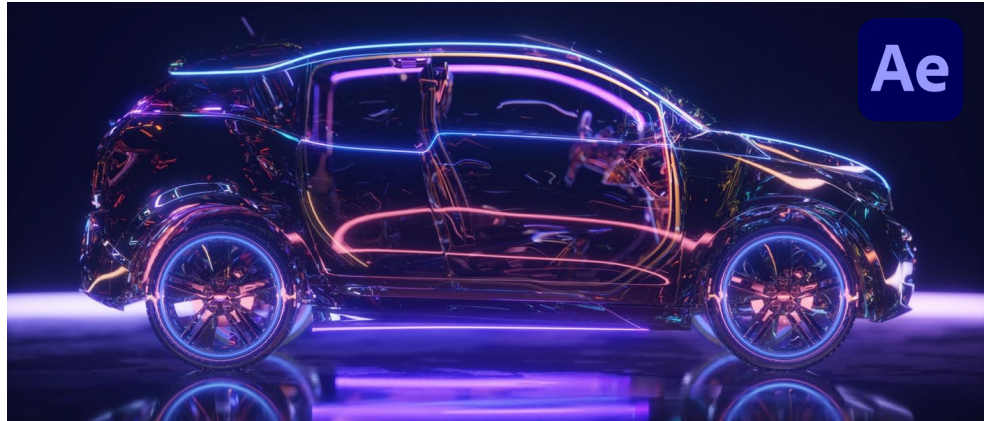


# Intermediate/Advanced After Effects

## Training course outline

Explores the intermediate- and advanced-level features available in After Effects, expanding your knowledge and teaching skills to make your motion graphics stand out from the rest.



### Course summary

Building on the topics taught in our introductory course, this course teaches techniques in the following areas to power-user level:

- Creative Cloud workflow
- Track mattes and masks
- Time remapping
- Keying
- Content-Aware tools
- Animation and expressions
- Rotoscoping
- Tracking
- 3D

### Duration

Two days.

### Who should attend?

Existing After Effects users who want to take their use of the application to the next level.

### Prerequisites

You should have a good working knowledge of After Effects, i.e. be familiar with the topics taught in our *Introduction to After Effects* course (see [armada.co.uk/ae/syllabus](http://armada.co.uk/ae/syllabus)).

### In-class or live online

You can attend in-person at our centres, or participate live online from your place of work or home.

To read about our approach to online training, see [armada.co.uk/liveonline](http://armada.co.uk/liveonline).

### General information

Courses are hosted by highly experienced instructors with vast experience of using the application professionally.

Whilst attending training at our centres, you'll have the use of a computer running licensed Adobe Creative Cloud software to practice the techniques taught. You can choose to use a Windows computer or Mac.

Refreshments and lunch are provided.

Course fees can be paid by card or bank transfer. We accept purchase orders from UK-registered companies and public sector organisations.

### Course materials and certificate

You'll receive:

- A comprehensive training guide and practice files.
- An e-certificate (PDF) confirming successful course completion.

### Method of delivery

Training is designed for the busy professional, being short and intensive and combining lecture and demonstration. Practical exercises carried out under guidance help you learn the techniques taught.

You have ample opportunity to discuss specific requirements with the trainer.

### After course support

Following training, you're entitled to 30 days' email support from your trainer.

### Further information

See [armada.co.uk/course/intadvae](http://armada.co.uk/course/intadvae).

### Course syllabus

See over.

# Course syllabus

Session	Topics
<b>Advanced Creative Cloud workflow</b>	Importing a Premiere Pro sequence or whole project into After Effects Creating Motion Graphic templates for use in Premiere Pro Integrating Photoshop and Illustrator files into your workflow Creating shape layers from Illustrator files Creating text layers from Photoshop files Importing Photoshop and Illustrator files with layers and blend modes Archiving your projects Consolidating files for archiving
<b>Track Mattes and Masks</b>	Creating masks Creating track mattes Differences between masks and track mattes Animating masks and track mattes
<b>Time Remapping</b>	Time remapping techniques Creating slow motion and fast motion effects Utilising Time Warp for slow motion techniques Creating slow motion with Graph Editor
<b>Keying</b>	Keylight Importing green screen image sets as a sequence Replacing green screen backgrounds Replacing objects in the background
<b>Content-Aware tools</b>	Content-Aware Fill Removing moving objects

Session	Topics
<b>Animation and Expressions</b>	Creating your own text animators Text on a path animations Creating object reveals effects with Trim Paths operator Understanding expressions Creating animated infographics Creating looping animations Creating animated snow and rain effects
<b>Rotoscoping</b>	What is rotoscoping? Rotoscoping workflow Refining the edges
<b>Tracking</b>	Tracking moving objects in videos Using tracking for screen replacements Tracking people in videos Blurring/pixelating people's faces or other effects 3D tracking Excluding people and objects from the tracker using masks Mocha AE
<b>3D</b>	Understanding 3D in After Effects What can be done with 3D in After Effects? Creating 3D layers 3D extrusions 3D rendering engines Adding lights and creating shadows Adding cameras and animating them