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Edizione	[1st ed.]
Descrizione fisica	1 online resource (xix, 440 pages) : illustrations (colour)
Collana	Digital classroom
Disciplina	006.696
Soggetti	Cinematography - Special effects - Data processing Electronic books.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Cover -- Contents -- Starting up -- About Digital Classroom -- Prerequisites -- System requirements -- Starting Adobe After Effects CS6 -- Windows -- Mac OS -- Fonts used in this book -- Resetting Adobe After Effects CS6 preferences -- Loading lesson files -- Downloading and copying the lesson files to your hard drive: -- Working with the video tutorials -- Additional resources -- Training from the Authors -- Book series -- Seminars and conferences -- Resources for educators -- Lesson 1: Understanding Motion Graphics -- Starting up -- Defining motion graphics -- Television and video graphics -- Internet and mobile devices -- Desktop distribution and presentation graphics -- Digital video basics -- Understanding video formats -- Understanding frame rate and resolution -- Understanding transparency -- Self study -- Review -- Lesson 2: Understanding the After Effects Interface -- Starting up -- Understanding and working with menus -- Opening an existing After Effects project -- Understanding the After Effects panel system -- After Effects panels -- Primary panels -- Understanding the workspace -- Viewing and hiding panels -- Docking and undocking panels -- Resizing panels -- Saving a custom workspace -- Resetting the workspace -- Setting After Effects Preferences -- Changing the default Undo levels -- Enable Auto-Save -- Self study -- Review -- Lesson 3: Media Management-Working with Images, Audio, and Video -- Starting up -- What is Media

Management? -- Projects, compositions, and layers: An overview -- Creating a new project -- Importing media files -- Organizing the Project panel -- Modifying the column displays -- Creating folders and subfolders -- Previewing footage -- Previewing stills and video -- Previewing audio -- Trimming a video clip -- Importing multiple files -- Importing Photoshop and Illustrator files -- Importing image sequences.

Importing After Effects compositions -- Locating missing files -- Using the Interpret Footage dialog box -- Looping an audio or video file -- Using Remember Interpretation -- Using the Collect Files command to consolidate files -- Self study -- Review -- Lesson 4: Creating Animation in After Effects -- Starting up -- Setting up -- Understanding the animation workflow -- Creating and working with compositions -- Creating a new composition -- Understanding composition settings -- Importing compositions from Photoshop and Illustrator -- Working with layers -- Understanding the layer switches -- Understanding layer stacking order -- Changing layer names -- Creating Kinestasis by animating the Anchor Point -- Animating rotation -- Using layer parenting to ease repetition -- Animating position -- Understanding motion paths -- Using layer motion blur -- Adjusting Motion Blur settings -- Using blending modes -- Applying layer styles -- Understanding nested compositions and precomposing -- Adding nested compositions -- Pre-composing layers -- Creating a fade-in by animating Opacity and Scale -- Self study -- Review -- Lesson 5: Working with Masks, Track Mattes, and Keys -- Starting up -- Setting up -- Working with masks -- Creating masks with the shape tools -- Selecting and manipulating masks -- Animating the position of masks -- Working with mask feathering -- Setting the Mask Feather Property -- Setting Per Vertex mask feathering -- Creating freeform masks -- Setting up the project -- Animating the shape of masks -- Understanding track mattes -- Creating track mattes -- Creating mattes from animated Photoshop files -- Creating a chroma key -- Creating a garbage matte -- Creating a chroma key -- Refining the matte -- Self study -- Review -- Lesson 6: Working with Text -- Starting up -- Creating text -- Setting text properties globally. Formatting individual characters -- Animating text properties -- Saving an animator as a preset -- Working with text animation presets -- Modifying animation presets -- Creating custom text animators -- Creating a typewriter effect -- Creating a blur-in effect -- Creating text on a path -- Self study -- Review -- Lesson 7: Working with Audio -- Starting up -- Setting up -- Audio in After Effects -- Previewing audio -- Adding audio files to the Timeline -- Viewing audio file metadata -- Looping audio files -- Animating audio levels -- Working with audio effects -- Using composition markers to set the beat -- Naming composition markers -- Refining the position of composition markers -- Syncing animation to composition markers -- Creating keyframes from audio files -- Self study -- Review -- Lesson 8: Working with 3D in After Effects -- Starting up -- Setting up -- Previewing animation with RAM preview -- Working with After Effects 3D -- Creating 3D layers -- Using multiple viewports -- Understanding 3D Transform properties -- Understanding Material Options -- Animating 3D layers -- Creating and using lights -- Understanding light options -- Animating light properties -- Creating and using cameras -- Understanding basic camera options -- Animating camera properties -- Creating the depth-of-field effect -- Creating a Rack Focus shot -- Working with After Effects 3D Layers -- Creating a Ray-traced composition -- Extruding and Beveling Text -- Creating Reflections -- Self study -- Review -- Lesson 9: Advanced Animation -- Starting up

