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 or visit: https://mimi.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