

# Domain 1 Lesson Plan

Domain 1 - Working in the Visual Effects and Motion Graphics Industry [approximately 5 hours of videos, labs, and projects]				
Lesson	Lesson Topic and Subtopics	Objectives	Exercise Labs	Workbook Projects and Files
<b>Pre-Assessment</b> <b>Assessment</b> <b>time -</b> <b>00:30:00</b>	Working in the Visual Effects and Motion Graphics Industry: Pre-Assessment			
<b>Lesson 1</b> <b>Video time -</b> <b>00:18:07</b> <b>Exercise Lab</b> <b>time -</b> <b>00:04:00</b> <b>Workbook</b> <b>time -</b> <b>00:25:00</b>	<b>Purpose, Audience, and Communication</b> <b>Introduction</b> <b>How to Study for This Exam</b> <b>Tour of Adobe After Effects</b> <b>Content and Its Relevance</b> <b>Video Requirements for Distribution</b>  <b>Communication Techniques</b> <b>Basic Project Management Concepts</b>	1 Working in the Visual Effects and Motion Graphics Industry 1.1 Identify the purpose, audience, and audience needs for preparing visual effects and motion graphics projects. 1.1.a Determine whether content is relevant to the purpose, the audience, and their need. 1.1.b Identify requirements based on how the video will be delivered, distributed, and/or consumed. 1.2 Communicate with colleagues and clients about project plans. 1.2.a Demonstrate knowledge of techniques for communicating ideas about project plans with peers and clients. 1.2.b Demonstrate knowledge of basic project management concepts	Pre-Production	Identify the Purpose and Audience Needs – pg. 9-10 N/A Video Format and Delivery – pg. 11 N/A Project Planning – pg. 14 N/A
<b>Lesson 2</b> <b>Video time -</b> <b>00:26:31</b> <b>Exercise Lab</b> <b>time -</b> <b>00:08:00</b> <b>Workbook</b>	<b>Copyright, Permissions, and Licensing; Video Production Principles</b> <b>Legal and Ethical Considerations</b> <b>Obtain Permissions to Use Content</b>	1.3 Determine the type of intellectual property rights, permissions, and licensing required to use specific content 1.3.a Identify legal and ethical considerations for using third-party content	BYSA BYND	Legal and Ethical Considerations – pg. 17-18 N/A Digital Video Terms– pg. 21 N/A Color Management – pg. 24 N/A

<p><b>time - 00:40:00</b></p>	<p><b>Location Permits Digital Video Terminology Color Management Concepts Post-Production Concepts</b></p>	<p>1.3.b Identify when and how to obtain permissions to use images, audio, or footage 1.4 Demonstrate an understanding of key terminology and tools related to digital audio and video 1.4.a Demonstrate knowledge of digital video and audio terminology 1.4.b Demonstrate knowledge of how color is represented in digital video 1.4.c Understand and use key terms related to video and audio post-production</p>		<p>Post-Production Video and Audio Terms – pg. 25 N/A</p>
<p><b>Lesson 3 Video time - 00:24:03 Exercise Lab time - 00:16:00 Workbook time - 00:45:00</b></p>	<p><b>Visual Effects and Design Principles Animation Principles Composing Techniques Common Cinematic Terms Design Principles and Guidelines</b></p>	<p>1.5 Demonstrate knowledge of common animation, visual effects (VFX), and design principles 1.5.a Demonstrate knowledge of common animation terms and principles 1.5.b Demonstrate knowledge of standard compositing techniques 1.5.c Define common cinematic composition terms and principles 1.5.d Identify general design principles and guidelines for motion graphics</p>	<p>Animation Examples Four Animation Terms Types of Compositing Cinematic Terms</p>	<p>Common Animation Terms – pg. 28-29 N/A Compositing Techniques – pg. 32-33 N/A Photographic/Cinematic Composition Terms – pg. 36 N/A Guidelines for Motion Graphics – pg. 37-38 N/A</p>
<p><b>Post-Assessment Assessment time - 01:00:00</b></p>	<p>Working in the Visual Effects and Motion Graphics Industry: Post-Assessment</p>			

