



## Adobe Video Professional Bootcamp

### 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	The Project Window
Creating Dynamic Titles	The Clip Window
Capturing and Editing with DV	Transparency
Transitions	Editing in the Timeline
Adding Video Effects	Stop Motion
Time display and Timecode	Adding Motion Effects
Track and Key	Adding Video Transitions
Expressions and Time	

### 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](mailto: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.

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## 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

Adding audio transitions

## 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

Effects presets  
Frequently used 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

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## 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 text opacity
- Using a text animator group
- Cleaning up the path animation
- Animating a nontext 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 pin positions
- Recording animation
- Review questions and answers

## LESSON 27 - USING THE ROTO BRUSH TOOL

- About rotoscoping
- 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

## **Adobe Video Professional Bootcamp**

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