

Advanced Adobe After Effects

Prerequisites: Working Knowledge of Adobe After Effects

1. Getting Started

- Introduction to Adobe After Effects
- Understanding the interface: Panels, Tools, Timeline, Composition window
- Creating a new composition
- Importing assets: images, videos, audio files
- Organizing assets in the Project panel

2. Basic Animation Techniques

- Understanding keyframes
- Transform properties: Position, Scale, Rotation, Opacity
- Creating basic animations using keyframes
- Introduction to motion blur
- Easing and interpolation techniques

3. Advanced Keyframe Techniques

- Keyframe interpolation types: linear, bezier, hold
- Working with the Graph Editor
- Spatial and Temporal interpolation
- Using parenting to link layers

4. Effects and Presets

- Applying effects to layers
- Adjustment layers and their usage
- Overview of commonly used effects
- Saving and applying presets
- Exploring third-party plugins

5. Masking and Rotoscoping

- Introduction to masks
- Creating and editing masks
- Animated masks and shape layers
- Rotoscoping techniques

6. Advanced Compositing

- Working with blending modes
- Track mattes and alpha mattes
- Layer styles and blending options
- Using the 3D space in After Effects
- Camera and lighting effects

7. Green Screen and Advanced Tracking

- Keying out green screen footage
- Refining edges and spill suppression
- Tracking motion in After Effects
- Stabilizing shaky footage

8. Expressions and Scripting

- Introduction to expressions
- Using expressions to automate animations
- Basics of scripting in After Effects
- Applying scripts for efficiency and automation

9. Distorting Objects with the Puppet Tools

- Overview on Puppet Tools
- Adding Deform pins
- Defining areas of overlap
- Stiffening an area
- Animating pin position
- Recording animation

10. Project and Discussions