

# **After Effects Tutorial**

**Joe Dockery, Conrad Chavez**

After Effects in Production Trish Meyer,Chris Meyer,2013-01-25 Take your After Effects skills to a new level! Twelve step-by-step tutorials, designed by industry professionals, explore a variety of creative approaches as they teach useful design concepts and production techniques. Updated for After Effects 6.5, this new edition covers the most significant Version 5 and 6 features including 3D space, cameras, lights, parenting, text, animation presets, paint, and expressions. Each carefully structured project presents the why behind the steps, so you can adapt these techniques to your own designs and motion graphics work. All contain timeless concepts that will be of use for many years to come. After Effects in Production also contains six case studies of commercial projects created by award-winning studios such as ATTIK, Belief, Curious Pictures, The Diecks Group, Fido, and the authors' own studio, CyberMotion. These detail the integration of After Effects, 3D programs, live action, and a variety of animation techniques, revealing the artistic concepts behind the spots as well as the inventive techniques used to execute them. The enclosed DVD contains QuickTime movies of each of the final animations, allowing you to step through them frame-by-frame so you can examine them in detail.

*How to Cheat in After Effects* Chad Perkins,2013-07-24 This title provides you with concise, step-by-step tutorials for advanced techniques that will make you look like an After Effects guru, even if you aren't yet. Each technique is presented in a stand-alone fashion, allowing you to focus on just that specific lesson, not how it fits into a larger project.

After Effects Expressions Marcus Geduld,2013-07-18 Put the power of Expressions to work in your animations with controls and efficiencies impossible to achieve with traditional keyframing techniques. No programming skills are required. Foundation concepts and skills orient the new designer and serve as a handy reference to the experienced one. Basics of creating expressions,

variables, commands, and expression helpers precede the leap into javascript and math essentials for more advanced expressions that include randomness, physical simulations and 3D. Full color illustrations display the scripts and the resulting effects, pickwhip techniques, and sequential animations. Downloadable companion files include Quicktime movies of the demo animations, and AE project files that permit you to examine the Expressions. Extensive notes are provided to aid you in implementing the extensive library of Expressions available for your use on Adobe LiveDocs.

*Creating Motion Graphics with After Effects* Chris Meyer, Trish Meyer, 2013-02-11 After Effects CS5.5 Update: [/tv.adobe.com/show/after-effects-cs55-new-creative-techniques/](http://tv.adobe.com/show/after-effects-cs55-new-creative-techniques/) Chris and Trish Meyer have created a series of videos demonstrating how to use their favorite new and enhanced features in After Effects CS5.5. Virtually all of these videos use exercise files from *Creating Motion Graphics with After Effects* (5th Edition for CS5) as their starting point, extending the usefulness of this book for its owners. These videos may be viewed for free on AdobeTV. \* 5th Edition of best-selling After Effects book by renowned authors Trish and Chris Meyer covers the important updates in After Effects CS4 and CS5 \* Covers both essential and advanced techniques, from basic layer manipulation and animation through keying, motion tracking, and color management \* The downloadable resources are packed with project files for version CS5, source materials, and nearly 200 pages of bonus chapters Trish and Chris Meyer share over 17 years of hard-earned, real-world film and video production experience inside this critically acclaimed text. More than a step-by-step review of the features in AE, readers will learn how the program thinks so that they can realize their own visions more quickly and efficiently. This full-color book is packed with tips, gotchas, and sage advice that will help users thrive no matter what projects they might encounter. *Creating Motion Graphics*

5th Edition has been thoroughly revised to reflect the new features introduced in both After Effects CS4 and CS5. New chapters cover the revolutionary new Roto Brush feature, as well as mocha and mocha shape. The 3D section has been expanded to include working with 3D effects such as Digieffects FreeForm plus workflows including Adobe Repoussé, Vanishing Point Exchange, and 3D model import using Adobe Photoshop Extended. The print version is also accompanied by downloadable resources that contain project files and source materials for all the techniques demonstrated in the book, as well as nearly 200 pages of bonus chapters on subjects such as expressions, scripting, and effects. Subjects include: Animation Techniques; Layer Management; Modes, Masks, and Mattes; Mastering 3D Space; Text Animation; Effects & Presets; Painting and Rotoscoping; Parenting, Nesting, and Collapsing; Color Management and Video Essentials; Motion Tracking and Keying; Working with Audio; Integrating with 3D Applications; Puppet Tools; Expressions; Exporting and Rendering; and much more.

