

Training Program

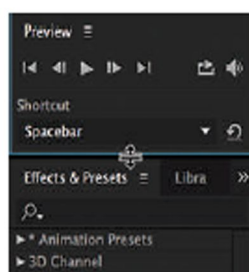
(Duration- 3 months)

Fees: 12000/-
Discount:(Early Bird Discount of 1000/-)
Total: 11000/-

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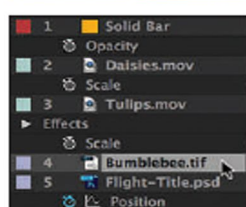
▽ Pre-Roll

Exploring the After Effects landscape.



- | | | | |
|---|---------------------------------|----|---|
| 1 | project structure | 10 | Layer panel |
| 2 | main Application window | 11 | Info, Preview, Audio panels |
| 3 | Tools panel; Project panel | 12 | Effects & Presets; Effect Controls;
other panels |
| 4 | importing footage | 13 | workspaces; stacked panels |
| 5 | Footage panel | 16 | previewing |
| 6 | transparency and alpha channels | 17 | work area |
| 8 | Composition panel | 18 | preview behaviors |
| 9 | Timeline panel | | |

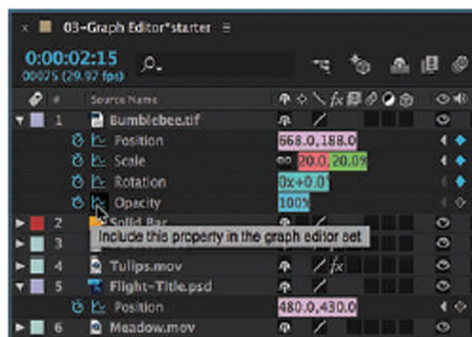
Building your first animation while you learn a typical After Effects workflow.



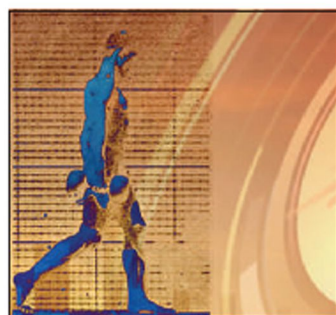
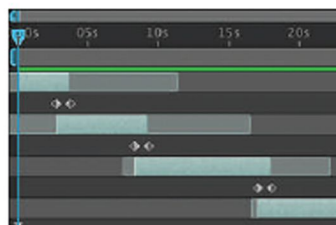
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|----|--------------------------------------|----|--|
| 20 | composition basics | 30 | duplicating and replacing layers |
| 22 | starting a project; creating folders | 31 | more precise placement; snapping
and grids |
| 23 | importing footage; alpha channels | 32 | adding solid layers |
| 24 | creating a new composition | 32 | applying, copying, and pasting effects |
| 25 | adding layers to the Comp panel | 34 | dragging footage to the Timeline panel |
| 26 | changing property values (scrubbing) | 36 | editing motion paths; spatial keyframe types |
| 27 | animating Position; the motion path | 38 | animating Scale |
| 28 | previewing the animation | 39 | animating Rotation; animating Opacity |
| 28 | navigating between keyframes | 40 | rendering |
| 28 | managing the comp view; zooming | 42 | importing layered Photoshop and
Illustrator files |
| 29 | applying Easy Ease In | | |
| 29 | adding the foreground layers | | |

Manipulating keyframes to create more refined animations.

- 44 keyframe basics
- 46 Anchor Point overview
- 47 Anchor Point tool
- 48 motion control moves
- 50 Graph Editor
- 51 speed versus value graphs
- 52 panning and zooming time
- 53 editing graph curves
- 54 easing animations
- 55 improving the timing; Graph Editor Sets
- 56 Separate Dimensions
- 60 Motion Sketch
- 61 smoothing keyframes
- 62 Auto-Orient
- 63 Motion Blur
- 64 Roving keyframes
- 65 Time-Reverse Keyframes
- 66 Hold keyframes
- 68 time display and timecode



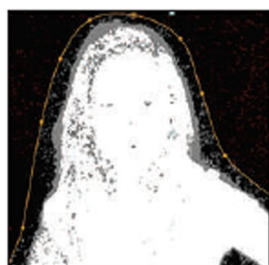
Learning how to trim layers and enhance them using blending modes and effects.



