VIDEO TRAINING COURSE SYNOPSIS
The latest versions of the Adobe professional video software make a powerful team. Adobe Premiere enables you to easily edit your video and with Adobe After Effects you can create compelling motion graphics and blockbuster visual effects. This five day bootcamp is designed to teach you how to edit professional video with these industry standard tools. This class is designed for the beginner as well as the intermediate user that would like to learn tips and tricks for a more productive workflow. We also recommend this course for those planning to obtain the Adobe Certified Expert status.

TRAINING COURSE LENGTH AND TIME
This class is 5 days long. Class time is 9:00 a.m.- 4:00 p.m. Breaks are scheduled throughout the day and lunch is typically scheduled 12-1. Students provide their own lunch.

PREREQUISITES FOR THIS PRODUCTION PREMIUM BOOTCAMP TRAINING COURSE
Knowledge of your operating system and basic computer navigation is required for all classes. This class is designed for the beginner level and no prior experience is necessary. It is not designed as a replacement for our more in-depth product specific classes, however. We also recommend that you have the Production Premium software before starting the class. You can purchase the software or obtain a trial version of it for the Adobe website.

WHAT YOU WILL LEARN IN THIS TRAINING COURSE
- Shooting and Capturing
- Creating Dynamic Titles
- Capturing and Editing with DV Transitions
- Adding Video Effects
- Time display and Timecode
- Track and Key Expressions and Time
- The Project Window
- The Clip Window
- Transparency
- Editing in the Timeline
- Stop Motion
- Adding Motion Effects
- Adding Video Transitions

WHO SHOULD ATTEND THIS TRAINING COURSE
Graphic professionals who need an essential understanding of motion graphics editing. Experienced users will also benefit from the many tips and tricks and special exercises.

ENROLLMENT
Please see our Enrollment Page (http://www.ledet.com/enroll) for our enrollment form.

LOCATIONS FOR THIS TRAINING COURSE
We have training centers in Atlanta, Houston, Chicago, Denver, San Diego and Washington DC. We also offer classes at a network of rental facilities. We offer private onsite training and instructor-led, live online training. If coming to a rental facility, please double-check the location of your class with our office to make sure you get to the right location.

PREREQUISITES FOR THIS TRAINING COURSE
Knowledge of your operating system and basic computer navigation is required for all classes. This class is a discounted combination of the Premiere Intro and After Effects Intro classes. For student cancellation purposes, each separate component is treated as a separate class.

GOALS FOR THIS TRAINING COURSE
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 (877) 819-2665 if you have any special questions or e-mail us at sales@ledet.com.

MULTI-CLASS PACKAGES
This bundle/workshop provides a significant discount off of our regular pricing. Our standard policy for all bundled workshops is that once one of the classes in the bundle, package or workshop is attended, no refunds are available for unused portions of the bundle. Student rescheduling is available under our regular policies.
Adobe Video Professional Bootcamp

LESSON 1 - TOURING ADOBE PREMIERE PRO
Nonlinear editing in Adobe Premiere Pro
Expanding the workflow
Touring the Adobe Premiere Pro workspace

LESSON 2 - SETTING UP A PROJECT
Setting up a project
Setting up a sequence

LESSON 3 - IMPORTING MEDIA
Importing assets
Working with the Media Browser
Importing images
Customizing the media cache
Recording a scratch narration track

LESSON 4 - ORGANIZING MEDIA
The Project panel
Working with bins
Monitoring footage
Modifying clips

LESSON 5 - ESSENTIALS OF VIDEO EDITING
Using the Source Monitor
Navigating the Timeline
Essential editing commands

LESSON 6 - WORKING WITH CLIPS AND MARKERS
Using Program Monitor controls
Playback resolution
Using markers
Using Sync Lock and Track Lock
Finding gaps in the Timeline
Selecting clips
Moving clips
Extracting and deleting segments

LESSON 7 - ADDING TRANSITIONS
What are transitions?
Using edit points and handles
Adding video transitions
Using A/B mode to fine-tune a transition

LESSON 8 - ADVANCED EDITING TECHNIQUES
Performing four-point editing
Changing playback speed
Replacing clips and footage
Nesting sequences
Performing regular trimming
Performing advanced trimming
Trimming in the Program Monitor panel

LESSON 9 - PUTTING CLIPS IN MOTION
Adjusting the Motion effect
Changing clip position, size, and rotation
Working with keyframe interpolation
Using other motion-related effects

LESSON 10 - MULTICAMERA EDITING
Following the multicamera process
Creating a multicamera sequence
Switching multiple cameras
Finalizing multicamera editing

LESSON 11 - EDITING AND MIXING AUDIO
Setting up the interface to work with audio
Examining audio characteristics
Creating a voice-over “scratch track”
Adjusting audio volume
Creating a split edit
Adjusting audio levels in a sequence

LESSON 12 - SWEETENING SOUND
Sweetening sound with audio effects
Adjusting EQ
Cleaning up noisy audio

LESSON 13 - ADDING VIDEO EFFECTS
Working with effects
Master clip effects
Masking and tracking visual effects
Keyframing effects

