



After Effects Training | The most complete – 4 days

Course Content:

• After Effects Software Features:

- Presentation of the working interface: tools, menus, panels.
- Opening a new working document.
- Organization of the project window.
- Job registration.

• Keyframes:

- Adding and removing animation keys.
- Adding markers for synchronizing sound and animation.
- Exploring the Motion Sketch window.

• Text Animations:

- Creating point and paragraph text.
- Transforming text using layer properties and predefined animations.
- Animation by inheritance and by traces.
- Applying effects to text: shadows, blurs.
- Previewing animations in Adobe Bridge.

• Mounting Effects:

- Using multilayer and effect layers.
- Overview of the Effects and Presets window.
- Moving, dragging, and splitting layers.
- Applying fades and transitions.
- Adjusting duration and extension values.

• Animations of Forms:

- Using the pen tool for shape creation.
- Animating torsion, zigzag, and external rounding.
- Transforming and connecting layouts.
- Converting text to vector form.

• Slideshows and Precompositions:

- Creating slideshows.
- Understanding precomposition.

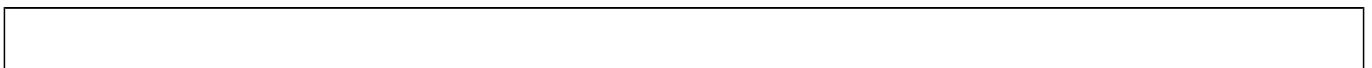
• Using Masks:

- Applying aesthetic and moving masks.

- Understanding fusion modes.
- **Animations and Characters:**
 - Utilizing the puppet tool for deformation and animation.
 - Dynamic keyframe recording.
- **The Effects:**
 - Exploring effects: cycore, fractal noise, particles, “systems,” and others.
 - Recording effects.
- **Building a 3D Environment:**
 - Understanding the X, Y, Z axes.
 - Using dynamic cameras and camera animation.
 - Applying lighting and effects.
- **Expressions:**
 - Linking properties of various effects.
 - Controlling effects over time.
 - Using loops and interdependencies.
 - Grouping layers.
- **Audio Effects:**
 - Applying sound effects.
 - Understanding wave and frequency effects.
- **Advanced Audio Editing:**
 - Integrating Adobe Audition with After Effects.
 - Using markers for audio editing.
- **Caches:**
 - Understanding Luma and Alpha caches.
 - Creating effects using caches.
- **Rendering and Exporting:**
 - Backing up and exporting projects.
 - Customizing output functions.
 - Achieving high-quality rendering.

Further practice with more training

[After Effects Training \(improvement\)](#)



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