Adobe After Effects is a digital motion graphics, visual effects and compositing app developed by Adobe Systems used in the post-production process of filmmaking and television production. After Effects can also be used as a basic non-linear editor and a media transcoder.

Adobe After Effects is primarily used for creating motion graphics and visual effects. After Effects allows users to animate, alter and composite media in 2D and 3D space with various built-in tools and third party plug-ins, as well as individual attention to variables like parallax and user-adjustable angle of observation.

After Effects and some non-linear editing systems (NLEs) are layer-oriented, meaning that each individual media object (video clip, audio clip, still image, etc.) occupies its own track. In contrast, other NLEs use a system where individual media objects can occupy the same track as long as they do not overlap in time. This track-oriented system is more suited for editing and can keep project files much more concise. The layer-oriented system that After Effects adopts is suited for extensive effects work and key-framing.

After Effects shares many features with other Adobe programs, such as creating circles, squares and free form shapes that are defined by bezier curves. Like Photoshop and Illustrator, After Effects can import and manipulate many image formats, and filters and adjustments can be added.

Visit tsc.utep.edu/workshops