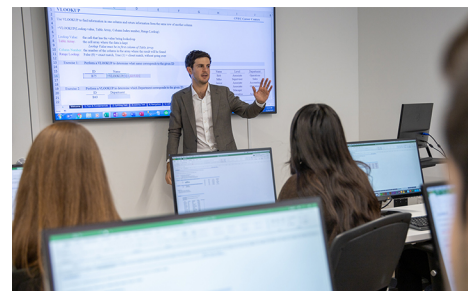


# After Effects Bootcamp Level 1

Get comfortable with After Effects by creating standalone videos, animations, special effects, animated titles, and more. Make professional videos for web and TV broadcast in no time at all.

**Group classes in NYC and onsite training is available for this course.**

For more information, email [contact@nyimtraining.com](mailto:contact@nyimtraining.com) or visit: [training-nyc.com/courses/after-effects](http://training-nyc.com/courses/after-effects)



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## Course Outline

### Section 1

#### Intro to After Effects

- The Project, Composition, & Timeline panels
- Splitting layers
- Color correction
- Previewing in real time

#### Fade-Ins & Working with Text

- Creating a fade-in by animating the Opacity property
- Creating & animating text
- Adjusting clip lengths in the Timeline
- Using Title Safety to ensure TV viewers can see the text
- Copying & pasting styles

#### Styling Text & Rendering

- Styling the main & secondary text
- Adding a cross-fade between the video & title text
- Working in the Render Queue
- Using masks to create a vignette

### Section 2

#### Anchor Points & Working with Images

- Resizing images to fit the Composition frame
- Setting layer in points using the In column
- Aligning still images & changing anchor points

- Adjusting animation timing

### **Cross-Dissolves & Working with Logos**

- Creating cross-dissolves (“fade-ups”) between layers
- Pre-composing layers
- Scaling up vector layers
- Adding a fade to black using a solid color layer
- How to find missing project files

### **Null Objects & Hold Keyframes**

- Scaling up multiple child layers using a Null Object
- Creating a color wedge using a shape layer
- Animating the Rotation property
- Changing text values using hold keyframes

### **Alpha Mattes & Animated Colors**

- Using an alpha matte to hide/show the text based on the wedge’s movement
- Bringing back the colored wedge
- Animating instantaneous color changes
- Ensuring the Logo stays in the Title Safe grid

## **Section 3**

### **Importing Layered Files & Adding Easing**

- Flattening a layered file or individual layer on import
- Importing a layered file with all its layers intact
- Isolating the Feature & Presentation text using masks
- Creating fade-ins & fade-outs
- Adding automatic easing to slow down portions of the animation

### **Working with Numerous Layers**

- Cropping the layout & creating a grid in Photoshop
- Scaling up each tile using a null object
- Randomizing the order in which the photos animate in
- Orchestrating the exit animation so the tiles fall down in diagonal groups

### **Vector Layouts & the Graph Editor**

- Using the Invert effect to swap black & white
- Using the Graph Editor to customize easing speed
- Animating vector shapes using the Trim Paths feature
- More null objects: animating the three pay television content descriptors

### **Putting It All Together & Adding Audio**

- Sequencing multiple compositions
- Animating like an editor: overlapping shots & using blending modes
- Adding audio to a composition

## **Section 4**

## Hard Ease Fashion Reveal

- Setting Keyframe Velocity for fine-tuned ease control
- Understanding basic motion paths
- Sequencing the “stripes”
- Adding a Drop Shadow effect

## More Reveals from Different Directions

- The benefits of a composition with modular parts
- Creating three more reveals
- More keyframe influence, animation sequencing, & drop shadows

## Time Remapping to Match Audio

- Best practice: adding audio to a nested composition
- Time remapping the video to sync well with the audio
- Globally adjusting audio volume to ideal levels

# Section 5

## 3D Lighting & the Wiggler

- 3D lighting
- Randomizing with “The Wiggler”

## More 3D Fun: Lights, Rotation, Motion!

- More 3D rotation
- Adjusting lighting settings to stylize light
- Creating shadows

## Using 3D Cameras

- Adding a camera layer
- Viewing text with a 3D Camera

## Rendering & Exporting Options

- Rendering uncompressed files
- Rendering a video with transparency
- Creating a render template
- Exporting images

# Section 6

## Background Lighting & Cropping Square Videos

- Adding 3D lighting to the background
- Using the Wiggler panel to make the light fluctuate
- Cropping the videos so they become square
- Individually preparing the pre-comps so they can be used as cube sides

## Constructing a Seamless 3D Object

- Setting up a camera layer & its parent null object
- Building a 3D cube made of six videos
- Setting a 3D layer’s initial rotation using the Orientation property

- The Unified Camera tool

### **Animating a 3D Object**

- Animating the cube as a whole: 3D rotation via null object
- Animating a null object's child layers separately

### **Casting Light & Shadow on 3D Objects**

- Lighting & shadows on 3D objects
- Adding music & adjusting keyframe timing
- Adding a lens flare effect to a solid & animating it