

After Effects® 6.5: Creating 2D Compositions (Level 2 – Windows)



After Effects® 6.5: Creating 2D Compositions (Level 2 – Windows)

You've probably worked with some design or video editing applications to create imagery, either static or animated. However, you now need to create more sophisticated video clips than you have before, either for broadcast or for the Web. In this course, you'll use Adobe After Effects 6.5 to create high quality 2-dimensional motion graphics by combining multiple media files and effects.

After Effects® 6.5: Creating 2D Compositions (Level 2 – Windows)

I. Course Specifications

Duration 15 hours

Pricing: 490 L.E.

II. Course Objective

You will create 2D compositions with sequenced media clips, layers with animation, transparency, and effects, and will render the output for either broadcast or Internet distribution.

III. Target Student

A person who wishes to work in the video field or who currently works in the field, or an Adobe application user looking to expand his or her skills, looking to add effects to video projects. Some students may be mainly interested in creating video primarily for the Web, and others for film, but the majority are preparing more for work in broadcast video.

IV. Prerequisites

Before taking this course, students should be familiar with the basic functions of their computer's operating system such as creating folders, launching programs, and working with windows. Students should also have basic Windows application skills, such as copying and pasting objects, formatting text, saving files, etc. Students typically have experience using a video editing application such as Adobe Premiere or Apple Final Cut Pro, as well as at least basic experience in graphics applications such as Adobe Photoshop and Illustrator.

After Effects® 6.5: Creating 2D Compositions (Level 2 – Windows)

V. Delivery Method

Instructor led, group-paced, classroom-delivery learning model with structured hands-on activities.

VI. Hardware Requirements

- Intel® Pentium® III or 4 processor (multiprocessor recommended).
- 128 MB of RAM installed (256 MB or more recommended).
- 150 MB of available hard-disk space for installation, plus 600 MB free space for course data.
- CD-ROM drive.
- 24-bit color display adapter.
- A sound card and speakers.
- For OpenGL support: Adobe After Effects supported OpenGL card. For a current list, please visit www.adobe.com/products/aftereffects/opengl.

VII. Platform Requirements

Microsoft® Windows® 2000 or Windows XP Pro or Home Edition

VIII. Software Requirements

- Adobe After Effects 6
- WordPad
- QuickTime 6.1
- Microsoft DirectX 8.1 software recommended

After Effects® 6.5: Creating 2D Compositions (Level 2 – Windows)

IX. Performance-based Objectives

Upon successful completion of this course, students will be able to:

- Create a composition with media clips that play in sequence.
- Create motion and animated effects to overlaying media elements.
- Control the sequence and duration of footage items and nested compositions within a composition.

- Create transparency in layers with track mattes, masks, and stencils.
- Render a project as a single file with settings you choose.

After Effects® 6.5: Creating 2D Compositions (Level 2 – Windows)

X. Course Contents

Lesson 1: Creating a Sequence of Media Clips

- Topic 1A: Create a Composition
- Topic 1B: Import Media
- Topic 1C: Create Layers from Footage Items
- Topic 1D: Position Layers in Time

Lesson 2: Animating Layers and Effects

- Topic 2A: Animate Transform Properties
- Topic 2B: Duplicate Properties
- Topic 2C: Control Appearance of Vector Graphics
- Topic 2D: Create Animated Text
- Topic 2E: Apply Effects
- Topic 2F: Apply Text Animation Presets
- Topic 2G: Set Blending Modes for Layers
- Topic 2H: Create Solids

Lesson 3: Sequencing Layers Precisely

- Topic 3A: Replace the Footage Within a Layer
- Topic 3B: Set a Layer's In and Out Points
- Topic 3C: Slip Edit Layers
- Topic 3D: Control a Layer's Playback Rate
- Topic 3E: Loop a Footage Item
- Topic 3F: Nest Compositions
- Topic 3G: Pre-compose Layers