

## After Effects Animation Training Course

Learn advanced skills for creating dynamic animations for use in broadcast, film, presentations, and on the web in this After Effects animation course. This course provides you with additional skills along with tips and tricks to improve your efficiency and creativity. Our After Effects classes are led by experienced motion graphics professionals who have backgrounds with broadcast, film, and online media production, and the authors of the *After Effects Digital Classroom*, published by AGI and Wiley. Participation in this course requires completion of the After Effects introductory course or knowledge of all topics covered in the introductory class.

### **1: Easing with the Graph Editor**

What is Easing?

Understanding the Speed and Value graphs

Working with Temporal interpolation

Keyframe Interpolation Types (Linear, Bezier)

### **2: Optimizing Animations with Expressions**

What are Expressions & Why Use them?

Adding Expressions to Properties

Simple Expressions Everyone Can Use (e.g., loopOut, wiggle, random, etc.)

### **3: Wiring Parameters with Expressions**

Wiring Parameters with Expressions

Adding and Modifying Expressions

Using the Expression Pick Whip

Generating Keyframes from Audio Layers

### **4: Introducing Motion Sketch**

Using the Motion Sketch panel to capture motion

Using the Smoother panel to soften movement

### **5: Animating with the Puppet Tool**

Using the Puppet Pin tool

Using the Starch tool

### **6: Creating and Working with Shape Layers**

*Review:* Creating & Editing Shape Layers

Create Custom Shape Layers with the Pen Tool

Editing Shape Layer Vertices

Understanding & Animating Shape Properties

Adding Operators to Shapes (e.g., Pucker & Bloat, Repeater, etc.)

Animating Shape Operators

Importing Shapes from Illustrator or Photoshop

### **7: Working with Audio**

Adding Markers to Audio

Working with Audio Effects

*Review:* Previewing Audio Files & Looping Audio Files using the Interpret Footage Dialog Box

### **8: Working with 3D layers**

Enabling Layer 3D Properties

Understanding 3D Transform Properties

Creating and Using Lights

Creating and Using Cameras

Animating In 3D Space

Understanding Layer Material Options

### **9: Using Adobe Character Animator**

Understanding the Adobe Character Animator

Capturing Voice and Facial Motion

Adding Additional Animation

Exporting to After Effects

### **10: Advanced use of Track Mattes**

*Review:* Track Matte Properties (Luma and Alpha)

Using Video as TrackMattes

Stylized Use of Track Mattes

### **11: Understanding Nested Compositions**

Why use Nested Compositions?

What is Precomposing?

### **12: Outputting Animation projects**

Using the Render Queue

Using the Adobe Media Encoder

Creating Render Settings Templates

Creating Output Module Template