

CONTENTS

Chapter 1 ■ Getting Started with After Effects CS6	1
Understanding Motion Graphics	2
Digital Video	2
Pixel Dimension	2
Frame Rate	2
Pixel Aspect Ratio and Frame Aspect Ratio	3
Resolution and Transparency	3
Exploring the New and Enhanced Features	3
Understanding System Requirements	5
Launching After Effects CS6	5
Exploring the After Effects CS6 Application Window	7
The Menu Bar	8
The Tools Panel	8
The Project Panel	9
The Composition Panel	9
The Timeline Panel	9
Creating a New Project	10
Working with Compositions	11
Understanding Nested Composition	11
Creating a New Composition	13
Importing Photoshop/Illustrator Files as Compositions	15
Saving a Project	19
Customizing After Effects CS6	20
Customizing a Workspace	20
Saving a Workspace	22
Changing the Workspace Brightness	23
Changing the Undo-Level	23
Enabling the Auto-Save Feature	24
Quitting After Effects CS6	25
Chapter 2 ■ Working with Footage	27
Overviewing Projects, Compositions, and Layers	28
Importing Footage Items	28
Creating Folders and Subfolders	29
Importing Image Sequences	31
Importing Still Images, Video, and Audio Files	33
Importing Premiere Pro Project	35
Moving Footage Items	37
Interpreting Footage Items	38
Previewing Footage Items	40

Previewing Still Images	40
Previewing Video.....	42
Previewing Audio.....	44
Trimming a Video Footage	45
Looping a Footage Item	48
Locating Missing Files.....	49

Chapter 3 ■ Working with Layers	53
--	-----------

Using Layers in After Effects CS6	54
Adding a Layer/Composition into the Timeline Panel	55
Creating a New Layer	56
Understanding Layer Stacking Order	58
Exploring Layer Switches	60
Showing or Hiding Layers.....	62
Soloing a Layer.....	63
Locking or Unlocking a Layer.....	65
Shying a Layer.....	65
Working with Layer Properties.....	67
Setting a Layer Property	68
Applying Blending Modes.....	70
Applying Layer Styles.....	73
Working with 3D Layers.....	76
Creating a 3D Layer	78
Transforming 3D Layers.....	79
Working with Lights.....	83
Adding a Light.....	83
Modifying Light Settings.....	85
Working with Cameras	87
Adding and Manipulating a Camera	88
Tracking 3D Camera Movement.....	92

Chapter 4 ■ Drawing and Painting	95
---	-----------

Working with Shape Tools.....	96
Exploring Built-In Shape Tools	96
Exploring Shape Tool Options	98
Drawing a Parametric Shape.....	100
Modifying a Shape	102
Using Pen Tool to Create Shapes	103
Editing a Shape	107
Using Path Operations.....	110
Using the Repeater Path Operation.....	111
Using the Pucker & Bloat Operation.....	114
Working with Paint Tools	116
Using Brush Tool	117

Using Clone Stamp Tool120
 Using Eraser Tool122

Chapter 5 ■ Working with Animation 125

Working with Keyframes126
 Adding Keyframes Manually126
 Adding Keyframes Automatically128
 Editing a Keyframe129
 Copying and Pasting Keyframes130
 Animating Layer Transformations132
 Working with Motion Path135
 Animating 3D Layers138
 Using Null Objects140
 Animating Cameras143

Chapter 6 ■ Working with Text 147

Using Text in After Effects148
 Creating Text using Type Tools149
 Formatting the Text152
 Creating Outlines from Text153
 Creating Mask from Text155
 Creating Text on Path158
 Animating Text159
 Using a Text Animation Preset161
 Creating Custom Text Animation164
 Working with 3D Text168

Chapter 7 ■ Working with Masks, Track Mattes, and Chroma Keys 171

Working with Masks172
 Creating a Mask using a Shape Tool173
 Creating a Mask using Pen Tool175
 Editing a Mask Path178
 Creating a Vignette Effect185
 Animating a Mask189
 Using Mask Feather Tool192
 Working with Track Mattes194
 Working with Chroma Key199
 Creating a Garbage Matte200
 Creating a Chroma Key201
 Refining a Matte205
 Using Color Corrections208

Chapter 8 ■ Working with Effects, Presets, and Audio	211
Exploring the Effects & Presets Panel	212
Exploring the Effect Controls Panel	214
Applying Effects	216
Locating Effects in the Effects & Presets Panel	216
Applying an Effect on a Layer	219
Applying Effects on a Mask	221
Animating Effects	223
Selecting and Applying Animation Presets	226
Saving an Animation Preset	228
Working with Audio	230
Adding Audio	231
Trimming an Audio	232
Using the Time Remapping Feature	236
Applying Audio Effects	240
Chapter 9 ■ Rendering and Exporting	243
Understanding the Render Queue Panel	244
Rendering a Composition	245
Adjusting the Render Settings	248
Rendering an Individual Frame	253
Duplicating a Render Item	258
Trimming a Composition	260
Cropping a Composition	264
Exporting in After Effects CS6	267
Exporting a Project File	268
Exporting a Composition for the Web	272
Exporting Compositions for Mobile Devices	278