# Domain 2 Lesson Plan

Domain 2 - Project Setup and Interface [approximately 6.5 hours of videos, labs, and projects]				
Lesson	Lesson Topic and Subtopics	Objectives	Exercise Labs	Workbook Projects and Files
<b>Pre-Assessment</b> <b>Assessment time</b> - 00:30:00	Project Setup and Interface: Pre-Assessment			
<b>Lesson 1</b> <b>Video time</b> - 00:10:35 <b>Exercise Lab time</b> - 00:12:00 <b>Workbook time</b> - 00:20:00	<b>Creating a Project</b> <b>Set Appropriate Settings</b> <b>Creating Compositions</b>	2 Project Setup and Interface 2.1 Create and modify projects and compositions 2.1.a Choose appropriate project settings to meet requirements 2.1.b Create and modify compositions to match the project requirements	Time Display Style Create a New Composition Nested Resolution Preservation	Set Appropriate Settings– pg. 41 N/A Creating Compositions – pg. 42 AE Interface.aep
<b>Lesson 2</b> <b>Video time</b> - 00:18:16 <b>Exercise Lab time</b> - 00:36:00 <b>Workbook time</b> - 00:40:00	<b>Organizing and Customizing Workspaces</b> <b>Identifying Interface Elements</b> <b>Commonly Used Panels</b> <b>Customize Workspaces</b> <b>Configure Application Preferences</b>	2.2 Navigate, organize, and customize the application workspace 2.2.a Identify, navigate, and manipulate elements of the After Effects interface 2.2.b Customize and manage workspaces 2.2.c Configure application preferences	Tools Layer Panel Apply Effects Custom Workspace Assign a Shortcut Edit Workspaces Change Guides Color Reserved RAM Auto-Save	Identifying Interface Elements– pg. 46 22a.aep Commonly Used Panels – pg. 47 22a1.aep Customize Workspaces – pg. 50 22b.aep Configure Application Preferences– pg. 51 22c.aep
<b>Lesson 3</b> <b>Video time</b> - 00:13:07 <b>Exercise Lab time</b> - 00:28:00 <b>Workbook time</b> - 00:30:00	<b>Non-Visible Design Tools</b> <b>Navigate a Composition</b> <b>Add and Use Markers</b> <b>Guides and Grids</b>	2.3 Use non-visible design tools in the interface to aid in video workflow 2.3.a Use non-visible design tools in the interface to aid in video workflow 2.3.b Use markers 2.3.c Use guides and grids	Set a Marker Marker Settings Set Guides Align	Navigate a Composition– pg. 54 23a.aep Add and Use Markers – pg. 55 23b.aep Guides and Grids – pg. 56 23c.aep
<b>Lesson 4</b> <b>Video time</b> - 00:23:46 <b>Exercise Lab time</b> - 00:12:00 <b>Workbook time</b> - 00:45:00	<b>Import and Manage Assets</b> <b>Import Media</b> <b>Importing Images and the Dynamic Link</b> <b>Compatible Files</b> <b>Manage Assets</b> <b>Create Proxies and Folders</b>	2.4 Import assets into a project 2.4.a Import media from various sources 2.4.b Manage assets/footage in an After Effects project	Dynamic Link File Interpretation Create a Proxy	Import Media – pg. 59 24a.aep Importing Images and the Dynamic Link– pg. 60 24a1.aep Manage Assets – pg. 63 24b.aep Create Proxies and Folders – pg. 64 24b1.aep
<b>Post-Assessment</b> <b>Assessment time</b> - 01:00:00	Project Setup and Interface: Post-Assessment			

