

# TOTAL TRAINING™ FOR ADOBE® AFTER EFFECTS® CS3

## ESSENTIALS

### QUICK REFERENCE GUIDE

#### Part 1 –

##### **1 OVERVIEW OF AFTER EFFECTS CS3 42:20**

- 1 Setting Preferences
- 2 Importing Illustrator® Files
- 3 Introducing the Shape Layer
- 4 Reusing Compositions
- 5 Animating with the Puppet Tool
- 6 Creating a Ramp Effect
- 7 Understanding Masks & Modes
- 8 Basic Keyframing
- 9 Animating a Title
- 10 Setting Up a Render

##### **2 NAVIGATING THE WORKSPACE 46:48**

- 1 Manipulating Panels & Creating a New Workspace
- 2 Examining the Project Pane
- 3 Information & Thumbnails in the Project Pane
- 4 Shortcuts to Find, Delete & Create a New Folder
- 5 Introducing Compositions & Timelines
- 6 Exploring the Composition Window
- 7 Examining the Icons & Columns in the Timeline
- 8 Navigating the Timeline & Adding Markers
- 9 Working with Layers in the Timeline

##### **3 IMPORTING & COLLECTING FOOTAGE 33:10**

- 1 Prepping an Image in Photoshop® or Illustrator
- 2 Importing Footage & Image Sequences
- 3 Importing as a Composition
- 4 Importing Layer Styles
- 5 Using the Edit Original Command
- 6 Saving as a Photoshop Document

##### **4 KEYFRAMING PARAMETERS 33:42**

- 1 Understanding Layer Parameters
- 2 Creating Simple Keyframes
- 3 Differentiating Anchor & Position
- 4 Selecting & Modifying Keyframes
- 5 Managing Temporal Speed
- 6 Using Hold Keyframes

##### **5 PARENTING, NESTING & INTRO TO EXPRESSIONS 33:02**

- 1 Linking Children to Parents
- 2 Creating a Precomposition
- 3 Keyframing Time
- 4 Parenting & More Parenting
- 5 Bringing It All Together
- 6 Final Comments & Credits

#### Part 2 –

##### **1 EFFECTS & ADJUSTMENTS 39:29**

- 1 Locating & Applying Effects
- 2 Using the Checkerboard Effect
- 3 Using the Distort & Transition Effects
- 4 Applying Effects to a Bitmap Image & a Shape Layer
- 5 Layering Priority
- 6 Saving an Animation Preset
- 7 Applying Multiple Instances of the Same Effect
- 8 Using a Layer to Define the Effect on Another Layer
- 9 Using Adjustment Layers

##### **2 MASKS, MATTES & MODES 43:18**

- 1 Applying Masks with the Vector Tool
- 2 Editing & Animating Mask Properties
- 3 Using Auto-trace to Generate Masks
- 4 Using Transparency & Masks to Reveal Images
- 5 Understanding Path Relationships
- 6 Using Shape Layers
- 7 Using a Track Matte
- 8 Preserving Transparency
- 9 Using a Composition as a Layer

##### **3 USING THE TYPE TOOL 46:07**

- 1 Setting Up the Character & Paragraph Palettes
- 2 Adding Text
- 3 Modifying Character Formatting
- 4 Fill & Stroke Options
- 5 Exploring the Paragraph Options
- 6 Creating Text from Photoshop® Layers
- 7 Introducing Animation Perimeters
- 8 Using Text Animators
- 9 Range Selector Basics
- 10 Converting Text to Outlines
- 11 Replacing Fonts & Another Type Treatment Example

##### **4 EXPORTING & OUTPUTTING 21:08**

- 1 Exporting as an SWF File
- 2 Exporting to Clip Notes
- 3 Making a Movie
- 4 Controlling Render Settings

##### **5 NEW TOOLS & FEATURES 33:27**

- 1 Introducing Shape Layers
- 2 Working with Shape Fills
- 3 Animating Shape Layers
- 4 Exploring Photoshop Integration
- 5 Using the Puppet Tool
- 6 Introducing 3D Type
- 7 Brainstorming with Effects

##### **6 SETTING PREFERENCES 11:41**

- 1 Setting General Preferences
- 2 View, Display, Import & Output Preferences
- 3 Appearance, Memory & Saving Preferences
- 4 Exploring New Preference Options

##### **7 TIPS, TRICKS & BEGINNER QUESTIONS 16:40**

- 1 Tips for Importing & Interpreting Footage
- 2 Managing Source Material
- 3 Making a New Composition
- 4 Working with Ram
- 5 Using the Collect Files Feature
- 6 Final Comments & Credits