



## RELATED TRAINING :

It isn't enough to know one piece of software. Most software utilize graphics or elements from other softwares. And now Adobe has made them easier than ever to work together. We'll show you how easy it is to make your project the best it can be. Here are a few additional classes you would benefit from.

*[Click for class details >>](#)*

**Photoshop** Essential Skills I

**Flash** Comprehensive

**Illustrator** Comprehensive

## After Effects CS4

Adobe After Effects CS4 is a powerful software tool for visual effects and motion graphics. You can use After Effects' tools to create dynamic designs for commercial video and motion picture production to CD-ROM title development. This course will help you to understand the fundamental concepts and features to master the program. It includes many advanced features, including tips and tricks using the latest version. We also recommend this course for those planning to obtain the Adobe Certified Expert status.

Lumenbrite's courses are taught by experienced developers and designers that have been certified by Adobe as expert trainers. We use official Adobe training curriculum and also add supplemental courseware to offer a truly unique training experience. Our courses are offered monthly at our regular locations as well as customer-site locations throughout the United States. We can customize training for your organization to meet your specific needs. We encourage you to bring in your work projects so that we can answer any questions you may have.

*Recommended Prerequisites:* Basic computer skills on Windows or Mac

*Duration:* 3 Days

## After Effects CS4

### Lesson Plan

#### LESSON 1

Basic Animation  
Creating folders in the project panel  
Creating a new composition  
Importing files and folders  
Adding layers to the Comp panel  
Changing the background color  
Animating position  
Navigating between keyframes  
Dragging footage to the Timeline panel  
Aligning and distributing layers  
Editing spatial keyframes, motion paths  
Auto orientation  
Adding effects  
Importing layered Photoshop/Illustrator files  
Rendering

#### LESSON 2

Advanced Animation  
Working with Adobe Bridge  
Template Projects  
Viewing animated properties  
Graph editor overview  
Panning and zooming time  
Editing graph curves  
Easing animations  
Editing multiple keyframes  
Motion sketch  
Using the smoother  
Motion Blur  
Roving Keyframes  
Time-Reverse Keyframes  
Anchor Point overview  
Pan Behind tool  
Motion control moves  
Hold keyframes  
Time display and timecode

#### LESSON 3

Layer Control  
Layers and stacking order  
Moving layers in time  
Trimming layers  
Slip editing  
Sequence Layers assistant  
Looping footage  
Image sequences  
Changing the frame rate  
Time Stretch  
Blending Modes  
Effects and solids  
Effect motion path  
Effects & Presets panel  
Searching for effects  
Animation presets  
Behavior presets  
Adjustment Layers  
Non-square pixels

#### LESSON 4

Creating Transparency  
Rectangular Mask tool  
Free Transform Points  
Masking in the Layer panel  
Mask Feather  
Animating a Mask Shape  
Masking with the Pen tool  
Effecting a mask area  
Mask Opacity  
Audio Spectrum effect  
Alpha Track Matte  
Effects and track mattes  
Luma Track Matte  
Mask shapes in CS4

## **After Effects CS4**

### **Lesson Plan *Continued***

#### **LESSON 5**

Type and Music  
Creating basic text  
Creating Text Animators  
Animating text properties  
Creating cascading text  
Animating by words  
Title safe areas  
Animating text Blur and Tracking  
Text on a path  
Rendering with an alpha channel  
Field rendering  
Adding sound to a comp  
Add comp and layer markers  
Customizing presets  
Editing Photoshop Text Layers

#### **LESSON 6**

Parenting and Nesting  
Parenting, Nesting, and Expressions  
Assigning a parent  
Parenting, opacity, and effects  
Parenting with Null Objects  
Using guides  
Nesting comps  
Editing precomps  
Nesting a common source  
Sizing precomps  
Locking panels  
Precompositing a group of layers  
Render order explained  
Using precomposing to re-order

#### **LESSON 7**

Expressions and Time  
Using the pick whip to create expressions  
Altering expressions  
Stabilizing shadows  
Looping keyframes  
The wiggle expression  
Creating a master controller  
Converting sound to keyframes  
Frame blending  
Pixel motion  
Stop motion tricks  
Preserve Frame Rate  
Creating freeze frames  
Time Remapping

#### **LESSON 8**

3D Space and Dimension  
Enabling layers for 3D  
Moving layers in 3D space  
3D rotation and orientation  
3D motion paths  
Camera track and orbit tools  
3D lights and Vignettes  
Animating lights  
Casting shadows  
Adding dimension to stills  
Editing stills for 3D

#### **LESSON 9**

Track and Key  
Creating track points  
Important tracker options  
Applying stabilization  
Fixing bad tracks  
Tracking interlaced footage  
Motion tracking  
Radio Waves effect  
Applying tracks to effect points  
Perspective corner pin tracking  
Bezier Warp effect  
Working with high-definition footage  
Keying using the Keylight effect  
Improving keyed composites

## **After Effects CS4**

### **Lesson Plan *Continued***

Creating garbage mattes

#### **LESSON 10**

Using Paint and Vector Paint

Basic painting

Erasing strokes

Paint Channels

Paint Blending Modes

Brush duration bar

Animating strokes

Revealing a layer

Creating organic textures

Tablet settings

Cloning

Transforming strokes

Vector Paint overview

Wiggle Control

Onion Skin mode

Playback modes

#### **LESSON 11**

New Features in After Effects CS4

Using Brainstorm

Brainstorm with keyframes

Puppet Pin tool

Animating Puppet pins

Puppet Overlap tool

Recording Puppet Animation

Creating a Shape layer

Shape Stroke and Fill settings

Editing shapes

Multiple shapes

Even-Odd Fill

Shape Effects

Shape Repeater

Compound Paths

Shape Gradients

Shape Pen Paths

Advanced Strokes

Animating a Stroke

\*Course content and outline are from the book *After Effect Apprentice* (Trish and Chris Meyer, 2007)