



## Adobe After Effects Training Course – Introduction

*In this introductory After Effects course you will learn the foundation skills needed to create exciting visual effects and motion graphics for film, video, multimedia and the web.*

### What you'll learn in this training course

- Digital video basics
- Digital media management
- Layers and compositing
- Keyframes and motion paths
- Working with and animating text
- Working with 3D effects
- Rendering and exporting projects

### Audience for this training course

This course is designed for media professionals who have little to no prior experiences with Adobe After Effects.

### Training course duration

This class is a two-days in length. It runs from 9:30 am- 4:30 pm. Lunch break is approximately from noon - 1:00 pm.

### Training course curriculum

This training course uses lesson files and content from the After Effects Digital Classroom, which is written and created by our instructors. These training courses are delivered by the same instructors that write this best-selling series.

### Enrolling in this Adobe After Effects Introductory training course

You can register for this training class online at [agitraining.com](http://agitraining.com), or by calling 781-376-6044 or 800-851-9237.

### Locations for this Adobe After Effects Introductory training course

You can attend classes at your training centers located in Boston, New York City, Philadelphia, on site at your office, or on-line. You can select the course location at the time of your registration.

### Private and customized training course options

This training course can be offered as a private class for groups or individuals, and the content can be customized to meet your specific needs. You can call to speak with a training representative at 781-376-6044 or 800-851-9237 to discuss customizing this training course.

### Goals and objectives for this training course

American Graphics Institute is focused on providing high-quality training courses for your professional development. We provide regularly scheduled small group courses along with private or customized training.



## Adobe After Effects Training Course – Introduction topics:

### Lesson 1: Digital video basics

- Understanding analog versus digital
- Clarifying frame rate and resolution
- Understanding storage space
- Knowing your system requirements
- Defining motion graphics

### Lesson 2: After Effects user interface

- Creating a project
- Using the After Effects panel system
- Organizing the project window
- Using the Composition window
- Using the Timeline window
- Ram Preview vs. Standard preview

### Lesson 3: Media management

- Importing media files
- Importing Photoshop & Illustrator files
- Previewing footage
- Previewing stills and video
- Previewing audio
- Trimming a video clip
- Using the interpret footage dialog box
- Looping an audio or video file

### Lesson 4: Layers

- Getting to know layers and their options
- Creating a layer solid
- Understanding the layer switches
- Using time stretch and frame blending
- Nesting compositions/layers using
- Using precomps

### Lesson 5: Keyframes

- Animating layer properties
- Using layer parenting to ease repetition
- Understanding motion paths
- Working with layer blending
- Controlling the speed of animations
- Learning the easing principles

### Lesson 6: Adding text to your project

- Creating text
- Using the Character and Paragraph palette
- Animating text with keyframes
- Animating text using presets
- Using Bridge with After Effects

### Lesson 7: Using Masks and alpha channels

- Masking
- Animating masks
- Working with alpha channels
- Track matte

### Lesson 8: effects

- Effect basics
- Animating effects

### Lesson 9: 3D in After Effects

- 3D capabilities and limitations
- Creating 3D layers
- Using multiple viewports
- Understanding 3D transform
- Animating 3D layers
- Creating and using lights

### Lesson 10: Rendering and exporting

- Rendering to various formats
- Understanding the render queue
- Adjusting render settings
- Duplicating jobs in the render queue
- Creating render templates
- Exporting a project file
- Rendering an individual frame