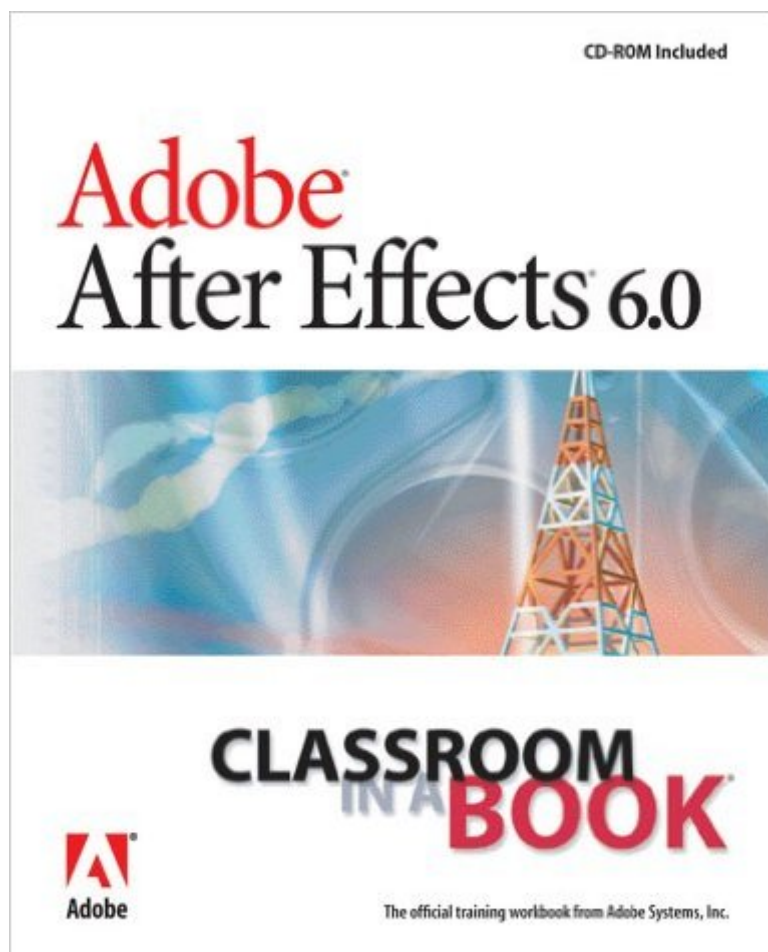


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# Adobe After Effects 6.0 Classroom In A Book



## Synopsis

Tired of having your creative process held up as you wait for your computer to "think" (i.e., render)? Wait no longer! Whether you're a broadcast pro, marketing specialist, or Web designer, if you work with video, you'll welcome the dramatically accelerated 2D and 3D rendering afforded by the brand-new After Effects 6.0 (\$699, Standard Edition; \$999, Professional Edition). Here to help you dive right into Adobe's motion-graphics and effects powerhouse is Adobe After Effects 6.0 Classroom in a Book. The team at Adobe has thoroughly revised the best-selling previous edition to cover all that's new in this upgrade. Designed around a single complex project that's broken down into manageable lessons, this book-and-CD package mimics a real-world workflow--but one you tackle at your own pace! The CD contains all the lesson files needed to complete the lessons.

## Book Information

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## Customer Reviews

A tutorial driven book whereas the student completes 11 lessons total with the end goal of creating an 18 second movie playable for either television or web. (Note: This book is compatible with either the "Macintosh" or Windows" version.) These lessons are presented in a procedure-like fashion so ultimately the student learns this program with his or her "hands" rather than by verbal instruction or explanation. Each lesson is thorough and complete in teaching the student how to import various formats, manipulate them, animate, transform and composite them into a coherent animation. Also covered are lens flare effects, text effects, and adjusting live action footage. Ultimately, this book is quite competent in teaching all of the above in a step-by-step manner. Each lesson takes about a

half-hour to an hour to do so if you are motivated you can burn through this entire book in a fast weekend. My animation experience is primarily with Macromedia FLASH so I figured that when I opened up the "After Effects" manual it would all come to me in a "whooshing epiphany". This was not the case since "After Effects" is quite rich in content and complexity and it requires lots of practice and detail driven tutorials to really grasp this program. Subsequently, this book provided me with the understanding and tutorials I needed to really learn this program

This book is for anything but the classroom. The material is too complex for new students. I used it in three sessions. I could not get over the stress of teaching it. My students found that AE is too hard. It seems that the writers ignored that people have short memories. They expected the readers to keep up with a long project, the subject of the book. I found that the Meyer books had a better approach.

AE 6 is a revolution from 5.5, and I've only had it two days. This book is very well written and presented, and the examples and the project it has you create give a really good overview of the program. BUT... Sadly, it barely touches on any of the amazing new capabilities of the program and is therefore pretty much redundant for experienced users. Far more useful and informative are the help files within the program itself - tutorials and examples of the new functions. I'd recommend this for new users only.

I was completely disappointed with this book. It works with tutorials of simple PSD shape files. I am a newbie at After Effects but I heard so much about how it interacts 100% with Premiere Pro and Adobe Photoshop that I expected more of that in that book. There is no reference on how to mask Alpha Channels of PSD files or even in depth interaction with Photoshop. I know that this is a beginners book but at least by the end we could have something more advanced.

I thought this book was an excellent introduction to After Effects. You work on a single, meaningful project throughout the book. This book focuses only on After Effects - it mentions other products but only in passing - appropriate, I feel, for a beginner tutorial. It's also meant to be used in tandem with the user guide for further explanation of certain topics. Are you going to want more after this? Absolutely. This is only a start but a very good one.

I found this book extremely frustrating to follow. The structure is fine in that you 'build' a project

continuously but I had problems with the files on the cd and ended up having to figure out a lot of things by myself. For example, why isn't the very first file that you import the length of the composition? It's VERY frustrating to be following instructions precisely and to have the very first exercise not function because of a technical error, that, as far as I can tell, is largely because an important first step in building a comp has been omitted from the book. Ultimately, I am moving on from this book because I feel I'm wasting so much time trying to 'fill in the gaps' by myself.

This book is so-so intro to After Effects. I liked the fact that all chapters are centered around a single project. However, the book won't teach you much more than what you can learn by looking at the help files or a manual or the free tutorials on Adobe's website. Creating Motion Graphics from Chris & Trish Meyer is head and shoulders above this book.

Seems this book "Classroom in a book" have very strange structure. Every part of book depends from other and if you didn't made previous (just couldn't or found not enough information to do it) - you can't normally make the rest of exercises. That is also not very nice in this book - that very much the same information how to open file, for example. And it's a bit irritating. And such useless information takes a good part of a book. Sometimes not enough screenshots to show important moments, but there are other screenshots, that are unimportant. This book is ok. Would give it 2,5 stars if it would be possible.

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