LESSON 14 - COLOR CORRECTION AND GrADING
Following a color-oriented workflow
An overview of color-oriented effects
Fixing exposure problems
Fixing color balance
Using special color effects
Creating a look

LESSON 15 - EXPLORING COMPOSITING TECHNIQUES
What is an alpha channel?
Making compositing part of your projects
Working with the Opacity effect
Working with alpha-channel transparencies
Color keying a greenscreen shot
Masking clips

LESSON 16 - CREATING TITLES
An overview of the Titler window
Mastering video typography essentials
Creating titles
Stylizing text
Working with shapes and logos
Making text roll and crawl

LESSON 17 - MANAGING YOUR PROJECTS
Using the File menu
Using the Project Manager
Performing the final project management steps
Importing projects or sequences
Managing collaboration
Using the Libraries panel
Managing your hard drives

LESSON 18 - EXPORTING FRAMES, CLIPS, AND SEQUENCES
Overview of export options
Exporting single frames
Exporting a master copy
Working with Adobe Media Encoder
Exchanging with other editing applications
Recording to tape
LESSON 19 - GETTING TO KNOW AFTER EFFECT’S WORKFLOW
Creating a project and importing footage
Creating a composition and arranging layers
Adding effects and modifying layer properties
Animating the composition
Previewing your work
Optimizing performance in After Effects
Rendering and exporting your composition
Customizing workspaces
Controlling the brightness of the user interface
Finding resources for using After Effects
Review questions and answers

LESSON 20 - CREATING A BASIC ANIMATION USING AFTER EFFECTS AND PRESETS
Importing footage using Adobe Bridge
Creating a new composition
Working with imported Illustrator layers
Applying effects to a layer
Applying an animation preset
Previewing the effects
Adding transparency
Rendering the composition
Review questions and answers

LESSON 21 - ANIMATING TEXT
About text layers
Creating and formatting point text
Using a text animation preset
Animating with scale keyframes
Animating using parenting
Animating imported Photoshop text
Animating text using a path animation preset
Animating type tracking
Animating opacity
Using a text animator group
Cleaning up the path animation
Animating a non-text layer along a motion path
Adding motion blur
Review questions and answers

LESSON 22 - WORKING WITH SHAPE LAYERS
Adding a shape layer
Creating custom shapes
Creating stars
Positioning layers with snapping
Incorporating video and audio layers
Applying a Cartoon effect
Adding a title bar
Using Brainstorm to experiment
Review questions and answers

LESSON 23 - ANIMATING A MULTIMEDIA PRESENTATION
Animating the scenery using parenting
Adjusting an anchor point
Masking video using vector shapes
Keyframing a motion path
Animating additional elements
Applying an effect
Creating an animated slide show
Adding an audio track
Zooming in for a final close-up
Review questions and answers

LESSON 24 - ANIMATING LAYERS
Simulating lighting changes
Duplicating an animation using the pick whip
Animating movement in the scenery
Adjusting the layers and creating a track matte
Animating the shadows
Adding a lens flare effect
Animating the clock
Retiming the composition
Review questions and answers

LESSON 25 - WORKING WITH MASKS
About masks
Creating a mask with the Pen tool
Editing a mask
Feathering the edges of a mask
Replacing the content of the mask
Adding a reflection
Creating a vignette
Adjusting the color
Review questions and answers

LESSON 26 - DISTORTING OBJECTS WITH THE PUPPET TOOLS
About the Puppet tools
Adding Deform pins
Defining areas of overlap
Stiffening an area
Animating areas of overlap
Recording animation
Review questions and answers

LESSON 27 - USING THE ROTO BRUSH TOOL
About roto brushing
Creating a segmentation boundary
Fine-tuning the matte
Freezing your Roto Brush tool results
Changing the background
Adding animated text
Outputting your project
Review questions and answers

LESSON 28 - PERFORMING COLOR CORRECTION
Adjusting color balance
Replacing the background
Removing unwanted elements
Correcting a range of colors
Warming colors with the Photo Filter effect
Review questions and answers

LESSON 29 - USING 3D FEATURES
Creating 3D Text
Using 3D Views
Importing a background
Adding 3D Lights
Adding a camera
Repositioning layers
Adding a text layer
Working with Cinema 4D Lite
Review questions and answers

LESSON 30 - WORKING WITH 3D CAMERA TRACKING
About the 3D Camera Tracker effect
Tracking the footage
Creating a ground plane, a camera, and the initial text
Creating realistic shadows
Adding ambient light
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Creating additional text elements
Locking a layer to a plane with a null object
Animating the text
Adjusting the camera's depth of field
Rendering the composition
Review questions and answers

LESSON 31 - ADVANCED EDITING TECHNIQUES

Using Warp Stabilizer VFX
Using single-point motion tracking
Using multipoint tracking
Creating a particle simulation
Retiming playback using the Timewarp effect
Review questions and answers

LESSON 32 - RENDERING AND OUTPUTTING

Creating templates for the Render Queue
Exporting using the Render Queue
Rendering movies with Adobe Media Encoder
Review questions and answers