AFTER EFFECTS
ADVANCED

DURATION: 2 DAYS

COURSE DESCRIPTION

This course is aimed at existing After Effects users who need to take their motion graphics and effects compositing game to a higher level.
The class covers topics such as advanced Compositing, Keying Techniques, Particle Simulation, advanced Masking, Rotoscoping, Puppet Tools, advanced Color Correction, and more. Live face-to-face instructor - still the best way to learn!

DETAILED COURSE OUTLINE

UNIT 1: CAMERA WORKFLOWS

- After Effects Cameras: Not your Daddy's DSLR
- Creating Cameras and setting Camera properties
- Camera cuts, rack focus, and other classic Camera moves
- Animating Cameras on a path
- Creating Flythroughs
- Managing Cameras, Lights, and shadow
- The power of Camera rigging
- Camera power linking

UNIT 2: ADVANCED COMPOSITING TECHNIQUES

- Understanding A Over B
- Blend Modes and Mask Modes
- Pre-Rendering and other techniques
- Render Order and Priorities
- Optimizing Projects: Global vs Persistent Cache
- Edges on Camera and the Real World

UNIT 3: KEYING TECHNIQUES

- Understanding blue and green screen chroma keys
- Tips for shooting green screen footage
- Using the Keylight effect
- Procedural mattes for the lazy
- Hi-con mattes
- Key Cleaner for poorly-lit footage
- Linear Keying effects
- Third Party Keying Suites

UNIT 4: STABILIZATION AND TRACKING

- About stabilization and tracking
- Using the Warp Stabilizer VFX feature
- Single-point and multi-point motion tracking
- Motion tracking with Mocha planar data
- Other tracking techniques
- 3D Camera tracking
- Shadow catchers
- Null objects

UNIT 5: THE ART OF ROTOSCOPING

- About rotoscoping
- Classic rotoscoping workflows
- Using the Roto Brush Tool
- Creating and refining Roto Brush segmentation boundaries
- Using the Refine Edge Tool
- Freezing and unfreezing Roto Brush data
- Articulated Mattes
- Refining Mattes: Feather, Track
- The legacy Paint Tools: painting, cloning, and erasing
- Roto like a Jedi: Hot core energy effects

UNIT 6: PARTICLE EFFECTS

- About particle simulation
- After Effects' particle generators
- The Particle Playground effect
- The CC Particle Systems II effect
- Customizing particle properties
- Additional particle effects and techniques
- Popular third-party particle effects

UNIT 7: COLOR CORRECTION AND COLOR GRADING

- Enterprise-based color workflows
- Histograms and Channels: Using the Lumetri scopes
- Using the Lumetri Color Effect and the Lumetri Color panel
- Adjusting levels and exposure
- Adjusting color balance and saturation
- Legalizing Luma/Color for Broadcast
- Additional color correction options
- Cinematic color grading

BONUS TRACKS
UNIT 8: PUPPET TOOLS DISTORTIONS

- About the Puppet Tools
- Adding Deform pins
- Animating pin positions
- Stiffening with the Starch Tool
- Recording deformations
- Acting it out with Adobe Character Animator

UNIT 9: ADVANCED COLOR OPTIONS

- Understanding HDR (High Dynamic Range)
- Linear HDR Compositing: Lifelike
- Linear LDR Compositing
- Color Management and LUTs

Our outlines are a guide to the content covered on a typical class. We may change or alter the course topics to meet the objectives of a particular class. Bonus tracks are covered if time permits.