

## Training Course: 2 day Adobe AfterEffects CS5 Intermediate

This 2 day course follows on from the 2 day introduction and starts with CS5 workflow and interacting with Photoshop files. Moving into keyframe interpolation, velocity graphs, 3D and expressions this course takes your After Effects skills up to a new level.

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

Interact with Photoshop files  
Create and animate masks  
Set keyframe interpolation  
Create a multi composition render queue  
Work with layers, cameras and lights in a 3D scene  
Interact with expressions

#### Lesson 3

*Working with Photoshop and other types of documents*

*Resolution, layers, styles, modes, text in Photoshop files*

*Illustrator and image sequences*

*Correct formats to save for after effects*

*Single layers or merged documents into after effects*

*Importing as compositions or composition - retain layer sizes*

*Resolving any Photoshop import problems*

*Checking transparency and layer sizes*

*Text layers, left as bitmaps or convert to text and workflow implications*

*Speeding up the workflow*

*Customising the composition created from Photoshop files*

*Globally editing all layers with shortcuts.*

*Previewing modes with shortcuts*

*Creating & animating masks*

*Time stretching keyframes to retime animations*

*Creating timing markers*

*Navigating by adding & subtracting timecode*

*Offsetting anchor points*

*Parenting layers or pre-compositing*

*Replacing layer content in the timeline*

*Time stretching video and audio*

*Motion blur and frame blending*

*Interactive workflow to Photoshop and back correctly*

*Keyframe interpolation and velocity graphs*

*Understanding temporal and spatial interpolation*

*Keyframe types and when to use them*

*Roving keyframes and when not to use them*

*Velocity graphs and influence*

*Keyframe assistants*

*Multiple output renders*

*Duplicating and editing compositions*

*Creating a large render queue of variations of a composition*

*Rendering out different formats to match the projects delivery*

## Training Course: 2 day Adobe AfterEffects CS5 Intermediate

This 2 day course follows on from the 2 day introduction and starts with CS5 workflow and interacting with Photoshop files. Moving into keyframe interpolation, velocity graphs, 3D and expressions this course takes your After Effects skills up to a new level.

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

Interact with Photoshop files  
Create and animate masks  
Set keyframe interpolation  
Create a multi composition render queue  
Work with layers, cameras and lights in a 3D scene  
Interact with expressions

#### Lesson 4

*Welcome to the 3d world*

*Turning layers into 3d*

*What's changed on a 3d layer*

*Setting up a custom 3d view*

*Move, orbit and dolly in 3d space*

*Creating your 1st 3d scene*

*Creating a back wall*

*Creating a 3d text object*

*Adding a light and setting up for real shadows*

*Moving lights and understanding points of interest*

*Differences between setting parameters in the timeline & comp view*

*Turning on and customising shadows*

*Animating lights and point of interest*

*Adding a camera and setting up multiple comp views*

*Animating a camera and point of interest*

*Working in 3d with text*

*Creating & animating text on a path*

*Using animate and wiggle together on text*

*Moving the animated text into the 3d space*

*Creating a 3d fly thru and resolving problems*

*Using depth of field*

*Creating a real 3d tunnel*

*Aligning layers correctly in 3d space*

*Using lights to colour the scene*

*Extend z depth with effects*

*Getting that low rats eye view*

*Using filters to resolve light problems*

*Pre compositing 3d layers and resolving problems*

*Expressions*

*Creating simple random expressions*

*Working with keyframes & expressions together*

*Using wiggly to control the expression*

*Adding parameters to the animator*

*Setting up a linked expression*

*Using the pickwick to target parameters*

*Creating an expression to control depth of field*

*Using nulls to control the camera with expressions*