

uCertify

Course Outline

Adobe After Effects CC



23 Apr 2026

1. Exercises, Quizzes, Flashcards & Glossary

Number of Questions

2. Expert Instructor-Led Training

3. ADA Compliant & JAWS Compatible Platform

4. State of the Art Educator Tools

5. Award Winning Learning Platform (LMS)

6. Chapter & Lessons

Syllabus

Chapter 1: Preface

Chapter 2: Getting Started with After Effects

Chapter 3: Creating a Lower Third for a Television Show

Chapter 4: Using Shape Layers to Create an Animated Lyric Video

Chapter 5: Creating an Infographic with Character Animator

Chapter 6: Producing a Film Title Project Using Text Animator

Chapter 7: Animating Sports Graphics with Compositing Effects

Chapter 8: Developing a VFX Project Using the 3D Camera Tracker

Chapter 9: Creating a 2.5D Environment Camera Fly-Through

Chapter 10: Building a 3D C4D Lite Logo Project

Videos and How To

1.  **Expert Instructor-Led Training**

uCertify uses the content from the finest publishers and only the IT industry's finest instructors. They have a minimum of 15 years real-world experience and are subject matter experts in their fields. Unlike a live class, you can study at your own pace. This creates a personal learning experience and gives you all the benefit of hands-on training with the flexibility of doing it around your schedule 24/7.

2.  **ADA Compliant & JAWS Compatible Platform**

uCertify course and labs are ADA (Americans with Disability Act) compliant. It is now more accessible to students with features such as:

- Change the font, size, and color of the content of the course
- Text-to-speech, reads the text into spoken words
- Interactive videos, how-tos videos come with transcripts and voice-over
- Interactive transcripts, each word is clickable. Students can clip a specific part of the video by clicking on a word or a portion of the text.

JAWS (Job Access with Speech) is a computer screen reader program for Microsoft Windows that reads the screen either with a text-to-speech output or by a Refreshable Braille display. Student can easily navigate uCertify course using JAWS shortcut keys.

3. State of the Art Educator Tools

uCertify knows the importance of instructors and provide tools to help them do their job effectively. Instructors are able to clone and customize course. Do ability grouping. Create sections. Design grade scale and grade formula. Create and schedule assessments. Educators can also move a student from self-paced to mentor-guided to instructor-led mode in three clicks.

4. Award Winning Learning Platform (LMS)

uCertify has developed an award winning, highly interactive yet simple to use platform. The SIIA CODiE Awards is the only peer-reviewed program to showcase business and education technology's finest products and services. Since 1986, thousands of products, services and solutions have been recognized for achieving excellence. uCertify has won CODiE awards consecutively for last 7 years:

- **2014**
 1. Best Postsecondary Learning Solution
- **2015**
 1. Best Education Solution

2. Best Virtual Learning Solution
3. Best Student Assessment Solution
4. Best Postsecondary Learning Solution
5. Best Career and Workforce Readiness Solution
6. Best Instructional Solution in Other Curriculum Areas
7. Best Corporate Learning/Workforce Development Solution

- **2016**

1. Best Virtual Learning Solution
2. Best Education Cloud-based Solution
3. Best College and Career Readiness Solution
4. Best Corporate / Workforce Learning Solution
5. Best Postsecondary Learning Content Solution
6. Best Postsecondary LMS or Learning Platform
7. Best Learning Relationship Management Solution

- **2017**

1. Best Overall Education Solution
2. Best Student Assessment Solution
3. Best Corporate/Workforce Learning Solution
4. Best Higher Education LMS or Learning Platform

- **2018**

1. Best Higher Education LMS or Learning Platform
2. Best Instructional Solution in Other Curriculum Areas
3. Best Learning Relationship Management Solution

- **2019**

1. Best Virtual Learning Solution
2. Best Content Authoring Development or Curation Solution
3. Best Higher Education Learning Management Solution (LMS)

- **2020**

1. Best College and Career Readiness Solution
2. Best Cross-Curricular Solution
3. Best Virtual Learning Solution

5. Chapter & Lessons

uCertify brings these textbooks to life. It is full of interactive activities that keeps the learner engaged. uCertify brings all available learning resources for a topic in one place so that the learner can efficiently learn without going to multiple places. Challenge questions are also embedded in the chapters so learners can attempt those while they are learning about that particular topic. This helps them grasp the concepts better because they can go over it again right away which improves learning.

Learners can do Flashcards, Exercises, Quizzes and Labs related to each chapter. At the end of every lesson, uCertify courses guide the learners on the path they should follow.

Syllabus

Chapter 1: Preface

- Who this course is for?
- What this course covers?
- To get the most out of this course

Chapter 2: Getting Started with After Effects

- Technical requirements
- Exploring the interface
- Introducing layer properties

- Solid layers and masking
- Editing masks
- Creating an animated slideshow
- Summary
- Questions
- Further reading

Chapter 3: Creating a Lower Third for a Television Show

- Technical requirements
- Animating a television lower third with precomps and null objects
- Animations, nulls, text, and rendering
- Color correction and adjusting masks
- Creating text, easy easing key frames, and rendering
- Summary
- Questions

Chapter 4: Using Shape Layers to Create an Animated Lyric Video

- Using shape layers to create transitions and background graphics
- Importing audio, text animation presets, and background graphics

- Summary
- Questions
- Further reading

Chapter 5: Creating an Infographic with Character Animator

- Technical requirements
- Infographics
- Character animation types
- Summary
- Questions
- Further reading

Chapter 6: Producing a Film Title Project Using Text Animator

- Creating a film title
- Summary
- Questions
- Further reading

Chapter 7: Animating Sports Graphics with Compositing Effects

- Creating sports motion graphics

- Summary
- Questions

Chapter 8: Developing a VFX Project Using the 3D Camera Tracker

- Creating a VFX shot
- Summary
- Questions

Chapter 9: Creating a 2.5D Environment Camera Fly-Through

- 2.5D camera fly-through
- Summary
- Questions

Chapter 10: Building a 3D C4D Lite Logo Project

- C4D Lite 3D logo project
- Summary
- Questions

You can't stay away! Get
in touch with our team to
www.uCertify.com