Advanced Adobe After Effects CC

1. **Using 3D Features**
   1. Creating 3D text
   2. Cameras, lights, and points of interest
   3. Using 3D views
   4. Importing a background
   5. Adding 3D lights
   6. Adding a camera
   7. Animating objects in 3D
   8. Animating a camera with auto orient
   9. Animating a camera with point of interest
   10. Animating light
   11. Animating aperture

2. **Using 3D Engine**
   1. Engines: Classic 3D, Cinema 4D, Ray-traced 3D
   2. Extruding text in After Effects
   3. Extruding shapes in After Effects
   4. Using Illustrator shapes for extruding
   5. Geometry options of an image
   6. Environmental Layers

3. **Cinema 4D**
   1. Working with Cinema 4D Lite
   2. Integrating the C4D layer in After Effects

4. **Working with the 3D Camera Tracker**
   1. About the 3D Camera Tracker effect
   2. Repairing rolling shutter distortions
   3. Tracking the footage
   4. Creating a ground plane, a camera, and the initial text
   5. Creating realistic shadows
   6. Adding ambient light
   7. Creating additional text elements
   8. Locking a layer to a plane with a null object
   9. Animating the text
   10. Adjusting the camera's depth of field

5. Warp Stabilizing

1. Stabilization Properties
2. Border Properties
3. Advanced Properties
4. Stabilize
5. Reversible Stabilization
6. Reverse Stabilization
7. Apply Motion to Target
8. Apply Motion to Target over the original

6. Particle Playground

1. Using Particles for compound control layers
2. Understanding Particles in general
3. Canon
4. Grid
5. Layer Exploder
6. Particle Exploder
7. Layer Map
8. Gravity
9. Repel
10. Wall
11. Persistent Property Mapper
12. Ephemeral Property Mapper

7. Other Simulation Effects

1. Foam vs CC Bubbles
2. Particle Playground vs CC Particle World (Particle System II)
3. Shatter
4. Card Dance
5. Caustic
6. Foam
7. Wave World

8. Effects

1. Stroke
2. Scribble
3. Write-on
4. Paint

9. <u>**Effects**</u>
1. Overview of the most commonly used effects in After Effects
2. Tips and Tricks from the instructor
3. Q and A