








>> Course Overview

In this course, students will explore the comprehensive Adobe After Effects software. Adobe After Effects is the industry standard for making motion graphics and special effects for presentations, internet content, and video. Both Windows and Mac OS systems can run After Effects, so students will uncover the nuances of working with each. The modules in the course will take students through the creation of a project from defining the audience to organization to publishing their creations.

>> Course Outline by Module

Module 1	Working in the Visual Effects and Motion Graphics Industry Part I
Module 2	Working in the Visual Effects and Motion Graphics Industry Part II
Module 3	Project Setup and Interface
Module 4	Organizing Projects
Module 5	Creating and Modifying Visual Elements Part I
Module 6	Creating and Modifying Visual Elements Part II
Module 7	Publishing Digital Media

>> Course Elements

-  Video Instruction
-  Interactives
-  Reading
-  Projects
-  Reflections
-  Concept Checks
-  Quizzes and Exams



>> Instructional Components

Pointful Education Courses are structured in a consistent, research-based format utilizing multiple pedagogical concepts such as Understanding by Design, Growth Mindset, and Video and Project-based learning. Through the use of these pedagogical concepts, Pointful Education maintains a consistent and engaging course structure that supports student-centered learning.

>> Course Materials

This course requires specific external software. The purpose is to provide students with hands-on learning opportunities in which they gain experience working with the software related to the course. This will ensure students have the necessary experience and task-based practice required for success on the certification exam. Course Materials: Adobe v18 or above.