KLH After Effects 2022 Introduction

1 Fundamentals of Motion Graphics

- After Effects and the RGB Color Mode
- Frame Size
- Resolution
- Pixel Aspect Ratios
- Working with Native Transparency and Alpha Channels
- Understanding Frame Rates
- Time Code Options
- Interpreting Footage, Frame Rates, and Field Order

2 Getting to Know the Workflow

- Creating a Project and Importing Footage
- Creating a Composition and Arranging Layers
- Adding Effects and Modifying Layer Properties
- Animating Compositions
- Previewing Timelines
- Optimizing Performance in After Effects
- Rendering and Exporting Compositions
- Customizing and Creating Workspaces
- Setting After Effects Preferences
- Collaborating in After Effects
- Finding Resources for Using After Effects

3 Creating a Basic Animation Using Effects and Presets

- Importing Footage using Adobe Bridge
- Creating a New Composition
- Working with Imported Photoshop and Illustrator Files
- Applying Effects to Layers
- Creating and Applying Animation Presets
- Pre Composing Layers
- Previewing Effects
- Working with Transparency
- Understanding Keyframing Basics
- Creating and Working with Keyframes
- Temporal vs Spacial Keyframes
- Rendering Compositions

4 Other Animation Options

- Animating using Motion Sketch
- Using the The Smoother and The Wiggler
- Using Motion Blur
- Using the Graph Editor
- Auto Orienting Motion Paths
- Splitting and Sequencing Layers
- Using Adjustment Layers
- Manipulating Time and Time Remapping

5 Animating Text

- Creating Text Layers
- Installing Fonts using Adobe Fonts
- Creating and Formatting point Text
- Using Area Type
- Working with the Source Text Option
- Working with Text on a Path
- Using Text Animator groups
- Adding Properties to an Animator Group
- Direct Text Keyframing
- Using Range Selectors

- Animating Tracking and Blur
- Using Per Character 3D
- Adding Motion Blur
- Using the Wiggly Selector
- Using a Text Animation Preset
- Converting Text to Shape Layers
- Converting Photoshop Text to Text Layers

6 Working With Shape Layers

- Creating Shape Layers
- Duplicating a Shape
- Creating Custom Shapes with the Pen Tool
- Positioning Layers with Snapping
- Animating a Shape
- Using Path Operators
- Creating Self-Animating Shapes
- Animating using Parenting
- Parenting with Nulls
- Using Nulls to Connect Points
- Converting Shapes to Bezier Paths
- Saving Shape Layers as Presets

7 Animating a Multimedia Presentation

- Adjusting and Animating Anchor Points
- Parenting Layers
- Pre Composing Layers
- Keyframing a Motion path
- Applying and Editing Effects
- Using Adjustment Layers
- Splitting Layers
- Moving Layers on the Timeline
- Changing Layer Stacking Order
- Trimming Layers
- Sequencing Layers
- Animating Precomposed Layers
- Animating a Background
- Adding an Audio Track

8 Animating Layers

- Duplicating Layers
- Using Parent and Link Options
- Using a Track Matte
- Animating using the Corner Pin Effect
- Pasting a Path Into Position Properties
- Retiming Compositions

9 Working with Masks

- Masking Basics
- Creating a Mask with the Pen Tool
- Masking with Shape Tools
- Editing a Mask
- Feathering the Edges of a Mask
- Using the Mask Feather Tool
- Replacing the content of the Mask
- Adjusting Mask Opacity
- Animating Masks

10 Distorting Objects with the Puppet Tools

- Puppet Tool Basics
- Adding Position Pins
- Using the Classic Puppet Tool
- Using Motion Sketch with the Classic Puppet Tool
- Posing with the Advanced Puppet Tools
- Adding Advanced and Bend Pins
- Stiffening an Area
- Easing Pin Keyframes

11 Performing Color Correction

- Adjusting Color with the Lumetri Color Effect
- Basic Options
- Creative Options
- Curves Options
- HSL Secondary Options
- Color Wheels Options
- Vignette Options
- Using Lumetri Scopes

12 Rendering and Outputting

- Render Queue Basics
- Render Settings
- Output Module
- Creating Templates for the Render Queue
- Exporting using the Render Queue
- Rendering with Adobe Media Encoder

KLH After Effects 2022 Intermediate

1 Parenting

- Parenting Basics
- Simple Pick Whipping
- Using Parenting for Positioning
- Assigning and Removing Multiple Parents
- Parenting: Under the Hood
- Parenting to a Null
- Jump Parenting

2 Using Compound Effects

- Understanding Compound Effects
- Using Nesting and Precomposing
- Compound Blur
- Gradient Wipe
- Texturize
- Displacement Map
- Time Displacement
- Radial Blur
- Card Dance

3 Blending Modes and Track Mattes

- Using Blending Modes
- Applying and changing Blending Modes
- Overview and uses of Each Blending Mode
- Darkening and Lightening Modes
- Combination Darkening and Lightening
- Using Subtraction and Divide Modes
- Color Modes
- Track Matte Basics
- Luma versus Alpha Mattes
- Using Precomposing and Nesting with Track Mattes
- Animated Mattes
- Using Shape Layers to create Track Mattes
- Stencil and Silhouette Mattes
- Using Preserve Transparency
- Using Pre Compose to Fix Transparency Backgrounds

