GRDSN 175 AFTER EFFECTS
Course Outline

Creating 2D Elements from Hexagons

- Create After Effect project files.
- Import Adobe Photoshop files.
- Interpret imported alpha channels.
- Create compositions and adding layers to them.
- Change the background color of a composition.
- Work with transform properties.
- Create and adjusting keyframes to create animations.
- Duplicate layers.
- Change layer In points.
- Replace footage layers.
- Create RAM previews.
- Rename layers.
- Precompose multiple layers.
- Adjust velocity graphs.
- Render elements.

Building Elements from Squares

- Import layers Photoshop files as compositions.
- Use individual Photoshop layers as After Effects layers.
- Create and use guide lines in your composition.
- Use keyframe interpolation to control movements.
- Set a work area.
- Change Position keyframes by dragging.
- Apply transfer modes.
- Create a solid layer and applying the Lens Flare effect.
- Combine rendered elements into a single composition.

Animating Circles

- Use mask tools to create paths.
- Resize masks.
- Apply and animate the Stroke effects.
- Create different types of lines by adjusting effect properties.
- Create and animate a null object.
- Use the pick whip to create simple expressions.
- Apply the Basic 3D effect to make objects appear to swivel in 3D.
- Duplicate and replace entire compositions.
- Render multiple compositions in one session.

Building Star-like Elements
Import multiple files.
Import and working with audio files.
Create images from audio layers.
Apply the Audio Spectrum effect to a path.
Apply the radial Blur effect.
Apply the Stencil Alpha transfer mode.
Apply the Iris Wipe effect and using it in a non-traditional way.
Set keyframes in the Effect Controls window.

**Working with Text and Numbers**

- Apply, format, and animate basic text.
- Apply, format, and animate path text.
- Apply, format and animate the Numbers effect.
- Add Motion Blur to fast-moving layers.
- Apply the Fast Blur effect.
- Edit expressions that you apply.
- Apply the Easy Ease In keyframe assistant.

**Building 3D Hexagon Elements**

- Move and orienting layers in 3D space.
- Use orthogonal views for 3D layers.
- Define keyboard shortcuts for 3D views.
- Add a camera layer.
- Set keyframes to move a camera in 3D space.
- Duplicate compositions and replace layers to create new elements.
- Render multiple compositions in one session.

**Combining 2D Elements in a Composite**

- Import movies that you rendered earlier and using them as layers of a composition.
- Change opacity by dragging points in the Opacity Values graph.
- Rearrange layers in the stack.
- Apply Color Dodge and Soft Light transfer modes.
- Trim layer In points and Out points.
- Apply the Tint effect to colorize layers.
- Copy and paste effects from layer to layer.
- Apply the Channel Blur effect.
- Apply the Gaussian Blur effect.
- Rearrange the order in which effects are processed.

**Beginning the 3D Composite**

- Import and use camera footage and data.
- Use various 3D views.
- Animate a still image (hexagon) in 3D space.
- Add and use composition-time markers.
Apply Fast Blur and Echo effects.
Use the Hue/Saturation effect to color-correct a layer.
Use the Linear Wipe effect to reveal a layer.

**Finishing the 3D Composite**

Precompose and collapse 3D layers.
Apply the Tint effect.
Position and duplicate layers in 3D space.

**Building the Final Animation**

Import After Effects projects.
Organize the Project window with multiple imported projects.
Apply a track matte.
Work with the Spherize, Lens flare, and Bevel Alpha effects.
Add a light to a composition and animating it.
Place items in compositions at specific points in time.
Rotoscope an image, using the mask tools.
Create a realistic reflection layer.

**The Render Queue and Output Formats**

Create render-settings templates.
Create output-module templates.
Render multiple output modules.
Select the appropriate compressor for your delivery format.
Use Pixel Aspect corrections.
Render the final animation for NTSC broadcast video output.
Render a test version of a composition.
Render a Web version of the final animation.