

Adobe After Effects 5.5 software provides complete creative control so you can efficiently produce motion graphics and visual effects for film, video, multimedia, and the Web.

System Setup

hardware requirements and recommendations video capture options NTSC preview options

Introduction to the Interface

project window
composition window
time layout window
layer switches & properties
navigating through time
setting a work area
previewing the composition
tool palette
time layout window
composition window
timeline navigation
zooming
hiding/showing layers

Essentials

creating new compositions- resolutions
sizes and frame rates
importing and trimming elements
cropping, sizing
distorting
keyframes
motion paths
motion blur
linear & bezier keyframes
value/velocity graphs
masks & mattes
alpha channels
text tool
transfer modes

Nesting and Precompositing

nested compositions
preserving quality

Effects

applying & reordering effects
animating effects
the render pipeline

Time

slow motion /fast motion
frame blending
time remapping
time shifting
stills

Rendering

output & render settings & templates
batch renderingrender queue settings
compression methods
render queue templates
optimizing render speed and performance
exporting for film, broadcast , CD and internet delivery

Keyframes

ease in/ease out/easy ease
auto/continuous bezier
linear, hold and roving keyframes
reverse keyframes
spatial/ temporal interpolation
auto-orient rotation
the wiggler

Advanced Keying

chroma key & luma keying
spill suppressor
simple choker
matte choker
difference matte
linear color key
color range
color difference keying

Advanced Compositing

proxies
adjustment layers
comp & layer markers
preserve underlying transparency
track mattes
masks in the timeline
boolean operations
animating masks
the set channels filter
motion tracker
motion stabilize

Advanced Effects

proxies
fast blur
gaussian blur
channel blur
compound blur
motion blur
radial blur
beam
ellipse
fill
lens flare
ramp
stroke
glow
scatter

lightning
thunder
time displacement
particle playground
motion math

Text

path text on bezier curve/circle
custom paths from masks or illustrator
write-on
fade time, visible characters
killer title techniques

Working with 3D

extract
depth matte
depth of field
fog 3d
id matte

Advanced Integration

importing & working with Photoshop & Illustrator layers
continuous rasterization vector graphics
using Illustrator paths for masks
converting paths to keyframes on the timeline
broadcast colors
reduce interlace flicker
timecode
interlacing issues
3:2 pulldown
pixel aspect ratio
safe colors
field rendering

Audio

audio effects
lange and chorus
high-lowpass
modulator
parametric eq
reverb
tone

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