

After Effects CC InDepth, Part 2: Paint & Animate

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Prerequisites: This course assumes some familiarity with Adobe After Effects. This course is part of 3 courses, After Effects CC In Depth: Getting Started; After Effects CC In Depth: Painting and Animation; and After Effects CC In Depth: Working with Layers. Please be sure to view the courses in order if you are new to the material.

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Course description: With this 3 part learning series course you will go beyond the basics to maximize After Effects CC and start taking advantage of all the features that After Effects offers. First, this course will familiarize you with the newest features of After Effects CC. Then you'll take a deep-dive into After Effects video effects tools. Learn advanced animation techniques, work with 3D effects, and understand how to share your project for various media.

Course outline:

Painting

- Introduction
- Painting
- Paint Layers
- Shape Layers
- Edit Layers
- Clone Tool
- Transform Properties
- Rotor Brush Features
- Further Adjustments
- Summary

Animation Basics

- Introduction
- Puppet Tool
- Animating Movement
- Graph Editor
- Easing
- Wiggler
- Wiggler Properties
- Brainstorm
- Properties for Brainstorm
- Summary

Working with Photoshop

- Introduction
- Dynamic Links
- Importing Compositions
- Preparing in Photoshop
- Using Photoshop Imports
- Preparing In Illustrator
- Summary