



# ADOBE AFTER EFFECTS



## ADVANCED TRAINING COURSE

LEVEL

02

**OFFICIAL ADOBE TRAINING COURSE**  
TRAINED BY APPROVED INSTRUCTORS

### Course Description

This course is designed to help you master the concepts and features of the software. You will learn how to mix a number of still images together to create a moving texture. Placing Compositions into each other, using keyframes, layers and effective rendering techniques will be covered. Delegates should have participated in our beginners course, or have equivalent knowledge before booking on the Advanced course.

### Course Information

Duration:	1-2 days
Time:	9:30am – 4:30pm
Location:	T2 Train Suite or On-site training available throughout the UK
Courseware:	Adobe After Effects manual recommended for use during the course
Qualifications:	T2 Train Ltd certificate on successful completion

Before attending this course, delegates should have a working knowledge of:

- Microsoft® Windows® XP/Vista/7
- Understanding of design and media sectors

### Course Availability

Scheduled on a quarterly basis and arranged as and when required.

Course topics and duration may be modified by the instructor based upon the knowledge and skill levels of the course participants. Maximum 8 delegates per course. All courses come with a freshly chef prepared buffet lunch and refreshments.

### Book Now to Reserve Your Place!

For further information and group training dates, contact our training team by calling **01909 512193** or email **info@t2train.com**



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# COURSE CONTENT



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### Keyframes

- Different types of Keyframe
- Velocity, Alphas
- Keyframe shortcuts & graph editor
- Type, Draw & Paint\*
- Working with Photoshop
- Dots, pixels and inches
- Working with Illustrator
- Plugging in Type

### The Matrix

- 'Particle Playground'

### More on Effects

- Production Bundle Effects Round-Up
- Compound Effects and Fractal Noise

### Animation Assistants

- Additional Assistants
- Motion Fun and Express Yourself
- Animation and behaviour presets

### Keying, Time & Tracking

- Using Keylight
- time re-mapping and games
- motion Tracking and time warp

### Expressions

- writing a simple expression
- linking expressions to motion track

### Working with 3D

- cameras, lights and 3D layers
- Creating depth & camera mapping

### NLE Integration

- Integration 101
- nonlinear editing systems

### Formatting & Rendering

- Video Issues and playing the field
- 3:2 Pulldown
- Luminance and IRE Issues
- Working with D1/DV NTSC
- Working with Widescreen
- Pre-rendering and Proxies
- Rendering-Render Farm Concept
- The Secret Preferences

### Creative Suite Integration

- Dynamic Link
- Audio
- Mocha for AE Introduction

### Plug-Ins

- A brief look at some of the many plug-ins for After-Effects