4 Motion Tracking

- Motion Tracking Basics
- Single Point and Multipoint Tracking
- Using Tracking Regions and Attach Points
- Adjusting and Correcting Dropped Track Regions
- Using the Mask Tracker with Content Aware Fill
- Perspective Tracking with Mocha
- Using the Warp Stabilizer

5 Expressions

- Introduction to Expressions
- Converting Legacy Expressions
- Creating, disabling, and Removing Expressions
- Simple Pick Whipping
- Using Basic Math with Expressions
- Using the Expression Language Menu
- Interpolating with This to That
- Editing Expressions
- Using the Wiggle and LoopOut Expressions
- Using Copy with Relative Property Links

Converting Expressions to Keyframes
Saving Expressions as Presets

6 Greenscreen Keying

Understanding Keying
Analyzing Greenscreen Footage
Using Garbage Mattes
Using Keylight 1.2 for Greenscreened Footage
Viewing and Refining the Matte
Key Cleaner and Advanced Spill Suppressor Options
Using the Lumetri Color Effect with Keylight 1.2

7 Using the Roto Brush 2

Setting up Rotoscoping Using Roto Brush 2
Creating a Segmentation Boundary
Using Adjustment Strokes
Freezing and Editing Roto Brush Tool Results

8 Performing Color Correction

Adjusting Color with Standard Effects
Color Correction with the Lumetri Color Effect
Lumetri Color Secondary Color Correction
Using Lumetri Scopes
Color Correction Using Blending Modes

9 Creating Motion Graphics Templates

Preparing a Template Composition
Setting up a Motion Graphics Template
Adding Properties to the Essential Graphics panel
Using the Essential Graphics panel as a Control panel
Providing Image and Video Options
Protecting the Timing of Template Sections
Exporting the Template as a Mogrt file

10 Using Dynamic Link

Dynamic Linking of Adobe Premiere Sequences
Using Adobe Audition with After Effects
Adobe Illustrator file Creation for After Effects
Adobe Photoshop Workflow Compatibility
Adobe Character Animator Dynamic Linking
Adobe Animate Dynamic Linking
Cinema 4D Dynamic Linking

KLH After Effects 2022 Advanced

1 3D Space

- 3D and Z Space Basics
- Choosing the 3D Render Engine
- Creating 3D Layers
- Mixing 2D and 3D Layers
- Using the 3D Gizmo
- Rotation and Orientation in 3D
- Offsetting the Anchor Point in 3D
- Using Multiple Views
- Camera and Orthogonal Views
- Using Local, World, and View Axis Modes
- Previewing in 3D
- Using Auto Orient
- Using Parenting with 3D Layers
- Using the CINEMA 4D Render Engine
- Layer Geometry Options
- Extruding Text and Shapes in After Effects

2 Lighting in 3D

- Lighting Basics
- Creating Lights
- Working with Spot, Parallel, Point, and Ambient Lights
- Layer Material Properties
- Light Options
- Creating and Managing Shadows
- Using Light Falloff
- Layer Material Light Options
- Using Light Transmission
- Creating Gels and Gobos
- Using Parenting with Lights
- Using Adjustment Lights

3 Cameras

- Camera Basics
- Camera Creation
- Creating One-node cameras
- Creating Two-node cameras
- Editing between Multiple Cameras
- Using the Universal, Position, and Rotation Camera Tools
- Using Multiple Composition Window Views in 3D
- Using the Orbit, Pan, and Dolly Tools to Control Views
- Orbit, Pan, and Dolly Tool Options
- Using the Create Camera from 3D View Command
- Animating Cameras
- Using the Camera Tools to Animate the Camera
- Auto-Orienting Camera Paths
- Auto-Orienting Layers to the Look at the Camera
- Using the Look at Selected Layers Command
- Using and Animating Zoom and Depth of Field
- Using Parenting with Cameras

4 Working with AE Cinema 4D Lite

Introduction to Cinema 4D Lite
Cinema 4D Lite User Interface
Cinema 4D Project Setup
Creating Shapes and Text Objects
Extruding Objects
Adding Lighting and Textures
Previewing Options
Animating and Keyframing Basics
Creating Cameras and Lights
Using the CiNeware Plugin in After Effects
Importing Cinema 4D models

5 3D Camera Tracker

Using the 3D Camera Tracker
Tracking the Footage
Working with Tracking Points
Creating a Ground Plane and Camera
Creating Text with Tracking Points
Precomposing an Image to a Plane with a Solid
Parenting an Image to a Null
Creating Shadows
Adding an Ambient Light
Adding Effects

6 Content Aware Fill

Setting up Content Aware Fill
Creating and Tracking a Mask
Setting Options in the Content Aware Panel
Object Removal
Surface Removal
Edge Blend Options
Creating the Fill Layer
Using Adobe Photoshop with Content Aware Fill

7 Particles and Simulation Effects

Introduction to Particles and Simulation Effects
Working with Particle Playground
Options for the Cannon, Grid, and Layer Exploder
Using Layer Maps
Gravity, Wall, and Repel Options
Working with Property Mappers
Using Cycore Particle World and Particle Systems 2
Integrating Particles with Video
Using Particle and Simulation Effects for Track Mattes

8 Useful Simulation Effects

Shatter
Pixel Polly
Rain
Snowfall
Drizzle
Mr. Mercury
Waveworld
Caustics