



Adobe After Effects CS4 ***Beginning to Intermediate***

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

Adobe After Effects CS4
Beginning to Intermediate
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

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Beginning to Intermediate
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
Creating garbage mattes

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Lesson Plan *Continued*

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