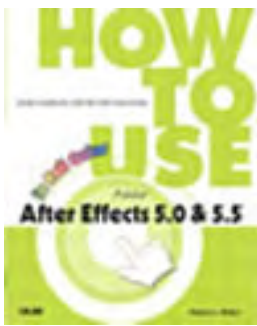


Bakez Communications

Creator and purveyor of fine user information on graphic design and software:
books - technical publications - online articles - eBooks

How to Use Adobe After Effects 5.0 & 5.5, Que Publishing, 2002

About the Book:



How to Use Adobe After Effects X is a four-color, task-based book that starts with common functions, and gets the reader producing results by provides information on common tasks and how to solve problems quickly. It is designed as a quick reference and is intended for the user to integrate it into their workflow when learning to use After Effects. The book is broken down into sections, each covering a functional area. Each task in a group covers a different topic, thus making the tasks standalone segments. Materials are provided for each task area. The reader need not complete tasks in one area in order to use the materials for another area.

Key Tasks from "How to Use After Effects 5 & 5.5"

This is a list of tasks from the book's inside cover. These tasks are among the most basic to consider when working with After Effects.

1-1 Starting a Project

2-1 Adjusting Project Settings to Save Time and Effort

3-2 Adjusting the Composition Display

4-2 Working with the Timeline's Layout

4-3 Viewing Information on the Timeline (A/V features panel)

5-2 Using the Time Ruler to Keep Track Of Your Location

6-1 Adding Dimension and Interest with Layers

6-4 Understanding Layer Properties

7-3 Viewing Layers in the Composition Window

8-2 Working with Layer-Time Markers to Identify Important Locations

9-1 Setting Keyframes

9-2 Working with Keyframes and the Keyframe Navigator

10-1 Using Motion Sketch to Draw a Motion Path

13-1 Working with Text

14-1 Adding Interest Using Special Transparency Layers

15-1 Creating Layers that Show Through Parts of Other Layers

16-1 Applying and Controlling Effects

16-2 Setting and Changing Effect Property Values

19-1 Working in Three Dimensions for Impact

19-2 Changing 3D Layer Positions Visually

20-1 Working with Cameras in the Composition Window

20-5 Adding Lights to Create Depth

21-1 How 3D Layers Use 2D Elements



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