



AFEFCC23 - After Effects CC 2023

Adobe - Animazioni e Web - Grafica

Durata:

3 Giorni

Lingue:

Italiano

Certificazione:

-

Descrizione del corso

Il corso ha come obiettivo quello di fornirà ai partecipanti una conoscenza base delle principi 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), ma anche 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

ITCore Group

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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

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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

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