*The Focal Easy Guide to After Effects* Curtis Sponsler, 2005 This ideal quick reference to Adobe's motion graphics and visual effects software package, After Effects, includes an easy-to-understand collection of instructive examples that are simple to understand and put into practice. Readers learn how to open and install After Effects and be up-and-running out of the box immediately.

### **Adobe After Effects Classroom in a Book (2021 release)**

Lisa Fridsma, Brie Gyncild, 2020-12-15 The fastest, easiest, most comprehensive way to learn Adobe After Effects Classroom in a Book®, the best-selling series of hands-on software training workbooks, offers what no other book or training program does -- an official training series from Adobe, developed with the support of Adobe product experts. Adobe After Effects Classroom in a Book (2021 release) contains 15 lessons that cover the basics and beyond, providing countless tips and techniques to help you

become more productive with the program. Learn how to create, manipulate, and optimize motion graphics for film, video, DVD, the web, and mobile devices. You can follow the book from start to finish or choose only those lessons that interest you.

Purchasing this book includes valuable online extras. Follow the instructions in the book's "Getting Started" section to unlock access to: Downloadable lesson files you need to work through the projects in the book Web Edition containing the complete text of the book, interactive quizzes, and videos that walk you through the lessons step by step What you need to use this book: Adobe After Effects (2021 release) software, for either Windows or macOS. (Software not included.) Note: Classroom in a Book does not replace the documentation, support, updates, or any other benefits of being a registered owner of Adobe After Effects software.

*After Effects Apprentice* Chris Meyer, Trish Meyer, 2016-03-10 Whether you're new to After Effects and want to get up to speed quickly, or already a user who needs to become familiar with the new features, *After Effects Apprentice* was created for you. With 12 core lessons including a trio of projects combining After Effects with CINEMA 4D Lite, you'll learn how to tap this program's vast potential - whether you create motion graphics for network television, corporate communications, or your own projects. Fully updated to cover the major new features added in After Effects CC, this edition of the book presents a professional perspective on the most important features a motion graphics artist needs to master in order to use After Effects effectively. You'll learn to creatively combine layers; animate eye-catching titles; manipulate 3D space; color key, track or rotoscope existing footage to add new elements; and use effects to generate excitement or enhance the realism of a scene. Easy to follow, step-by-step instructions guide you through the features, with explanations of the why instead of just the how behind each technique. You'll learn more than just the tools; you'll learn skills

that you can immediately put to work expressing your own ideas in your productions. **USER LEVEL:** Novice-Intermediate Topics include how to: • Animate, edit, layer, and composite a variety of media. • Manipulate keyframes and the way they interpolate to create more refined animations. • Use masks, mattes, stencils and blending modes to add sophistication to your imagery. • Create, animate, and extrude text and shape layers. • Explore 3D space, including using CINEMA 4D Lite. • Use tracking and keying to create special effects, such as replacing screen displays. A companion website at [www.routledge.com/cw/meyer](http://www.routledge.com/cw/meyer) makes available for download all exercise source material and After Effects CC project files required to get the most out of this book.