- 70 layers and stacking order
- 71 moving layers in time
- 72 trimming layers
- 73 trimming in the Layer and Footage panels
- 74 slip editing
- 75 Sequence Layers keyframe assistant
- 77 looping footage
- 78 image sequences
- 79 changing the frame rate; Time Stretch
- 80 applying effects
- 82 blending modes
- 84 effects and solids
- 85 effect motion path
- 87 Effects & Presets panel; searching for effects
- 89 animation presets
- 91 Behavior presets
- 92 layer styles
- 94 adjustment layers
- 95 filmic glow trick
- 96 property links with effects
- 97 third-party effects
- 98 higher-quality scaling



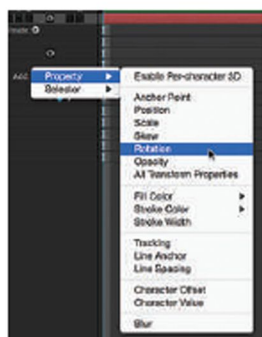
Using masks, mattes, stencils, and keying to cut out portions of a layer.



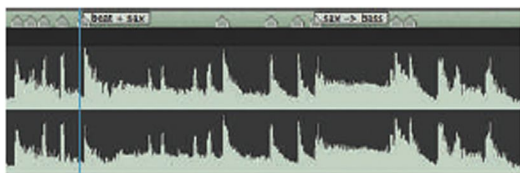
- 102 masking tools; creating mask shapes
- 104 Free Transform Points
- 104 masking in the Layer panel; Ellipse tool
- 105 Mask Feather
- 106 animating a mask path
- 107 creating a vignette; Mask Expansion
- 108 masking with the Pen tool (Bezier masks)
- 110 effecting a masked area
- 111 mask path interpolation; First Vertex
- 112 Mask Interpolation keyframe assistant
- 113 effects that can use the mask path; Scribble effect
- 114 Mask Modes and multiple masks
- 115 Mask Opacity
- 116 creating and editing RotoBezier masks
- 117 Audio Spectrum effect
- 118 Rigid Mask Tracker
- 120 Face Tracking
- 122 variable mask feathering
- 126 Alpha Track Matte
- 128 nesting a track matte composite
- 130 Luma Track Matte
- 131 animating matte layers
- 132 Stencil Luma and Stencil Alpha
- 134 Color Keying; Keylight; greenscreen
- 136 Key Cleaner and Advanced Spill Suppressor
- 139 effects with track mattes and stencils



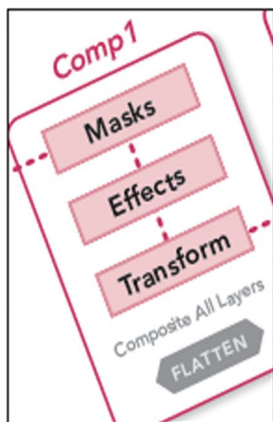
Animating text and working with music are essential to motion graphics design.



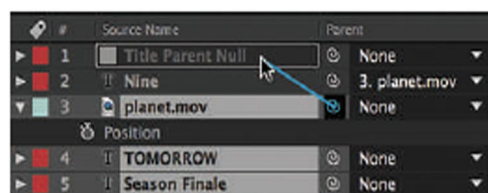
- 141 creating basic text
- 145 creating text Animators; Range Selectors
- 147 animating text Position
- 148 animating text Rotation and Opacity
- 149 randomizing the order of characters
- 149 creating cascading text; working with selection Shapes
- 151 setting the text Anchor Point
- 152 animating by words
- 153 title safe areas
- 154 animating text Blur and Tracking
- 155 text on a path
- 156 Per-character 3D animators
- 159 Ease Low and Ease High
- 161 adding the Wiggly Selector
- 162 rendering with an alpha channel
- 164 multiple selectors and animators
- 166 using text animation presets
- 168 saving text animations as presets
- 169 editing Photoshop text layers
- 170 adding audio to a comp
- 171 spotting audio; using layer and comp markers
- 172 mixing and enhancing audio



Grouping layers to make them easier to coordinate.



- 174 parenting, nesting, and expressions defined
- 176 assigning a parent
- 177 parenting, opacity, and effects
- 178 parenting with null objects
- 180 nesting to group layers; using guides
- 182 editing precomps
- 184 nesting a common source
- 185 navigating composition hierarchies
- 187 sizing precomps
- 190 precomposing a group of layers
- 192 precomposing a single layer
- 194 render order explained
- 195 splitting work between comps
- 196 precompose options compared
- 196 using precomposing to reorder



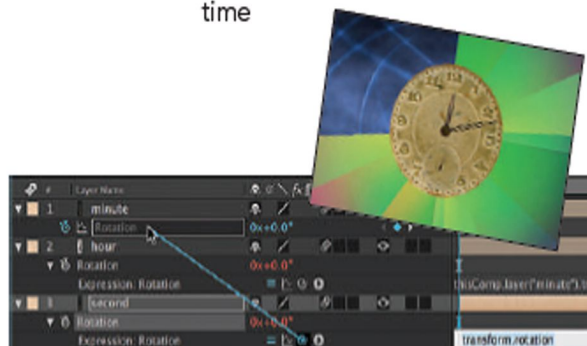
- 198 edit this, look at that (ETLAT)
- 200 continuous rasterization
- 202 collapsing transformations
- 204 compound effects



