

Cinema 4D in After Effects Bootcamp

Learn to use Cinema 4D Lite to create 3D models, animations, and motion graphics for your After Effects projects.

Group classes in NYC and onsite training is available for this course. For more information, email contact@nyimtraining.com or visit: <https://training-nyc.com/courses/cinema-4d>



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Course Outline

Section 1

- After Effects & Cinema 4D Lite Integration
- Getting to Know C4D
- Exporting 3D Scenes from AE to C4D
- Using the Extrude Generator

Section 2

- Editing and Applying Textures
- Importing Existing 3D Models
- Locating & Applying Missing Textures
- Working with C4D files in After Effects
- Working with the Cineware Effect in After Effects

Section 3

- Creating 3D Models from Scratch
- Working with Splines (paths)
- Introduction to Generators: The Lathe
- Texturing 3D Models in C4D Lite
- Working with Cameras and Lights

Section 4

- Spline Modeling Generators: The Loft
- Spline Modeling Generators: The Sweep

Section 5

Creating 3D Scenes
Modeling, Texturing and Lighting
Rendering Cinema 4D Lite Files

Section 6

Adding 3D Models to Video
After Effects: Working with the 3D Camera Tracker
Exporting Track Data to C4D Lite
Cinema 4D Lite: Working with Data from After Effects