NISDA

Video Editing/Motion Graphics Course Oultine

Premiere Pro

Ch.1 Fundamentals of Video editing and PR
Difference Between Video Editing/Motion Graphics, Video Graphy and Video-production
Career and Job benefits for Video Editor
Introduction to Video Editing
Benefits and Powers of Adobe Premiere
Introduction to Adobe Premiere
Starting a New Project
Starting a New Sequence
Pixel Aspect Ratio
Fields

Ch.2 Pr Workflow and Panels
Importing Data
Managing Bins
Screens and Displays
Arrangement on Timeline
Tools
Ripple Roll
Razor

Ch. 3 Key frames and Nesting
Key frames
Opacity
Transformation
Size
Animation with key frames
Transitions
Nesting two clips

Ch.4 Audio Editing in Audition and PR
Working on Audio
Audio Mixing
Ch. 5 Typography in PR
Introduction to Text
Text Properties
Title Animation
Scrolling text
News Tickers

Lower Thirds
Video in Text

Ch.6 Cinematography
Video Effects 1
Blur one thing
Cinematic Look
clone effect
Chroma / green screen
Background Change
Split Screen and video stablization

Ch.7 Colour, Stabilization, Presets
Video Effects 2
Magnification
Fast Forwarding Slow Motion
Freeze frame
Warp Stabilization
Colour Correction
Colour Grading
Presets

Ch.8 Exporting
Exporting Video
Video Formats
Bit rates
Best Settings

After Effects

Ch.9 Fundamentals of After Effects
Introduction to After Effects
Projects and Compositions
Panels
Import PSDs
Placeholders
Layers and their workflow

Ch.10 Tranformation of Layers
Arrange, Trim, Split
Anchor Point
Scaling Rotating
Parents Child Relationship
Blending in AE

Ch.11 Keyframes and Null Object
Key frames
Motion Path
Object on Paths
Null Objects
Key frame Interpretation
Ch. 12 Slide Show with ADJ Layers
Adjustment Layer
Slide Shows
Ch.13 Camera and 3D Objects
Creation of 2D and 3D Objects in After Effects
3D axis with Cube example
Animation of Objects
Camera Layer
Uses of Camera in AE
Camera Path
Ch.14 Lights
Lights
Spot , Parallel and Point Lights
Casting Shadows in 3D workspace
Ch.15 Motion Animation and Puppet
Puppet Tool
Motion Tracking
Camera Tracking
Ch.16 Auddio Spectrum
Audio Spectrum
Time Remapping
Ch.17 Tool Effects
Paint Brush Tool
Stroke
Clone Shaping
Eraser
Ch.18 Effect Bar, Logo Animation
Effects
Logo Animation
Ch.19 Color Isolation
Pen Tool
Colour Isolation

Ch. 20 Masking and Filling
Scribble Animation
Auto Trace Mask
Bezier Shapes
Fill a Shape with Liquids
Ch.21 Text Effects
Gradient Fill
Shape repeater
Water Flow in Text
3D Text
Hand Writing
Ch. 22 Rotobrush and Exporting
Roto Brush Tool
Presents
Transitions
Illustrator to AE
Premiere to AE
Exporting and Rendering