# Domain 3 Lesson Plan

Domain 3 - Organizing Projects [approximately 6 hours of videos, labs, and projects]				
Lesson	Lesson Topic and Subtopics	Objectives	Exercise Labs	Workbook Projects and Files
<b>Pre-Assessment Assessment</b> time - 00:30:00	Organizing Projects: Pre-Assessment			
<b>Lesson 1</b> <b>Video time - 00:19:52</b> <b>Exercise Lab time - 00:32:00</b> <b>Workbook time - 01:05:00</b>	<b>Use the Timeline Panel</b> <b>Recognize Types of Layers</b> <b>Manage Layers in the Timeline Panel</b> <b>Add Layers and Labels</b> <b>Pre-Composing</b>	3 Organizing Projects 3.1 Use the Timeline panel 3.1.a Recognize the different types of layers in the Timeline panel 3.1.b Use the Timeline panel to manage layers 3.1.b Use the Timeline panel to manage layers 3.1.c Manage multiple layers in a complex composition	Identify Layer Types Rename Resolution Settings for Rendering Add Layers Color-Code Layers Create a Pre-Composition Label Pre-Composition Transform Properties	Recognize Types of Layers– pg. 67 31a.aep Manage Layers – pg. 68 31b.aep Video Quality Settings – pg.69 31b1.aep Add Layers and Labels– pg. 72 31b2.aep Pre-Composing – pg. 73 31c.aep
<b>Lesson 2</b> <b>Video time - 00:10:46</b> <b>Exercise Lab time - 00:12:00</b> <b>Workbook time - 00:30:00</b>	<b>Manage Layers</b> <b>Render Order</b> <b>Null Objects, Parenting</b> <b>Audio</b> <b>Synchronization</b>	3.1.c Manage multiple layers in a complex composition	Parent Convert Audio Levels to Keyframes Delete Channels	Render Order – pg. 76 31c1.aep Null Objects and Parenting – pg. 77 31c2.aep Audio Synchronization– pg. 78 31c3.aep
<b>Lesson 3</b> <b>Video time - 00:17:41</b> <b>Exercise Lab time - 00:16:00</b> <b>Workbook time - 00:55:00</b>	<b>Modify Layer Visibility</b> <b>Adjust Layer Visibility</b> <b>Blending Modes</b> <b>Mattes and Stencils</b> <b>Masks</b>	3.2 Modify layer visibility using opacity, blending modes, track mattes, and masks 3.2.a Adjust a layer’s visibility 3.2.b Create, apply, and manipulate masks and track mattes 3.2.b Create, apply, and manipulate masks and track mattes	Shy Switch Change the Mode Type Opacity Manipulate Mattes Matte Modifications Create a Mask Change the Mask Shape Mask Effects	Adjust Layer Visibility – pg. 81 32a.aep Blend Modes – pg. 81 32a1.aep Mattes – pg. 85 32b.aep Masks – pg. 86-87 32b1.aep
<b>Post-Assessment Assessment</b> time - 01:00:00	Organizing Projects: Post-Assessment			

