Adobe After Effects CC

1. Getting to Know the Workflow

- Creating a project and importing footage
- Creating a composition and arranging layers
- Adding effects and modifying layer properties
- Animating the composition
- Previewing your work
- Optimizing performance in After Effects
- Rendering and exporting your composition
- Customizing workspaces
- Controlling the brightness of the user interface
- Finding resources for using After Effects

2. Creating a Basic Animation Using Effects and Presets

- Importing footage using Adobe Bridge
- Creating a new composition
- Working with imported Illustrator layers
- Applying effects to a layer
- Applying an animation preset
- Previewing the effects
- Adding transparency
- Rendering the composition

3. Animating Text

- About text layers
- Creating and formatting point text
- Using a text animation preset
- Animating with scale keyframes
- Animating using parenting
- Animating imported Photoshop text
- Animating text using a path animation preset
- Animating type tracking
- Animating text opacity
- Using a text animator group
- Cleaning up the path animation

- Animating a nontext layer along a motion path
- Adding motion blur

4. Working with Shape Layers

- Adding a shape layer
- Creating custom shapes
- Creating stars
- Positioning layers with snapping
- Incorporating video and audio layers
- Applying a Cartoon effect
- Adding a title bar
- Using Brainstorm to experiment

5. Animating a Multimedia Presentation

- Animating the scenery using parenting
- Adjusting an anchor point
- Masking video using vector shapes
- Keyframing a motion path
- Animating additional elements
- Applying an effect
- Creating an animated slide show
- Adding an audio track
- Zooming in for a final close-up

6. Animating Layers

- Simulating lighting changes
- Duplicating an animation using the pick whip
- Animating movement in the scenery
- Adjusting the layers and creating a track matte
- Animating the shadows
- Adding a lens flare effect
- Animating the clock
- Retiming the composition

7. Working with Masks

- About masks
- Getting started

- Creating a mask with the Pen tool
- Editing a mask
- Feathering the edges of a mask
- Replacing the content of the mask
- Adding a reflection
- Creating a vignette
- Adjusting the color

8. **Distorting Objects with the Puppet Tools**

- About the Puppet tools
- Adding Deform pins
- Defining areas of overlap
- Stiffening an area
- Animating pin positions
- Recording animation

9. **Using the Roto Brush Tool**

- About rotoscoping
- Getting started
- Creating a segmentation boundary
- Fine-tuning the matte
- Freezing your Roto Brush tool results
- Changing the background
- Adding animated text
- Outputting your project

10. **Performing Color Correction**

- Adjusting color balance
- Replacing the background
- Removing unwanted elements
- Correcting a range of colors
- Warming colors with the Photo Filter effect

11. **Using 3D Features**

- Creating 3D Text
- Using 3D Views
- Importing a background

- Adding 3D Lights
- Adding a camera
- Repositioning layers
- Adding a text layer
- Working with Cinema 4D Lite

12. Working with the 3D Camera Tracker

- About the 3D Camera Tracker effect
- Getting started
- Tracking the footage
- Creating a ground plane, a camera, and the initial text
- Creating realistic shadows
- Adding ambient light
- Creating additional text elements
- Locking a layer to a plane with a null object
- Animating the text
- Adjusting the camera's depth of field
- Rendering the composition

13. Advanced Editing Techniques

- Using Warp Stabilizer VFX
- Using single-point motion tracking
- Using multipoint tracking
- Creating a particle simulation
- Retiming playback using the Timewarp effect

14. Rendering and Outputting

- Creating templates for the Render Queue
- Exporting using the Render Queue
- Rendering movies with Adobe Media Encoder