

After Effect Content

1-THE INTERFACE

Project Structure

Main Application window

Tools panel; Project panel

Importing footage

Footage panel

Transparency and alpha channels

Composition panel

Timeline panel

Layer panel

Info, Preview, Audio panels

Effects & Presets; Effect Controls; other panels

workspaces; stacked panels

Previewing

Work area

Preview behaviors

2- BASIC ANIMATION

Compposition basics

Starting a project, creating folders

Importing footage; alpha channels

Creating a new composition

Adding Layers to the Comp panel

Changing property values

Animating Position, the motion path

Previewing the animation

Navigating between keyframes
Managing the comp view; zooming
Applying Easy Ease In
Adding the foreground layers
Duplicating and replacing layers
More precise placement; snapping and grids
Adding solid layers
Applying, copying, and pasting effects
Dragging footage to the Timeline panel
Editing motion paths, spatial keyframe types
Animating scale, rotation, and opacity
Rendering
Importing Layered Photoshop and Illustrator files

3- ADVANCED ANIMATION

Graph Editor Sets
Keyframe basics
Anchor Point overview
Anchor Point tool
Motion control moves
Graph Editor
Speed versus value graphs
Panning and zooming time
Editing graph curves
Easing animations
Improving the timing; Graph Editor Sets
Separate Dimensions

Motion Sketch

Smoothing keyframes

Auto-Orient

Motion Blur

Roving keyframes

Time-Reverse Keyframes

Hold keyframes

Time display and time timecode

4- EDITING LAYERS AND EFFECTS

Layers and stacking order

Moving layers in time

Trimming layers

Trimming in the Layer and Footage panels

Slip Editing

Sequence layers keyframe assistant

Looping footage

Image sequences

Changing the frame rate; Time Stretch

Applying Effects

Blending modes

Effects and solids

Effect motion path

Effects & Presets; searching for effects

Animation presets

Behavior presets

Layer styles

Adjustment layers

Filmic glow trick

Property links with effects

Third-party effects

Higher-quality scaling

5- CREATING TRANSPARENCY

Masking tools; creating mask shapes

Free Transform Points

Masking in the Layer panel; Ellipse tool

Masks feather

Animating a mask path

Creating a vignette; Mask Expansion

Masking with the Pen tool

Effecting a masked area

Mask path interpolation; First vertex

Mask Interpolation keyframe assistant

Effects that can use the mask path; Scribble effect

Mask Modes and multiple masks

Mask Opacity

Creating and editing RotoBezier masks

Audio Spectrum effect

Rigid Mask Tracker

Face Tracking

Variable mask feathering

Alpha Track Matte

Nesting a track matte composite

Luma Track Matte

Animating matte layers

Stencil Luma and Stencil Alpha

Color Keying; Keylight; greenscreen

Key Cleaner and Advanced Spill Suppressor

Effects with track mattes and stencils

Creating Transparency

6- TYPE AND MUSIC

Creating basic text

Creating text Animators; Range Selectors

Animating text Position, Rotation, and Opacity

Randomizing the order of characters

Creating Cascading text; working with selection Shapes

Setting the text Anchor Point

Animating by words

Title safe areas

Animating text Blur and Tracking

Text on a path

Adding the Wiggly Selector

Rendering with an alpha channel

Multiple selectors and animators

Using text animation presets

Saving text animations as presets

Editing photoshop text layers

Adding audio to a comp

Spotting audio

Mixing and enhancing audio

7- RENDERING

Rendering under the hood

Render templates

Adobe Media Encoder

Rendering movies

Rendering sequences

Issues that affect image quality

Flickering

Fields and interlacing