

## Training Course: 2 day Adobe AfterEffects Kinetic Typography

Delivered as a 1 day course for those that have used After Effects before or as a 2 day course for those that are new to After Effects. This course focuses on the skills needed to animate text and media to create Kinetic typography in 2d and 3d projects.

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

- Interact with After Effects
- Create and animate shapes, masks and paths
- Create and sequence layers to audio
- Group text for manipulation with parenting and pre-comping
- Work with layers, cameras and lights in a 3D scene
- Interact with expressions

### Day 1 After Effects Introduction

#### Overview

- Opening Projects
- Offline & Reconnecting Media
- Windows, Panes And Workflow
- Selecting Customizing And Resetting Workspaces
- Importing, Previewing & Breaking Down A Finished Movie
- Understanding Where Media Has Been Created
- Working Out What & How Media Has Been Animated
- Closing And Deleting Media
- Understanding Alphas, Mattes, Keys & Masks
- Previewing Colour, Alpha & Transparency
- Understanding Broadcast Sizes And Pixel Aspect Ratios

#### Adding Media To The Timeline

- Setting Preferences To Work Efficiently In The Timeline
- Switches And Customising Timeline Columns
- Different Way To Add Media To Your Timeline
- And Composition Windows
- Home & End Shortcuts
- Spacial & Temporal Placement
- Scaling, Positioning & Rotating Layers
- Data Feedback From The Info And Timeline Windows
- Different Ways To Reset Values

#### Animating The 1st Layer

- Viewing The Parameters
- Setting Your 1st Keyframe
- 4 Things That Happen On Creating The 1st Keyframe
- Go To In & Out Of Layer
- Changing Values To Automatically Set Keyframes
- Motion Paths
- Navigating Keyframes In The Timeline
- Creating A Bezier Curve Motion Path
- Deleting Keyframes To Restore A Previous Animation
- Parameter Shortcuts
- Collapsing Layers
- Playing The Animation

#### Navigation

- Navigating In Time Using Mouse And Shortcuts
- Opening, Adding To And Closing Parameters
- Rasterizing Eps Files
- Why Add Keyframes Backwards?
- Differences Between Go To In/Out And Home/End
- Ram Preview And Playing The Composition

#### Movies & Mask

- Adding Movies To The Timeline
- Shapes, Masks & Paths
- Adding A Mask To A Movie
- Mask Parameters & Shortcuts
- Feathering Masks
- Fading Layers In With Opacity

#### Solids And Duplicating

- Creating Solids At The Right Size
- Zooming In/Out And Fit To 100% Or Window
- Animating Solids
- Duplicating Layers
- Snapping To Keyframes
- Changing The Stack Order
- Keyframe Ease In & Out
- Adding Audio And Fading In/Out

#### Effects & Making A Movie

- Adding & Animating Effects
- Effects Render Order Problems
- Understanding Pre-Compositing / Nesting And It's Purpose
- Optimising Workflow - 3D Layer Or 3D Effect
- And Associated Problems
- Making A Movie
- Render And Output Settings
- Automatic Import And Previewing Your Movie

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### **Day 2 - Shapes and Kinetic Typography**

**Shapes** - Using Shapes To Create Dynamic Animations That Can Be Used For Backgrounds, Text Fills Or Anything That Supports The Text.

Shape Tools And Parameters

Resolving Shape Problems

Multiple Repeaters

Wiggle Transforms

Render Order Differences

Pre Comping

Text Mattes, Fills And Backgrounds.

Shapes In 3D Space

Auto Animating Parameters And Shapes

Random And Wiggle

Text On Paths - Camera Snap And Recall - Loop Expressions.

### **Kinetic Typography**

Storyboarding

Setting Up The Audio

Creating The Block Of Text

Guides And Rulers

Sequencing Layers To Audio

Creating And Using Nulls

Key Frame And Navigation Shortcuts

Forward And Back Timing Keyframes

Using Rotate With Nulls And Anchor Points

Blocking And Replacing Text.

Parent - Child And Anchor Points

Linking Expressions

Editing Expressions

Straight And Premultiplied Alpha Channels

Using Multiple Text Animators

Using And Controlling Wiggle And Random

Per Character 3D And Interacting In A 3D Scene

Introduction To The 3D World

Backgrounds - Lights

Timeline And Composition Manipulation Differences

Point Of Interest

Local, World And View Axis

1 & 2 Node Cameras

Depth Of Field

Multiple Comp Views

Always Render This View

Draft 3D

Customising Shadows

Audio To Markers

Adding Markers In Realtime

Expression Sliders

Editing Expressions With Basic Maths

Customising Expressions

Creating And Saving Alpha Channels In Photoshop

Filters

Stroke & Vegas

Scribble & Paint

Fractal Noise For Patterns

Displacement Map Fx For Distressed Text

Offset Anchor Point Animation