AFEFCC23 - After Effects CC 2023

Adobe - Animazioni e Web - Grafica

Durata:	Lingue:	Certificazione:
3 Giorni	**Italiano**	**-**

Descrizione del corso

Il corso ha come obiettivo quello di fornirà ai partecipanti una conoscenza base delle principali funzionalità del software After Effects introducendoli al mondo dei Visual Effects. Durante il corso verranno affrontati le principali tipologie di effettistica digitale e verranno forniti gli strumenti necessari per poter iniziare ad elaborare semplici sequenze, arricchite di VFX, in maniera autonoma. Tra gli argomenti trattati troveranno inoltre spazio accenni alla Color Correction e ai principi di Animazione. Questo corso può essere erogato su 3 gg (per chi già conosce il software), oppure in 5 gg (se non si hanno competenze, calcolando anche esercitazioni pratiche)

Programma

The world of Motion Design

- terminology, softwares, hardware, plugins, scripting, rhythm

Working with video

- layers, timeline, styles, blending modes
- frames and keyframes
- interpolation and easing
- workflow and organization
- assets

AE Interface

- main panels, customization of the workspace

- compositions and precompositions

AE Projects

- creating and saving projects
- preparing and importing assets

Drawing and animating

- drawing vectors in AE
- importing vectors from Illustrator
- null objects
- linking layers and properties
- adding effects

Laying out and animating Texts

- writing and animating text
- advanced animation techniques with animators
- adding filters for advanced animations
- kinetik typography

Masks

- drawing masks
- track-matting: using layers as masks
- rotobrush tool
- refine edge techniques for advanced rotobrushing
- content aware tool

Transitions

- built in transition tools
- tips and tricks to use masks and effects for transitions

2d animation

- drawing and animating a character
- the puppet tool drawing with the brush tool

3d animation

- 3d layers, camera, lights
- creating a 3d scene usind 2d assets
- interaction between AE and C4D
- Color correction
- using built in tools to correct colors: Lumetri, Levels, Curves, Hue, etc

Keying

- luma key, chroma key, Keylight
- removing green back from footage

Tracking

- stabilization of shaky footage
- tracking objects
- tracking camera
- camera lock effect
- overview of Mocha for area tracking

Timelapse and Slowmotion

- changing footage speed
- time remapping
- **Generative Tools**
- overview of some generative tools: fractal noise, lens flare, grids, radiowaves, lightnings, etc

Sound

- how to use sound intensity to modify effects parameters and synchronize video to the music