

TOC for Adobe After Effects CC: 4 Days

1. Getting to Know the Workflow
 - a. Creating a project
 - b. Composition and layers
 - c. Adding effects and modifying layer properties
 - d. Animating the composition
 - e. Tools Panel
 - f. Timeline
 - g. Previewing Work
 - h. Optimizing performance in After Effects
 - i. Customize workspaces
2. Creating a Basic Animation Using Effects and Presets
 - a. New composition
 - b. Working with imported Illustrator layers
 - c. Applying effects to a layer
 - d. Pre-compose layers
 - e. Transparency
3. Animating Text
 - a. Text layers
 - b. Adobe fonts
 - c. Animating text
 - d. Text animation preset
 - e. Browse in Bridge
 - f. Using Photoshop text
 - g. Animators in text layer
 - h. Add motion blur
4. Working with Shape Layers
 - a. Shape layers
 - b. Self-animating shapes
 - c. Pen tool
 - d. Path operation
 - e. Parenting
 - f. Using nulls to connect points
5. Animating a Multimedia Presentation
 - a. Adjust anchor points
 - b. Solid layers
 - c. Adding audio track
 - d. Completing Animated presentation
6. Animating Layers

- a. Using pick whip
 - b. Track Matte and Travel Matte
 - c. Modify motion blur settings
 - d. Corner Pin Effect
 - e. Mask
- 7. Working with Masks
 - a. Creating mask using pen tool
 - b. Feather tool
 - c. Adding shadow
 - d. Creating a vignette
- 8. Distorting Objects with the Puppet Tools
 - a. About puppet tool
 - b. Position pins
 - c. Advanced and Bend pins
 - d. Stiffening an area
 - e. Using puppet tool to animate videos
 - f. Using record
- 9. Using the Roto Brush Tool
 - a. Rotoscoping
 - b. Editing premiere pro clip with after effects
 - c. Freezing Roto Brush tool results
 - d. Modifying clip
 - e. Tracking faces
- 10. Adjusting color and mood
 - a. Detecting scenes
 - b. Making color enhancements
 - c. Colorized effect
 - d. Replacing a background using tracker
 - e. Auto contrast
 - f. Motion tracking for cloning objects
 - g. Freezing the action
 - h. Expanding composition time
- 11. Creating Motion Graphic Templates
 - a. Master Composition
 - b. Essential Graphics panel
 - c. Editable text
 - d. Exporting template
 - e. Using template in Premiere Pro
- 12. Using 3D Features
 - a. Creating 3D layers

- b. Animating 3D layers
- c. Adding light
- d. Extrude text and shape
- e. Using 3D views
- f. Camera tools
- g. Casting shadows and material properties
- h. Final output

13. Working with the 3D Camera Tracker

- a. 3D camera tracker effect
- b. Rolling shutter distortions
- c. Tracking footage
- d. Using solid later for image
- e. Creating realistic shadows

14. Advanced Editing Techniques

- a. Stabilize a shot
- b. Remove motion blur
- c. Using single-point motion tracking
- d. Removing unwanted objects using content-aware fill
- e. Particle System II
- f. Using Timewarp

15. Rendering and Outputting