

## Adobe After Effects CS4 Professional

Duration: 3 days



### Course Synopsis:

Adobe After Effects CS4 is a powerful software tool for visual effects and motion graphics. You can use After Effects' tools to create dynamic designs for commercial video and motion picture production to CD-ROM title development. 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. We also recommend this course for those planning to obtain the Adobe Certified Expert status.

### Who Should Attend:

Graphic professionals who need an essential understanding of motion editing and compositing. Experienced users will also benefit from the many tips and tricks and special exercises.

### Prerequisites:

Because of the amount of material we cover in class, we do require students to be comfortable using a mouse, opening and saving files, and the general operations of computers. While we will make every reasonable effort to help, students with insufficient skills may be required to observe the class lessons or do their best to keep up without slowing down the rest of the class. We highly recommend working with the application tutorial before coming to the course.

### What You Will Learn:

- Basic Animation and Effects
- Parenting and Nesting
- Using Paint and Vector Paint
- New Features of CS4
- Keyframes and Layers
- Transparency
- Expressions and Time
- Working with text
- Track and Key
- Advanced Motion techniques

### Time:

Class time is 9:00 a.m.- 4:00/4:30 p.m.  
Breaks are scheduled throughout the day and lunch is typically scheduled 12-1. Students provide their own lunch.

### Course Materials:

Course materials are provided. Our goal is to make sure your class meets your objectives, not ours. Therefore, all of our outlines are treated as guides to help steer the workshop. We may change or alter course topics to best suit the classroom situation.

### Locations:

We have company operated facilities in Atlanta, Chicago, San Diego and Washington DC. We also work with a network of rental facilities to offer our classes regularly across the United States and in Canada. Please double-check the location of your class with our office to make sure you get to the right location.

### Related Courses:

We recommend the following courses that relate to this class: Adobe Photoshop, Adobe Premiere and Final Cut Pro. Please take a look at our other course outlines at our web site, <http://www.ledet.com>.

### Goals:

Sterling Ledet and Associates realizes the importance of education and we take pride in being able to offer you classes that are more custom fit to your needs. Call us at (770) 414-5007 if you have any special questions or e-mail us at [sales@ledet.com](mailto:sales@ledet.com).

### Registration:

Please fill out our registration form and fax it to us at (312) 896-9094.

URL: <http://www.ledet.com> • Local: (770) 414-5007 • Toll Free: 1-877-819-COOL



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## LESSON PLANS

### LESSON 1

Basic Animation  
 Creating folders in the project panel  
 Creating a new composition  
 Importing files and folders  
 Adding layers to the Comp panel  
 Changing the background color  
 Animating position  
 Navigating between keyframes  
 Dragging footage to the Timeline panel  
 Aligning and distributing layers  
 Editing spatial keyframes, motion paths  
 Auto orientation  
 Adding effects  
 Importing layered Photoshop/Illustrator files  
 Rendering

### LESSON 2

Advanced Animation  
 Working with Adobe Bridge  
 Template Projects  
 Viewing animated properties  
 Graph editor overview  
 Panning and zooming time  
 Editing graph curves  
 Easing animations  
 Editing multiple keyframes  
 Motion sketch  
 Using the smoother  
 Motion Blur  
 Roving Keyframes  
 Time-Reverse Keyframes  
 Anchor Point overview  
 Pan Behind tool  
 Motion control moves  
 Hold keyframes  
 Time display and timecode

### LESSON 3

Layer Control  
 Layers and stacking order  
 Moving layers in time  
 Trimming layers  
 Slip editing  
 Sequence Layers assistant  
 Looping footage  
 Image sequences  
 Changing the frame rate  
 Time Stretch  
 Blending Modes  
 Effects and solids  
 Effect motion path  
 Effects & Presets panel  
 Searching for effects

Animation presets  
 Behavior presets  
 Adjustment Layers  
 Non-square pixels

### LESSON 4

Creating Transparency  
 Rectangular Mask tool  
 Free Transform Points  
 Masking in the Layer panel  
 Mask Feather  
 Animating a Mask Shape  
 Masking with the Pen tool  
 Effecting a mask area  
 Mask Opacity  
 Audio Spectrum effect  
 Alpha Track Matte  
 Effects and track mattes  
 Luma Track Matte  
 Mask shapes in CS4

### LESSON 5

Type and Music  
 Creating basic text  
 Creating Text Animators  
 Animating text properties  
 Creating cascading text  
 Animating by words  
 Title safe areas  
 Animating text Blur and Tracking  
 Text on a path  
 Rendering with an alpha channel  
 Field rendering  
 Adding sound to a comp  
 Add comp and layer markers  
 Customizing presets  
 Editing Photoshop Text Layers

### LESSON 6

Parenting and Nesting  
 Parenting, Nesting, and Expressions  
 Assigning a parent  
 Parenting, opacity, and effects  
 Parenting with Null Objects  
 Using guides  
 Nesting comps  
 Editing precomps  
 Nesting a common source  
 Sizing precomps  
 Locking panels  
 Precompositing a group of layers  
 Render order explained  
 Using precomposing to re-order

### LESSON 7

Expressions and Time  
 Using the pick whip to create expressions  
 Altering expressions  
 Stabilizing shadows  
 Looping keyframes  
 The wiggle expression  
 Creating a master controller  
 Converting sound to keyframes  
 Frame blending  
 Pixel motion  
 Stop motion tricks  
 Preserve Frame Rate  
 Creating freeze frames  
 Time Remapping

### LESSON 8

3D Space and Dimension  
 Enabling layers for 3D  
 Moving layers in 3D space  
 3D rotation and orientation  
 3D motion paths  
 Camera track and orbit tools  
 3D lights and Vignettes  
 Animating lights  
 Casting shadows  
 Adding dimension to stills  
 Editing stills for 3D

### LESSON 9

Track and Key  
 Creating track points  
 Important tracker options  
 Applying stabilization  
 Fixing bad tracks  
 Tracking interlaced footage  
 Motion tracking  
 Radio Waves effect  
 Applying tracks to effect points  
 Perspective corner pin tracking  
 Bezier Warp effect  
 Working with high-definition footage  
 Keying using the Keylight effect  
 Improving keyed composites  
 Creating garbage mattes



*We teach the cool stuff!*

*Course Outline*



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## LESSON PLANS

### LESSON 10

- Using Paint and Vector Paint
- Basic painting
- Erasing strokes
- Paint Channels
- Paint Blending Modes
- Brush duration bar
- Animating strokes
- Revealing a layer
- Creating organic textures
- Tablet settings
- Cloning
- Transforming strokes
- Vector Paint overview
- Wiggle Control
- Onion Skin mode
- Playback modes

### LESSON 11

- Using Brainstorm
- Brainstorm with keyframes
- Puppet Pin tool
- Animating Puppet pins
- Puppet Overlap tool
- Recording Puppet Animation
- Creating a Shape layer
- Shape Stroke and Fill settings
- Editing shapes
- Multiple shapes
- Even-Odd Fill
- Shape Effects
- Shape Repeater
- Compound Paths
- Shape Gradients
- Shape Pen Paths
- Advanced Strokes
- Animating a Stroke