INTRODUCTION TO ADOBE AFTER EFFECTS CC

Course Code: 7578

After Effects CC software lets you deliver cinematic visual effects and motion graphics faster than ever before with new Global Performance Cache.

After Effects CC software lets you deliver cinematic visual effects and motion graphics faster than ever before with new Global Performance Cache. Extend your creativity with built-in text and shape extrusion, new mask feathering options. Get into motion graphics - come learn what After Effects CC can do!

What You'll Learn

Students will learn,

- Fundamentals of Motion Graphics
- Getting to Know the Workflow
- Creating a Basic Animation Using Effects and Presets
- Other Animation Options
- Animating Text
- Working With Shape Layers
- Animating a Multimedia Presentation
- Animating Layers
- Working with Masks
- Distorting Objects with the Puppet Tools
- Performing Color Correction
- Rendering and Outputting

Who Needs to Attend

Video, animation and graphics professionals who need a working knowledge of Adobe After Effects CC.

Prerequisites

- Practical working knowledge of computers and basic Mac OS X or Windows skills.
- Photoshop Fundamentals: An Introduction to Photoshop class or equivalent experience is recommended.

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CLASSROOM LIVE	$1,195 USD	3 Day

Classroom Live Outline

Module 1: Fundamentals of Motion Graphics

- After Effects and the RGB Color Mode
- Frame Size
- Resolution
- Pixel Aspect Ratios
- Working with Native Transparency and Alpha Channels
- Understanding Frame Rates
- Time Code Options
- Interpreting Footage Frame Rates and Field Order

Module 2: Getting to Know the Workflow

- Creating a Project and Importing Footage
- Creating a Composition and Arranging Layers
- Adding Effects and Modifying Layer Properties
- Animating the Composition
- Previewing Your Work
- Optimizing Performance in After Effects
- Rendering and Exporting Your Composition
- Customizing Workspaces
- Controlling the Brightness of the User Interface
- Collaborating in After Effects
- Finding Resources for Using After Effects

Module 3: Creating a Basic Animation Using Effects and Presets

- Importing Footage using Adobe Bridge
- Creating a New Ccomposition
- Working with Imported Photoshop and Illustrator Layers
- Applying Effects to a Layer
- Applying an Animation Preset
- Pre Composing Layers for a New Animation

- Previewing the Effects
- Adding Transparency
- Understanding Keyframing Basics
- Creating and Working with Keyframes
- Rendering the Composition

Module 4: Other Animation Options

- Animating using Motion Sketch
- Using the The Smoother and The Wiggler
- Using Motion Blur
- Using the Graph Editor
- Auto Orienting Motion Paths
- Splitting and Sequencing Layers
- Using Adjustment Layers
- Manipulating Time and Time Remapping

Module 5: Animating Text

- About Text Layers
- Installing a Font Using Adobe Fonts
- Creating and Formatting Point Text
- Animating with Scale Keyframes
- Using a Text Animation Preset
- Animating Imported Photoshop Text
- Animating Type Tracking
- Animating Text Opacity
- Animating an Image to Replace Text
- Using a Text Animator Group
- Using Per Character 3-D
- Animating a Layer's Position
- Adding Motion Blur

Module 6: Working With Shape Layers

- Creating the Composition
- Adding a Shape Layer
- Creating a Self-Animating Shape
- Duplicating a Shape
- Creating Custom Shapes with the Pen Tool
- Positioning Layers with Snapping
- Animating a Shape
- Animating using Parenting
- Using Nulls to Connect Points
- Previewing the Composition

Module 7: Animating a Multimedia Presentation

- Adjusting Anchor Points
- Parenting Layers
- Pre-Composing Layers

- Keyframing a Motion Path
- Animating Additional Elements
- Applying an Effect
- Using Adjustment Layers
- Splitting Layers
- Animating Pre-Composed Layers
- Animating the Background
- Adding an Audio Track

Module 8: Animating Layers

- Getting Started
- Simulating Lighting Changes
- Duplicating an Animation Using the Pick Whip
- Using a Track Matte to Confine Animation
- Animating Using the Corner Pin Effect
- Simulating a Darkening Sky
- Retiming the Composition

Module 9: Working with Masks

- About Masks
- Creating a Mask with the Pen Tool
- Editing a Mask
- Feathering the Edges of a Mask
- Replacing the Content of the Mask
- Adjusting the Opacity
- Adding a Shadow
- Creating a Vignette

Module 10: Distorting Objects with the Puppet Tools

- About the Puppet Tools
- Adding Position Pins
- Adding Advanced and Bend Pins
- Stiffening an Area
- Animating Pin Positions
- Using the Puppet Tools to Animate Video
- Recording Animation

Module 11: Performing Color Correction

- Adjusting Color Balance with Levels
- Adjusting Color with the Lumetri Color Effect
- Using Lumetri Scopes
- Replacing the Background
- Color-Correcting using Auto Levels
- Motion Tracking the Clouds
- Replacing the Sky in the Second Clip
- Color Grading

Module 12: Rendering and Outputting

- Getting Started
- About Rendering and Output
- Exporting Using the Render Queue
- Creating Templates for the Render Queue
- Rendering Movies with Adobe Media Encoder

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Virtual Classroom Live Outline

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May 20 - 22, 2026 | 10:00 AM - 5:30 PM EDT

Jul 20 - 22, 2026 | 10:00 AM - 5:30 PM EDT

Sep 16 - 18, 2026 | 10:00 AM - 5:30 PM EDT

Nov 18 - 20, 2026 | 10:00 AM - 5:30 PM EST

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PRIVATE GROUP TRAINING	3 Day

Visit us at www.globalknowledge.com or call us at 1-866-716-6688.

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