persistent and ephemeral



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Related Courses

Course1: x Days

Course2: x Days

Course3: x Days

Course4: x Days

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