**After Effects and Photoshop** Jeff Foster, 2006-07-14 ... a book that needs to be on every motion graphic designer's shelf. —Scott Kelby, President, National Association of Photoshop Professionals Author Jeff Foster appeared on the DV Guys, a weekly radio show devoted to DV professionals and enthusiasts, for a LIVE online interview on Thursday, June 17, 2004. If you missed it, you can still listen to their archive. If you're in the business of motion graphics or desktop digital video production, you know that Adobe's After Effects and Photoshop are two of the most indispensable content creation tools. More integrated than ever before, the world's number-one compositing and image-editing programs can be used in tandem to create quality work at a relatively low cost. But it takes years of experience to figure out how to get the most out of this remarkable duo. With *After Effects and Photoshop: Animation and Production Effects for DV and Film*, graphics guru Jeff Foster has created the first book devoted to showing how you can use these two programs together to produce animations and effects on the desktop. This practical guide focuses exclusively on techniques commonly used in the field as well as cutting-edge production tricks. These hands-on projects will demystify cool Hollywood effects and help you solve your daily challenges. And they'll inspire you to think more

artistically when approaching your creations. Inside, you'll discover pro techniques for motion graphics and video production, including how to: Add depth and realism to your animations by mimicking real motion Use exaggerated movements to enhance characterization Apply 3-D animation to 2-D images Remove background fodder with blue-screen garbage mattes Employ rotoscoping techniques for frame-by-frame retouching Construct realistic composites and scene locations using matte painting techniques Make movies from stills by simulating 3-D camera motion Utilize perspective, speed, and scale to create believable moving objects Produce realistic special effects such as noise, clouds, and smoke Practice imaginative motion titling effects that grab people's attention Develop professional scene transitions using 3-D layer animations And much more! Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

After Effects and Cinema 4D Lite Chris Jackson, 2014-09-04

One of the most exciting new features in After Effects is the integration of Cinema 4D using the CINEWARE plug-in and a free version of Cinema 4D Lite. Both provide a wide assortment of new 3D tools and options that are difficult or nearly impossible to achieve in After Effects alone. This book clearly demonstrates how the new 3D workflow bridges the two applications together to raise the design bar for motion graphics and broadcast design. Hands-on exercises teach you essential production skills including: Modeling in CINEMA 4D Lite Importing 3D models in After Effects Tracking 3D motion in After Effects Compositing with CINEWARE Using MoGraph features in CINEMA 4D Rendering and optimization techniques Additional online materials include project files and videos showcasing the techniques covered in the book. To access these materials, please see the 'eResources' tab.

**Adobe After Effects Classroom in a Book (2021 Release)**

Lisa Fridsma, Brie Gyncild, 2021-01-06 This book contains 15

lessons that cover the basics and beyond, providing countless tips and techniques to help you become more productive with the program. Learn how to create, manipulate, and optimize motion graphics for film, video, DVD, the web, and mobile devices.

After Effects 5.5 Magic Nathan Moody, Mark Christiansen, 2002 The book's visuals and professional-level tutorials are by some of the world's top motion graphics designers. Each contributor applies his or her personal visual style to the book, giving the reader an array of expert approaches to draw upon. The book focuses on real-world extended techniques rather than single-feature how-to's.

*Great TED Talks: Creativity* Tom May, 2021-06-10 This unofficial compilation reviews the 100 best TED talks about creativity from great minds worldwide. With quirky graphics and memorable quotes, *Great TED Talks: Creativity* will inspire your thinking, open your mind to new perspectives and ignite your passion for creativity. Learn how to keep your focus from masters such as Google engineer Matt Cutts and advertising legend Rory Sutherland. Be open to new ways of thinking, and discover what author Elizabeth Gilbert and musician Sting do when they have a creative block. Find inspiration in unusual places, and learn how to get 'Aha!' moments with Blue Man Group cofounder Matt Goldman. Encounter new ways to work with others, including entrepreneur Chip Conley's tips on bridging the generation gap within your team and artist Marina Abramović's advice on collaborating with your audience. There are thousands of TED talks to navigate—this book curates the most inspiring and provides a commentary on the top 100 ways to boost your inventiveness, find new avenues to explore, and overcome creative blocks to unleash your full potential.

