



Information Booklet

Course Name:
Course in Adobe After Effects
Course Code: P8



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Course in Adobe After Effects

1. Introduction:

Adobe® After Effects® provides a comprehensive set of 2D and 3D tools for compositing, animation, and effects that motion-graphics professionals, visual effects artists, web designers, and film and video professionals need. After Effects is widely used for digital post-production of film, video, DVD, and the web. One can composite layers in various ways, apply and combine sophisticated visual and audio effects, and animate both objects and effects.

2. Eligibility:

Basic Knowledge of Photoshop. 12th Std Pass.

3. Duration:

36 Hours . Two Hours each day

- Theory 8 hours
- Practical 28 hours

4. Course Details:

Type of course	Adobe After Effects
Syllabus	<p>CHAPTER 1 : INTRODUCTION TO AFTER EFFECTS</p> <ol style="list-style-type: none"> 1. Basic Video Concepts 2. Importing Files 3. Project Panel Overview 4. Creating a New Composition 5. Placing Footage in the Composition 6. Creating a Film Strip Effect with Multiple Movies 7. Timeline Panel Overview 8. Timeline Switches, Time Ruler & Work Area 9. Composition Panel Overview <p>Chapter 2 : ANIMATION BASICS</p> <ol style="list-style-type: none"> 1. Exploring the Transform Properties 2. Introduction to Keyframing 3. Interpolating Keyframes 4. Practicing Interpolation 5. Copying & Pasting Keyframes 6. Creating a Loop <p>Chapter 4: WORKING WITH MASKS</p> <ol style="list-style-type: none"> 1. Introduction to Masks 2. Animating Masks 3. Working with Mask Interpolation 4. Rotoscoping 5. Using Masks for Position Keyframes

6. Creating a Simple Animation Using Masks

Chapter 5: ANIMATING TEXT

1. An Introduction to Text in After Effects
2. Using Text Presets
3. Creating Text on a Path
4. Creating a Preset
5. Animators: Range Selector
6. Animators: Add Property
7. Animators: Two or More Range Selectors
8. Animators: Adding a Wiggly Selector
9. Working with Text from Photoshop

Chapter 6: ANIMATION HELP

1. Using Motion Sketch & the Smoother
2. Using the Wiggler
3. Working with Auto-Orient & Split Layer
4. Time Remapping
5. Animating Stills Using the Anchor Point

Chapter 7: PARENTING & BASIC EXPRESSIONS

1. Parenting Basics & Null Objects
2. Introduction to Basic Expressions
3. Applying Expressions for Wiggle & Loop
4. Using Expressions with Audio Files

Chapter 8: BASIC COMPOSITING

1. Applying Layer Blending Modes
2. Creating a Track Matte
3. Keying & Keylight
4. Compound Effects: Gradient Wipe & Displacement Map
5. Compound Effects: Wave World & Caustics
6. Pre-composing & Nesting

Chapter 9: STABILIZING & TRACKING

1. Stabilizing a Shot
2. Tracking a Point
3. The Tracker Panel & Motion Tracker Options
4. Corner Pin Tracking
5. Mocha for After Effects

Chapter 10: PARTICLES & PAINT

1. Introduction to Particle Playground
2. Breathing Tiger Exercise
3. Introduction to Paint
4. Creating an Invisible Pen Effect

Chapter 11: INTRODUCTION TO THE 3D ENGINE

1. Introduction to Camera Angles & Monitor Views
2. Creating 3D Text with Lights & Shadows
3. Setting Up a 3D Scene
4. Animating a 3D Scene
5. Working with Vanishing Point

Chapter 12: SHAPE LAYERS & THE PUPPET TOOLS

1. Creating a Shape Layer
2. Animating Shapes with Repeater & Brainstorm
3. Using the Puppet Pin & Puppet Starch Tools
4. Using the Puppet Overlap Tool
5. Animating with the Puppet Tools

Chapter 13: RENDERING & EXPORTING

1. Using the Render Queue
2. Working with Adobe Clip Notes
3. Exporting for Flash®

5. Fee: Rs 2500/-

Rs. (exclusive of Service Tax)

6. Target Segment:

The target segment for this course is for professionals who want to make a career in the arena of animation.