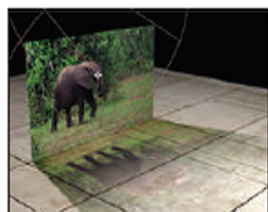
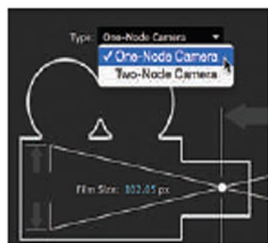
Using expressions and playing with time.



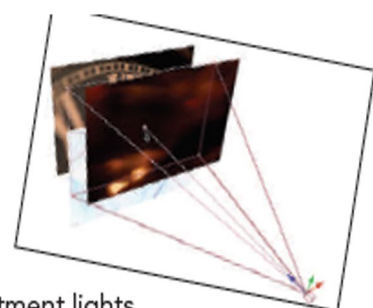
- 208 using the pick whip to create expressions
- 209 altering expressions
- 210 stabilizing shadows
- 212 matching value ranges (the linear expression)
- 214 looping keyframes
- 215 expression tips
- 216 the wiggle expression
- 217 expression controls
- 217 keyframing the wiggle expression
- 218 creating a master controller
- 219 converting sound to keyframes
- 220 frame blending
- 221 Pixel Motion
- 222 Pixel Motion Blur
- 223 stop-motion tricks; Preserve Frame Rate
- 224 Preserve Frame Rate with effects
- 225 adding handle with freeze frames
- 226 time remapping (varispeeding)
- 228 using the graph editor to smooth time



Adding a new dimension to your animations.



- 232 moving and rotating layers in 3D space
- 234 multiplaning effects
- 236 3D motion paths
- 237 multiple views
- 238 adding a camera; camera settings
- 239 using the camera tools; 3D views
- 240 moving and animating cameras
- 242 building a camera rig
- 244 layer and camera auto-orientation
- 246 camera depth of field blur
- 248 3D lights
- 250 Material Options
- 252 casting shadows
- 254 Light Transmission
- 256 Light Falloff



- 258 adjustment lights
- 259 Ray-traced 3D renderer
- 260 extrusion and beveling
- 262 Fast Previews
- 263 bending footage layers
- 264 transparency; index of refraction
- 266 reflections
- 268 environment layers
- 269 ray-tracer image quality
- 270 CINEMA 4D renderer preview



A key to visual effects work is removing or re-creating camera movement.



- 276 Warp Stabilizer
- 279 Reversible Stabilization
- 281 point-based tracking and stabilization
- 282 creating track points
- 284 applying stabilization
- 285 when tracks go wrong
- 286 2D motion tracking
- 287 applying a motion track
- 288 tracking interlaced footage
- 288 Radio Waves effect
- 289 applying tracks to effect points
- 291 planar tracking with mocha AE CC
- 294 pasting the mocha track into After Effects
- 295 mocha Shape

- 298 3D Camera Tracker
- 299 defining the plane; moving the target
- 300 creating a Track Null; parenting
- 302 adding 3D text
- 302 creating a shadow catcher
- 304 Rolling Shutter Repair



Exploring Paint, Roto Brush, and the Puppet tools.



- 307 basic painting
- 309 erasing strokes
- 309 Paint Channels
- 310 Paint blending modes
- 310 brush duration bar
- 311 animating strokes
- 312 revealing a layer



- 313 creating organic textures
- 314 tablet settings
- 315 cloning
- 316 transforming strokes
- 317 basic Roto Brush
- 320 Roto Brush workflow; the base frame
- 322 propagating strokes
- 324 corrective strokes
- 326 refining the matte
- 328 Refine Edge
- 330 Puppet Pin tool
- 331 animating puppet pins
- 332 Puppet Overlap tool
- 333 recording puppet animation
- 333 Puppet Starch tool
- 334 multiple shapes

Creating, animating, and extruding vector-based shapes.



- 336 creating a shape layer
- 337 Fill and Stroke settings; editing shapes
- 338 multiple shapes
- 339 Even-Odd Fill
- 340 shape effects
- 342 Bezier Shapes; Pen tool
- 344 Convert to Bezier Path
- 345 Create Shapes from Text
- 346 Repeater
- 348 compound shapes; Merge Paths
- 350 gradients
- 352 Wiggle Transform



- 354 advanced strokes; dashes and gaps
- 356 animating a stroke
- 357 Create Shapes from Vector Layers
- 358 extruding shape layers