*Adobe After Effects CS4 Classroom in a Book* Adobe Creative Team, 2010-04-16 Visual effects and motion graphics pros of all stripes - from broadcast professionals to VFX supervisors to Web designers who need to produce occasional video segments - will



welcome the dramatically accelerated features provided in the brand-new After Effects CS4. This best-selling book has been revised to cover all that's new in this upgrade: the ability to import 3D layers from Photoshop; the Cartoon effect that converts live-action footage into stylized imagery; Adobe Device Central CS4, which lets you preview and test animations for mobile devices, and more. Designed around a single complex project that's broken down into manageable lessons, this book mimics a real-world workflow - but one that readers tackle at their own pace. Contains all the lesson files and footage readers need to complete the lessons. All of Peachpit's eBooks contain the same content as the print edition. You will find a link in the last few pages of your eBook that directs you to the media files.

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**Creative After Effects 7** Angie Taylor, 2013-10-28 Realize your creative potential with a working knowledge of After Effects 7. Renowned artist and designer Angie Taylor demonstrates professional workflows and inspires with practical tutorial lessons that help put the theory (and you!) to work. You'll learn from a comprehensive survey of the new interface and features, with illustrated techniques for animation, visual effects and motion graphics. Practice exercises to reinforce essential techniques, and continuous projects challenge you with fantastically creative uses of the application. The companion DVD includes everything you'll need to complete the tutorials as well as an array of bonus plug-

ins and demo software.

**The Cool Stuff in Premiere Pro** Jarle Leirpoll, Dylan Osborn, Paul Murphy, Andy Edwards, 2017-10-11 Gain in-depth knowledge of Premiere Pro, and learn how the software “thinks.” You'll acquire new skills that will help you choose the best workflow for your project, and simplify and accelerate your video editing process. Learn how you can edit a lot faster with smarter workflows that automate several steps in the editing process. You'll also see how custom settings, presets, keyboard shortcuts and templates saves hours of work. By tailoring the software to your needs you save clicks on just about every task. With many traditional jobs now being done by one person, its important to understand audio smoothing, color grading, motion graphics, and advanced editing techniques. You'll learn these skills and disciplines and see how they'll enhance your project's workflow. All the authors are professional editors and want to know exactly how to cut your film as fast as possible with top quality output. There is invaluable information in *The Cool Stuff in Premiere Pro* that's not available anywhere else - not even in Adobe's own manuals. What You'll Learn Edit faster, no matter what the project Understand the technical stuff, like timeline settings, render codecs, color subsampling, export settings, effect controls and monitor settings Know when to send your clips to other Adobe software, and how to treat them there. Master the Premiere Pro timeline, even stacks of timelines, and edit, trim and adjust with ease Who This Book Is For Video journalists (and everyone else) will learn how to edit faster and get home in time for dinner. Bloggers will learn how to make their online video and audio “pop”. Film cutters will learn how to organize, rough cut and fine tune huge amounts of material effectively and how to output for digital cinema. Experienced video editors will learn how to deal with multi-track audio and to work faster in every step of the edit. Marketing people who edit video for social media and web pages will learn simpler ways to make a faster cut.

Teachers in media studies will understand the logic in Premiere Pro, and be better prepared for teaching video editing.

Adobe After Effects 3.1 Adobe Systems,1997 Written by the staff of the Adobe After Effects product team, this book is the fastest, easiest way to learn and master Adobe After Effects and have it up and working in hours. The CD contains movies, clips, images, sounds, and type used in tutorial files.

**Compositing Visual Effects in After Effects** Lee

Lanier,2015-11-19 Create vibrant visual effects with Adobe After Effects. Gain the tips, tricks, and applied knowledge you need to carry out essential visual effects tasks and bring your digital compositing to the next level. In *Compositing Visual Effects in After Effects*, industry veteran Lee Lanier covers all the common After Effects techniques any serious visual effects artist needs to know, combining the latest, professionally-vetted studio practices and workflows with multi-chapter projects and hands-on lessons. Engaging, full-color tutorials cover: Altering resolutions and frame rates Channel and color space manipulation Rotoscoping and masking Matchmoving and motion tracking Keying green screen Working in the 3D environment and integrating 3D render passes Particle simulation Color grading and distressing Expressions and project management The companion website ([www.focalpress.com/cw/lanier](http://www.focalpress.com/cw/lanier)) features video image sequences, 3D renders, matte paintings, and other tutorial materials, allowing you to immediately apply the techniques taught in the book.