-- Setting up -- Animating with effects -- Applying effects to layers -- Animating effect properties -- Saving animation presets -- Applying and modifying effects presets -- Time-reversing a layer -- Using the Motion Sketch panel to capture motion -- Controlling layer orientation -- Using the Smoother panel to soften movement. Using the Wiggler panel to add frantic motion -- Create acceleration and deceleration using Easy Easing -- Changing spatial interpolation -- Adding easing to keyframes -- Using squash and stretch to enhance the animation -- Animating with the Graph Editor -- Create a strobing effect using hold interpolation -- Self study -- Review -- Lesson 10: Tracking and Stabilizing Footage -- Starting up -- Setting up -- Understanding Video Stabilization and Tracking -- Using the Warp Stabilizer -- Using the 3D Camera Tracker -- Attaching 3D layers to Track Points -- Self study -- Review -- Lesson 11: Working with Expressions and Scripts -- Starting up -- Setting up -- Automating animation with expressions -- Finding expressions -- Adding expressions to properties -- Using the loopOut() expression -- Using the random() expression -- Using the Time property with expressions -- Using the wiggle() expression -- Working with scripts -- Installing and running scripts -- Creating scripts -- Finding additional scripts -- Using and running scripts -- Using the Ease and Wizz Script -- Self study -- Review -- Lesson 12: Outputting After Effects Projects -- Starting up -- Setting up -- Rendering files for output -- Understanding the Render Queue -- Adding compositions to the Render Queue -- Adjusting render settings -- Duplicating jobs in the Render Queue -- Creating render templates -- Exporting a project file -- Trimming and cropping compositions -- Rendering an individual frame -- Self study -- Review -- Appendix A -- Adobe After Effects keyboard shortcuts -- General Keyboard Shortcuts -- Working with After Effects Projects -- Working with Preferences -- Panels, viewers, workspaces, and windows -- Activating tools -- Compositions and the work area (keyboard shortcuts) -- Navigating the Timeline -- Previews -- Views -- Footage -- Effects and animation presets -- Layers. Showing properties and groups in the Timeline panel -- Showing properties in the Effect Controls panel -- Modifying layer properties -- 3D layers -- Keyframes and the Graph Editor -- Text -- Working with Masks -- Paint tools -- Shape layers -- Markers -- Motion tracking -- Saving, exporting, and rendering -- Appendix B -- Appendix C -- Importable media formats -- Video and audio -- Still images and image sequences -- Project formats -- Appendix D -- Understanding formats and codecs -- Understanding bit rate -- Understanding spatial and temporal compression -- Appendix E -- About the Authors -- Acknowledgments -- Credits -- Copyright -- Adobe® After Effects® CS6 Digital Classroom.

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This video and full-colour book combo has quite an effect for learning After Effects CS5! Adobe After Effects is a leading motion graphics and visual effects program that allows you to create and deliver compelling motion graphics and visual effects.