

Course : Adobe® After Effects, getting started

Practical course - 4d - 28h00 - Ref. AFT

Price : 1940 CHF E.T.

★★★★☆ 4,6 / 5

BEST

You'll learn how to use After Effects software to create compositions, graphic animations, special effects and video montages for websites, using a variety of digital sources. You'll also learn how to export your project in the best possible way.

Teaching objectives

At the end of the training, the participant will be able to:

- ✓ Master the software interface and settings
- ✓ Creating key-frame animations
- ✓ Using and combining effects and masks
- ✓ Creating text titles and animations
- ✓ Exporting

Intended audience

Computer graphics designers, layout artists and anyone who wants to learn the basics of video editing and special effects.

Prerequisites

No special knowledge required.

Course schedule

1 The interface

- Preference settings.
- Project parameters.
- Colorimetric workspace.
- Dialing parameters.
- Workspace management.

Hands-on work

Getting to grips with the interface.

PARTICIPANTS

Computer graphics designers, layout artists and anyone who wants to learn the basics of video editing and special effects.

PREREQUISITES

No special knowledge required.

TRAINER QUALIFICATIONS

The experts leading the training are specialists in the covered subjects. They have been approved by our instructional teams for both their professional knowledge and their teaching ability, for each course they teach. They have at least five to ten years of experience in their field and hold (or have held) decision-making positions in companies.

ASSESSMENT TERMS

The trainer evaluates each participant's academic progress throughout the training using multiple choice, scenarios, hands-on work and more. Participants also complete a placement test before and after the course to measure the skills they've developed.

2 Composition

- Importing and interpreting sources.
- Layer manipulation.
- Add animations and effects.
- Previews and Rendering.

Hands-on work

Create a simple animation based on the software tutorial.

3 Entertainment

- Key frame animation principle.
- Linear or Béziérs interpolation.
- Speed smoothing.
- Maintaining key images.

Hands-on work

Animation exercises.

4 Masks and covers

- Create vector masks.
- Shape interpolation.
- Approach masks.

Hands-on work

Titling creation.

5 Text

- Text formatting.
- Character animation.

Hands-on work

Kinetic typography.

6 Effects

- Effects categories.
- Effects layer.
- Effect in a zone.
- Tracking effect.
- Use a control layer.

Hands-on work

Tilt-Shift, Glitch and Hud Circle effects.

7 Projects and Exports

- Consolidate, Delete, Reduce and Collate.
- Media Encoder and After Effects rendering.

Hands-on work

Project optimization and export.

TEACHING AIDS AND TECHNICAL RESOURCES

- The main teaching aids and instructional methods used in the training are audiovisual aids, documentation and course material, hands-on application exercises and corrected exercises for practical training courses, case studies and coverage of real cases for training seminars.
- At the end of each course or seminar, ORSYS provides participants with a course evaluation questionnaire that is analysed by our instructional teams.
- A check-in sheet for each half-day of attendance is provided at the end of the training, along with a course completion certificate if the trainee attended the entire session.

TERMS AND DEADLINES

Registration must be completed 24 hours before the start of the training.

ACCESSIBILITY FOR PEOPLE WITH DISABILITIES

Do you need special accessibility accommodations? Contact Mrs. Fosse, Disability Manager, at psh-accueil@orsys.fr to review your request and its feasibility.