*Adobe After Effects Cc for Motion Graphics Designing* Mark MYERS,2019-08-25 Bring your characters to life with Adobe After Effects. Explore the essential tools and techniques for character animation in *Learn After Effects* by working through examples that examine each feature as it applies to an animator's workflow. Discover how to rig characters with the Puppet tools and expressions, animate keyframes in the Graph Editor, and animate on the fly--with your mouse--using motion sketching. Plus,

discover how to add 3D layers and cameras to your scenes for a multidimensional perspective on your characters. This Book is an introduction into Adobe After Effects CC. It will get you started with understanding the software to create effects, animations, titles and more for your video projects. This Book will take you from the very beginning of opening After Effects and learning the panel windows and settings to creating your first motion graphic title. This Adobe After Effects book is meant for people interested in learning how to create titles for their videos, simple animations, and introduction to motion graphics. This course is probably not for you if you're looking to learn advanced After Effects workflows, techniques, and 3D graphics. This Book teaches you how to use this immensely powerful tool for creating an extensive variety of audio and visual effects. In the view of the fact that Adobe After Effects is an indispensable means of high quality video and audio production we make sure that we are equipped with advanced technological workstations to better learn and use this software.

### **Ultra 3D Earth Animation After Effects Project A B**

Lawal, 2019-11-09 In this tutorial you will learn step by step how to design a 3D animation of the earth inside of After Effects CC. You will find this tutorial very helpful if you are a rookie learner of 3D animation or if you need a hands-on project to improve your skills in 3D animation design. I designed this tutorial carefully with beginners in mind so that they can learn step by step at their own pace. They will easily grasp the fundamental concepts, and learn a handful of great features of After Effects CC they need to become a master of 3D animation. The exercises and solutions I included provide further help for creating even more advanced animation projects and extra rooms for experimentation and exploration. It's easy to follow this tutorial from start to finish, and you can check your results against the solutions I provide in the book. So don't miss this opportunity to learn 3D animation from a completely simplified tutorial like this one.

Learn Adobe After Effects CC for Visual Effects and Motion Graphics Joe Dockery, Conrad Chavez, 2019-03-15 Motion graphics are no longer just for movie and television screens. You now see motion graphics anywhere there's a moving image, including your desktop web browser, your smartphone, and on digital signage when you shop or travel. Creating motion graphics with Adobe After Effects can enhance your value as a creative professional. Learn Adobe After Effects CC by building cool creative projects that teach you how to: Apply and customize effects and layer styles, and use animation presets to apply pre-built animations and effect combinations Achieve advanced effects quickly using techniques such as green screen background removal, masking, speed changes, motion tracking, and animation in 3D space Animate individual layers of still graphics imported from Adobe Photoshop and Adobe Illustrator Animate text, including changing type size, letter spacing, rotation, and color over time, and flowing text along a path Create a set of visually consistent intro videos for a social media platform, while practicing efficient production techniques Export a motion graphics composition once and render multiple versions for different delivery media (such as television, web sites, and smartphones) This study guide uses over 7 hours of video integrated with text to help you gain real-world skills that will get you started in your career in motion graphics. It lays the foundation for taking the Adobe Certified Associate (ACA) certification exam and helps prepare you for an entry-level position in a competitive job market.

Whispering the Secrets of Language: An Psychological Journey through **After Effects Tutorial**

In a digitally-driven earth where screens reign great and instant transmission drowns out the subtleties of language, the profound techniques and mental subtleties hidden within words frequently

move unheard. However, located within the pages of **After Effects Tutorial** a fascinating fictional treasure pulsating with fresh emotions, lies an exceptional quest waiting to be undertaken. Penned by a skilled wordsmith, that wonderful opus invites readers on an introspective trip, softly unraveling the veiled truths and profound affect resonating within the very fabric of each word. Within the psychological depths of this touching review, we can embark upon a honest exploration of the book is core themes, dissect their interesting writing type, and succumb to the powerful resonance it evokes serious within the recesses of readers hearts.

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