Adobe After Effects CC

1.   Creating a Basic Animation Using 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

2.   Using the Roto Brush Tool

- ☐ About rotoscoping
- ☐ Getting started
- ☐ Creating a segmentation boundary
- ☐ Fine-tuning the matte
- ☐ Freezing your Roto Brush tool results
- ☐ Changing the background
- ☐ Adding animated text
- ☐ Outputting your project

3.   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

4.   Working with the 3D Camera Tracker

- ☐ About the 3D Camera Tracker effect
- ☐ Getting started
- ☐ Tracking the footage
- ☐ Creating a ground plane, a camera, and the initial text
- ☐ Creating realistic shadows
- ☐ Adding ambient light

5.   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

Coverage of course contents will depend upon prior knowledge of the participant.