

Training Course: 1 day Adobe AfterEffects CS5 Advanced

This 1 day course follows on from the 2 day intermediate and starts with mattes, green screens and adjustment layers. There is a heavy focus on filters that generate patterns, have a physics engine built in or interact with other layers in the composition.

At the end of this course you will be able to:

Work with green screens and mattes
Use adjustment layers and blend modes
create 3D text
Interact with Premiere
Work with Cinema4D multi pass files

Lesson 5

Filters, mattes and shapes

Keying green screens

Spill suppressors

Garbage mattes

Adjustment layers

Blending modes

Roto Brush

Mocha

Working with Photoshop 3D Repousse'

Digieffects FreeForm

Creating real 3d text without extra plugins

Creating the matrix bullet time effect using shatter

Creating custom shatter maps to obliterate the scene

Creating shapes objects and animating their parameters

In depth look at filters with physics engines built in

Shatter, radio waves, foam, bubbles, cc star burst

In depth look at filters that create patterns

Cell pattern, Fractal noise, vegas, grid, card wipe

Corner pinning and resolving perspective problems

Creating mattes and moving mattes

Using moving mattes for identity and logo removal

Creating a matte, fill & background composition for effects

Exploring filters

cc light burst, cc particle system 1, caustics

Interactive workflow with Premiere

Working with multi-pass renders from Cinema4D

Proxy workflow

Output codecs, wrappers and formats

Kinetic typography

newton introduction

smart masks

auto trace

masks and modes

puppet tool

time remapping

motion tracking

more on shapes

shatter for fx and 3d

keying and problem solving

1 node & 2 node cameras

speed fx

using 3d rotation and orientation together

parents and nulls

using multiple comp screens