

An Introduction to Adobe After Effects – Course Profile

AIMS OF THE COURSE

To explain what After Effects is all about and to provide a basic introduction to its main features.

The course will also explain the difference between the Standard and Pro versions of the program.

In addition, the course aims to provide some basics skills in using the program for simple 2D animation.

PRE-REQUISITES

No previous knowledge of the program is necessary but students should already be proficient in the use of their computer especially in organising files and folders. Knowledge of other Adobe programs such as Adobe Premiere and especially Adobe Photoshop would be an advantage.

WHO WILL BENEFIT FROM THE COURSE

- Video producers who wish to explore the benefits of After Effects for compositing, animation and special effects before investing in buying the program
- Those who simply want to find out what the program can do.
- Especially those who have a version of the program sitting on their computer but have been unable to even make a start with it.

SUPPORT AFTER THE COURSE

We hope that our comprehensive course manual will provide you with first class support after the course.

However, should you have a problem with any of the course content you have 'personal tutor support' for up to three months following the date of the course.

We pride ourselves on our friendly and efficient support and indeed we rely upon it to encourage students to come back for more advanced training.

WHAT THE COURSE COVERS

- An overview of the main features of the program (by demonstration)
- Differences between standard and pro versions of the program
- Concept of Layers
- Concept of Key Frames
- Exploring the user interface
- An overview of the files that can be imported into After Effects
- How to import files into After Effects
- Using the Project window to organise your files
- Concept of a 'composition'
- Creating a composition with emphasis on correct 'settings'
- Concept of the After Effects Timeline
- Using the Composition Window and the Timeline to create an animation
- Adding footage to the composition
- Animating the properties of your footage
- Previewing your work
- Adding additional layers and animating individual layers
- Adding special effects
- Concept of a CoDec
- Rendering the project to create a self-contained movie file