After Effects CS6, Part 1: Interface & Animation

Meet the expert: Our Creative Design courses are presented by experts from Wiley Publishing. Wiley is a global provider of knowledge and knowledge-enabled services that improve outcomes in areas of research, professional practice, and education. They are the publisher of award-winning journals, encyclopedias, books, and online products and services.

Prerequisites: This course assumes a little familiarity with Adobe After Effects CS6. This course is part of a 3part learning series. The courses should be taken in the following order, After Effects CS6: Interface, Import, & Animation; After Effects CS6: Masks, Mattes, Text and Audio; and After Effects CS6: 3D Layers & Advanced Animation.

Runtime: 01:03:15

Course description: Master After Effects CS6 in this three part learning series, After Effects is one of the creative industries leading motion graphics and visual effects program. After Effects CS6 is packed with the tools you need to create videos, motion graphics, and 3D animation. Now, you can learn the ins and outs of maximizing After Effects CS6 – from basic animation to masks, mattes, and more – with After Effects CS6. Get the scoop on motion graphics basics, video format settings, and the After Effects workspace. Create your first animation and work with masks, mattes, keys, text, audio, and 3D layers Understand how to manage media, import images, and utilize compositions. Try your hand at advanced animation techniques.

Course outline:

Graphics, Interface and Panels
• Introduction
• Understanding Motion Graphics
• After Effects Interface
• Action Safe Area and Layers
• Organize & Reconfigure Panels
• Save Workspaces as Presets
• Functionality and Preferences
• Summary

Manage, Organize, and Import
• Introduction
• Media Management Basics
• Organizing Project Files
• Importing Methods
• Import Compositions
• Reconnect Missing Files
• Summary

Animation and Keyframes
• Introduction
• Creating Animation
• Managing Layers
• Animation Basics and
  Keyframes
• Previewing
• Nesting Compositions
• Shape Layers and Opacity
• Blend Modes
• Summary