# Domain 4 Lesson Plan

Domain 4 - Creating and Modifying Visual Element [approximately 12 hours of videos, labs, and projects]				
Lesson	Lesson Topic and Subtopics	Objectives	Exercise Labs	Workbook Projects and Files
<b>Pre-Assessment</b> Assessment time - 00:30:00	Creating and Modifying Visual Element: Pre-Assessment			
<b>Lesson 1</b> Video time - 00:22:58 Exercise Lab time - 00:20:00 Workbook time - 01:00:00	<b>Use Core Tools to Create Content</b> <b>Shape Layers</b> <b>Shape Attributes</b> <b>Practical Use of Shapes</b> <b>The Pen Tool</b> <b>Shapes from Vector Layers and Solids</b> <b>Place Assets in a Composition</b> <b>Temporal and Spatial Position</b>	4 Creating and Modifying Visual Elements 4.1 Use core tools and features to create content 4.1.a Create visual elements using a variety of tools 4.1.a Create visual elements using a variety of tools 4.1.b Place assets into a composition	Shape Attributes Duplicate Shapes Vector Layers Create a Solid Layer Sort Script	Shape Layers – pg. 90 41a.aep Shape Attributes– pg. 91 41a1.aep Practical Use of Shapes – pg. 92 41a2.aep The Pen Tool – pg. 93 41a3.aep Shapes from Vector Layers and Solids– pg. 96 41a4.aep Place Assets in a Composition – pg. 97 N/A
<b>Lesson 2</b> Video time - 00:24:48 Exercise Lab time - 00:12:00 Workbook time - 00:55:00	<b>Add and Animate Text</b> <b>Create Text in a Composition</b> <b>Path Text</b> <b>Add Fonts from Adobe CC</b> <b>Character Settings</b> <b>Paragraph Settings</b> <b>Text Animation Presets</b> <b>Custom Text Animations</b>	4.2 Create, manipulate, and animate text 4.2.a Create text in a composition 4.2.b Adjust character settings 4.2.c Adjust paragraph settings 4.2.d Animate text	Point Text Paragraph Text Set a Text Path Path Text Favorite Fonts Scaling Character Settings Animation Preset Custom Animation	Create Text in a Composition – pg. 100 42a.aep Path Text – pg. 101 42a1.aep Character Settings – pg. 104 42b.aep Paragraph Settings – pg. 107 42c.aep Text Animation Presets – pg. 108 42d.aep Custom Text Animations– pg. 109 42d1.aep
<b>Lesson 3</b> Video time - 00:07:12 Exercise Lab time - 00:16:00 Workbook time - 00:40:00	<b>Adjust Footage in Compositions</b> Trim Layers Inside a Composition Trim Footage in the Footage Panel Adjust Trim with the Work Area Bar Pan Behind Tool	4.3 Adjust footage for use in compositions 4.3.a Adjust layers using a variety of tools 4.3 Adjust footage for use in compositions	Moving and Trimming Set In Points Split Layers Trim Work Area Bar	Trim Layers Inside a Composition – pg. 112 43a.aep Trim Footage in the Footage Panel – pg. 113 43a1.aep Adjust Trim with the Work Area Bar – pg. 116 43b.aep Pan Behind Tool – pg. 117 43b1.aep
<b>Lesson 4</b> Video time - 00:19:55 Exercise Lab time - 00:32:00 Workbook time - 00:35:00	<b>Modify and Manipulate Digital Video</b> <b>Fit To and Transform Properties</b> <b>Video Layer Speed and Direction</b> <b>Time Remapping</b> <b>Auto-Correction Tools</b> <b>Modify and Edit Vector Graphics</b> <b>Auto-Correction Tools</b> <b>Modify and Edit Vector Graphics</b>	4.4 Modify digital media within a project 4.4.a Transform visual elements in the composition 4.4.b Change the speed a video clip 4.5 Manipulate digital video 4.5.a Use basic auto-correction methods and tools	Transform Properties Reset a Layer Time Stretching Freeze Frame Warp Stabilizer Stabilizer Settings Bezier Path Trim Paths	Fit To and Transform Properties – pg. 120 44a.aep Video Layer Speed and Direction – pg. 121 44b.aep Time Remapping – pg. 122 44b1.aep Auto-Correction Tools – pg. 125 45a.aep Modify and Edit Vector Graphics – pg. 126 45b.aep
<b>Lesson 5</b> Video time -	<b>Apply and Adjust Effects</b> <b>Apply and Adjust Effects</b>	4.6 Add and modify effects and presets 4.6.a Apply and adjust a video effect or	Adjusting Effect Properties	Apply and Adjust Effects – pg. 129 46a.aep

