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Adobe After Effects

Module 1: Getting Started

1.1 Course Introduction
1.2 Keyboard Shortcuts
1.3 Keyboard Tips
1.4 Things to Do Before Starting

Module 2: Getting to Know the Workflow

2.1 General Interface and Starting a Project
2.2 Basic Title Animation Using Keyframes
2.3 Keyframe Interpolation and Keyframe Assistan
2.4 Renaming a Composition
2.5 Soloing a Layer for Individual Edits
2.6 Interface Continued: Tool bar, Timeline panel, Preferences, Workspaces
2.7 Render and Export

Module 3: Creating a Basic Animation Using Effects and Presets

3.1 Importing Files from Bridge and Creating a New Composition
3.2 Horizontal Type Tool and Guides
3.3 Controls, Effects and Presets for Titles and Logos

Module 4: Animating Text

4.1 Create and Stylize a Text Layer With the Characters and Paragraph Panels
4.2 Preview and Apply Text Animation Presets and Use Keyframes
4.3 Animate Layers Using Parenting
4.4 Editing and Animating Imported Photoshop Text
4.5 Install Fonts Using Adobe Fonts

Module 5: Working With Shape Layers

5.1 Create and Customize a Shape with Shape Tool
5.2 Self Animating Shape with a Wiggle Path (green marker)
5.3 Create and Customize a Shape with Pen Tool
5.4 Snap Layers
5.5 Animating Shape Layers with Path Operations
5.6 Creating Nulls from Paths

Module 6: Animating a Multimedia Presentation

6.1 Animate Multiple Layers Using Parenting
6.2 Precomposing Layers
6.3 Keyframing a Motion Path
6.4 Animating a Character to Create Movement
6.5 Animating Precomposed Layers with Effects

Module 7: Animating Photoshop Layers

7.1 Animating Change in Light
7.2 Animating Birds Flying with a Track Mat
7.3 Animating Shadows and Using Corner Pin
7.4 Adding a Lens Flare Effect
7.5 Render Composition and Retime
7.6 Use the Graph Editor to Remap Time

Module 8: Working With Masks

8.1 Setup a Basic Mask
8.2 Refine and Apply Mask
8.3 Creating a Reflection with a Mask and Blending Modes
8.4 Create a Vignette

Module 9: Distorting Objects with the Puppet Tools

9.1 Puppet Position Pen Tool
9.2 Starch Pins
9.3 Manually Animate with Puppet Tool
9.4 Automate Animation Using Puppet Sketch Tool

Module 10: Using the Roto Brush Tool

10.1 Extract Foreground Object from Background and Create a Mat
10.2 Touch Up a Mat with the Refine Edge Tool
10.3 Edit or Replace the Separated Background

Module 11: Performing Color Correction

11.1 Set up Composition and Use Levels to Start Balancing the Color
11.2 Basic Color Grading with Lumetri Color Effects
11.3 Use Basic Masking, Tracking and Keying to Replace the Background
11.4 Use an Adjustment Layer to Create a Global Color Effect
11.5 Gaussian Blur Effect

Module 12: Creating Motion Graphics Templates

12.1 Add New Font with Adobe Fonts and Create a Title with Basic Effects
12.2 Using Adjustment Layers to Apply a Specific Effect
12.3 Use Essential Graphics Panel to Build Custom Controls and Share as a Template
12.4 Create Checkboxes to Toggle Visibility of a Background Image
12.5 Protect Portions of a Project from Time Stretching and Export Template