

# TOC for Adobe After Effects CC: 4 Days

1. Getting to Know the Workflow
  - a. Creating a project
  - b. Composition and layers
  - c. Adding effects and modifying layer properties
  - d. Animating the composition
  - e. Tools Panel
  - f. Timeline
  - g. Previewing Work
  - h. Optimizing performance in After Effects
  - i. Customize workspaces
2. Creating a Basic Animation Using Effects and Presets
  - a. New composition
  - b. Working with imported Illustrator layers
  - c. Applying effects to a layer
  - d. Pre-compose layers
  - e. Transparency
3. Animating Text
  - a. Text layers
  - b. Adobe fonts
  - c. Animating text
  - d. Text animation preset
  - e. Browse in Bridge
  - f. Using Photoshop text
  - g. Animators in text layer
  - h. Add motion blur
4. Working with Shape Layers
  - a. Shape layers
  - b. Self-animating shapes
  - c. Pen tool
  - d. Path operation
  - e. Parenting
  - f. Using nulls to connect points
5. Animating a Multimedia Presentation
  - a. Adjust anchor points
  - b. Solid layers
  - c. Adding audio track
  - d. Completing Animated presentation
6. Animating Layers

- a. Using pick whip
  - b. Track Matte and Travel Matte
  - c. Modify motion blur settings
  - d. Corner Pin Effect
  - e. Mask
7. Working with Masks
- a. Creating mask using pen tool
  - b. Feather tool
  - c. Adding shadow
  - d. Creating a vignette
8. Distorting Objects with the Puppet Tools
- a. About puppet tool
  - b. Position pins
  - c. Advanced and Bend pins
  - d. Stiffening an area
  - e. Using puppet tool to animate videos
  - f. Using record
9. Using the Roto Brush Tool
- a. Rotoscoping
  - b. Editing premiere pro clip with after effects
  - c. Freezing Roto Brush tool results
  - d. Modifying clip
  - e. Tracking faces
10. Adjusting color and mood
- a. Detecting scenes
  - b. Making color enhancements
  - c. Colorized effect
  - d. Replacing a background using tracker
  - e. Auto contrast
  - f. Motion tracking for cloning objects
  - g. Freezing the action
  - h. Expanding composition time
11. Creating Motion Graphic Templates
- a. Master Composition
  - b. Essential Graphics panel
  - c. Editable text
  - d. Exporting template
  - e. Using template in Premiere Pro
12. Using 3D Features
- a. Creating 3D layers

- b. Animating 3D layers
- c. Adding light
- d. Extrude text and shape
- e. Using 3D views
- f. Camera tools
- g. Casting shadows and material properties
- h. Final output

### 13. Working with the 3D Camera Tracker

- a. 3D camera tracker effect
- b. Rolling shutter distortions
- c. Tracking footage
- d. Using solid later for image
- e. Creating realistic shadows

### 14. Advanced Editing Techniques

- a. Stabilize a shot
- b. Remove motion blur
- c. Using single-point motion tracking
- d. Removing unwanted objects using content-aware fill
- e. Particle System II
- f. Using Timewarp

### 15. Rendering and Outputting