<p><b>00:19:34</b>  <b>Exercise Lab time - 00:24:00</b>  <b>Workbook time - 00:35:00</b></p>	<p><b>3D Spaces</b>  <b>Add Lights to a Composition</b>  <b>Creating Camera Layers</b>  <b>Adjusting Cameras in the Timeline</b></p>	<p>preset to a layer  4.6.b Use 3D space to modify composition elements  4.6.b Use 3D space to modify composition elements</p>	<p>Move Dimensional Objects  Add Lights  Modify Light Layer  Add Camera  Adjust Camera</p>	<p>3D Spaces– pg. 130  46b.aep  Add Lights to a Composition – pg. 131  46b1.aep  Creating Camera Layers – pg. 134  46b2.aep  Adjusting Cameras in the Timeline – pg. 135  46b3.aep</p>
<p><b>Lesson 6</b>  <b>Video time - 00:08:19</b>  <b>Exercise Lab time - 00:32:00</b>  <b>Workbook time - 00:45:00</b></p>	<p><b>Create Composites</b>  <b>3D Composites</b>  <b>Motion Tracking</b>  <b>Composite with Masks</b>  <b>Composite with Mattes</b>  <b>Chroma Key Composites</b></p>	<p>4.6.c Create composites  4.6.c Create composites</p>	<p>Renderer  Motion Tracking  Track Motion  Mask Effects  Add Mask Effects  Stencils  Mattes  Chroma Key Composites</p>	<p>3D Composites – pg. 138  46c.aep  Motion Tracking– pg. 139  46c1.aep  Composite with Masks– pg. 142  46c2.aep  Composite with Mattes – pg. 143  46c3.aep  Chroma Key Composites – pg. 144  46c4.aep</p>
<p><b>Lesson 7</b>  <b>Video time - 00:06:58</b>  <b>Exercise Lab time - 00:16:00</b>  <b>Workbook time - 00:20:00</b></p>	<p><b>Add and Modify Effects and Presets</b>  <b>Puppet Tool</b>  <b>Apply Effects on Multiple Layers</b>  <b>Animation Presets</b></p>	<p>4.6 Add and modify effects and presets  4.6.d Apply and modify effects and presets on multiple layers</p>	<p>Puppet Tool  Starch Pin Tool  Add Effects to an Adjustment Layer  Apply Animation Presets</p>	<p>The Puppet Tool – pg. 147  46 Puppet Tool.aep  Adjustment Layers and Animation Presets – pg. 150  46d.aep</p>
<p><b>Lesson 8</b>  <b>Video time - 00:12:07</b>  <b>Exercise Lab time - 00:20:00</b>  <b>Workbook time - 00:40:00</b></p>	<p><b>Create and Modify Keyframes</b>  <b>Adjust Transformations</b>  <b>Keyframes and Temporal Interpolation</b>  <b>Graph Editor</b>  <b>Animate Effects with Keyframes</b></p>	<p>4.7 Create and modify keyframes for motion graphics  4.7.a Apply and adjust transformations using keyframes  4.7.b Animate effects using keyframes</p>	<p>Keyframe Interpolation Dialog Box  Keyframe Rotation  Keyframe Assistant  Open the Graph Editor  Graph Editor Buttons</p>	<p>Adjust Transformations – pg. 153  47a.aep  Keyframes and Temporal Interpolation – pg. 154  47a1.aep  Graph Editor – pg. 157  47a2.aep  Animate Effects with Keyframes – pg. 155  47b.aep</p>
<p><b>Post-Assessment</b>  <b>Assessment time - 01:00:00</b></p>	<p>Creating and Modifying Visual Element:  Post-Assessment</p>			

# Domain 5 Lesson Plan

Domain 5 - Publishing Digital Media [approximately 4.5 hours of videos, labs, and projects]				
Lesson	Lesson Topic and Subtopics	Objectives	Exercise Labs	Workbook Projects and Files
<b>Pre-Assessment Assessment time - 00:30:00</b>	Publishing Digital Media: Pre-Assessment			
<b>Lesson 1 Video time - 00:16:58 Exercise Lab time - 00:20:00 Workbook time - 00:30:00</b>	<b>Prepare Compositions for Publishing (Part 1) Clone Stamp and Brush Tools Rounding Out the Toolbelt Check a Comp for Errors Archive a Project</b>	5 Publishing Digital Media 5.1 Prepare a composition for publishing and archiving 5.1.a Check a composition for errors and verify specifications 5.1.b Archive a project	Brush Tool Moved Objects Unhide a Layer Motion Blur Collect Files	Clone Stamp and Brush Tools – pg. 161 5extra.aep Rounding Out the Toolbelt – pg. 162 5extra2.aep Check a Comp for Errors – pg. 165 51a.aep Collect Files – pg. 166 Eminence Promo.aep
<b>Lesson 2 Video time - 00:22:06 Exercise Lab time - 00:44:00 Workbook time - 00:35:00</b>	<b>Export a Project Save a Project Export Frames Export Comps with the Render Queue Export with Adobe Media Encoder Conclusion</b>	5.2 Export digital video to various file formats 5.2.a Export frames 5.2.b Export a composition 5.2.b Export a composition	Save a File with a New Name Create a New Folder Export a Single Frame Export a Sequence Send a Comp to the Render Queue Output Module Settings Additional Output File Adobe Media Encoder Queue Create an Additional Output Preset Browser Export Files to One Folder	Save a Project – pg. 169 N/A Export Frames – pg. 170 Eminence Promo.aep Skier.psd Export Comps with the Render Queue– pg. 173 N/A Export with Adobe Media Encoder – pg. 176 Eminence Promo.aep
<b>Post-Assessment Assessment time - 01:00:00</b>	Publishing Digital Media: Post-Assessment			