

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.