



RELATED TRAINING :

It isn't enough to know one piece of software. Most software utilize graphics or elements from other software. 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

 **Illustrator** Essential Skills I

 **Flash** Essential Skills I

After Effects CS4/CS5 : Essential Skills I

Adobe After Effects delivers the outstanding performance and visual richness required to succeed in today's media culture. 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. Learn to streamline your workflow and enable you to create amazing motion graphics and blockbuster visual effects while delivering your work to the widest possible variety of screens.

Lumenbrite's instructors are Industry Experts as well as Adobe Experts. We use official Adobe training curriculum and add supplemental courseware and learning to offer you the practical, real world techniques that we use in our own projects. Courses are offered monthly at our regular locations, in addition we provide training to clients at their location across the United States. We can customize training for your organization to meet your specific needs. We encourage you to bring in your projects so that we can answer your specific questions.

Recommended Prerequisites: Basic computer skills on Windows or Mac

Duration: 3 Days

Adobe After Effects CS4/CS5 : Essential Skills I Lesson Plan

NEW FEATURES OF CS5 COVERED

- Roto Brush
- Auto-keyframe mode
- Refine Matte effect and dozens of other enhancements
- Color Look-Up Table support
- Color Finesse 3 LE
- Digieffects FreeForm

AFTER EFFECTS BASICS

- Creating new Projects
- About Sources, Sequences and Monitors
- Video basics
 - » Video Formats and other standards
 - » Timecode
 - » Cameras and video files
 - » Acquiring video and adding to projects
 - » Learning the Workspace
- Adding sources and previewing files
- About the Project panel tools
- Creating folders in the project panel
- Creating a new composition
- Importing files and folders
- Adding layers to the Comp panel
- Changing the background color

LEARNING BASIC ANIMATION

- Animating position
- Navigating between keyframes
- Dragging footage to the Timeline panel
- Aligning and distributing layers
- Editing spatial keyframes, motion paths
- Auto orientation
- Adding effects and using the Effects Control Panel
- Importing Photoshop/Illustrator files
- Adding Audio to Compositions
- About the Preview Panel and RAM Preview
- Render Queue and the Render Queue

INTERMEDIATE ANIMATION

- Viewing animated properties
- Panning and zooming time
- Easing animations and Hold keyframes
- Editing multiple keyframes
- Motion sketch and properties
- Using Smoother for auto generated keyframes
- Motion Blur and editing properties
- Roving Keyframes and an overview of the Graph Editor

MANIPULATING COMPOSITION LAYERS

- Layers, stacking order and controls
- Moving layers in time
- Trimming layers in and out points
- Slip editing
- Sequence Layers assistant
- Image sequences
- Looping footage
- Changing the frame rate
- Time Stretch
- Effectively using Blending Modes
- Applying Effects to solid layers
- Effect motion paths
- Navigating the Effects & Presets panel
- Creating Animation presets
- Behavior presets
- Adding Effects to Adjustment Layers

MASKS, MATTES AND TRANSPARENCY

- Creating Transparency
- Rectangular, Ellipse and Star Mask tool
- Free Transform Points
- Masking in the Layer panel
- Mask Feathering and other options
- Animating a Mask Shape
- Masking with the Pen tool
- Mask Opacity and animation
- Alpha and Luma Track Matte
- Using Mask shapes in Adobe Illustrator

Adobe After Effects CS4/CS5 : Essential Skills I Lesson Plan

WORKING WITH TYPE

- Creating basic text
- Adding Text Presets
- Using Adobe Bridge to browse Presets
- Working with Range Selectors
- Animating text properties
- Creating cascading and text animations
- Animating by words, characters and lines
- Creating Text on a path
- Customizing presets

WORKING WITH PARENTING AND NESTING

- Parenting, Nesting, and Expressions
- Adding composition and layer markers
- Assigning a parent
- Parenting, opacity, and effects
- Parenting with Null Objects
- Nesting compositions
- Precompositing a group of layers

TRACKING, STABILIZING AND KEYING

- Creating track points with the Tracker
- Important tracker options
- Applying stabilization
- Fixing bad tracks and using the Smoother
- Motion tracking in AfterEffects
- Applying tracking to applied effects
- Keying using the Keylight effect
- Improving keyed composites
- Creating Garbage Mattes

RENDERING AND OUTPUT

- More about the Render Queue and Rendering
- Adjusting the Render Settings
- Using Output Module options and presets
- Best practices for rendering output
- Working with video for HD formats, web video and You-Tube
- Transport vs Authoring video formats

USING PAINT AND VECTOR PAINT

- Basic painting
- Animating strokes
- Revealing a layer
- Cloning Tool
- Transforming strokes
- Vector Paint overview
- Wiggle controls and making animations

MANIPULATING SHAPE LAYERS

- Creating a Shape layer
- Shape Stroke and Fill settings
- Editing shapes
- Multiple shapes
- Shape Effects
- Advanced Strokes

3D EDITING TOOLS INTRODUCTION

- Creating Lights
- Creating Cameras and manipulating
- Toggling 3D layers
- Using the Unified Camera Tool
- Animating 3D objects
- 3D Resources

SPECIALIZED TOOLS

- Using Brainstorm
- Brainstorm with keyframes
- Puppet Pin tool
- Animating Puppet pins
- Puppet Overlap tool
- Recording Puppet Animation
- Encore Essential Toolsets
- Encore and AfterEffects Dynamic Link demonstration
- SoundBooth demonstration

RESOURCES

- Third-party Effects
- Stock video resources
- Tutorials and other resource