

Cinema 4D Lite for Adobe After Effects

Duration: 1 Day (9am – 4.30pm)

Course Pre-Requisites: A strong understanding of After Effects workflows, ideally by completing the After Effects Essentials course. If you're unsure, take the After Effects assessment.

Certificate: All attendees will receive a certificate of completion.

Course Overview:

Expand your After Effects toolkit by learning Cinema 4D Lite, the 3D animation software bundled with After Effects CC. This one-day, project-based course will take you into the world of 3D, enabling you to create and integrate realistic 3D objects, text, and animations directly into your After Effects projects.

Who should attend?

- After Effects users wanting to push their 3D skills further.
- Creatives ready to integrate more sophisticated 3D elements into their video work.

Course Outcomes:

By the end of this course, you'll be able to:

- Create and modify 3D objects and text specifically for use within After Effects.
- Seamlessly integrate 3D elements into your After Effects projects using the CINEWARE pipeline.
- Edit 3D objects, materials, and textures directly within Cinema 4D Lite.
- Animate text and other 3D elements within Cinema 4D Lite.
- Use cameras, lights, and other 3D tools to build dynamic scenes.

Training Modules Overview:

1. Overview of Cinema 4D Lite

- Understand the workflow between Cinema 4D Lite (C4D Lite) and After Effects.
- Get familiar with the C4D Lite workspace, tools, and navigation.

2. Types of Objects and Operators

- Create and modify basic 3D shapes and text.
- Learn essential editing tools for working with 3D objects.

3. Spline Modelling to Create Objects

- Use splines to create custom shapes.
- Understand how hierarchies (parenting) work within 3D scenes.

4. Creating, Applying, and Editing Materials and Textures

- Explore built-in C4D Lite assets and discover where to find additional materials.

5. Keyframe Animation

- Set up basic keyframe animations and work with frame rates.
- Explore MoGraph for streamlined, powerful animations.
- Get creative with deformer objects for unique effects.

6. Using C4D Lite Scene Objects

- Master different types of lights and their setup.
- Learn about ambient occlusion and shadows.

7. Creating and Using Cameras

- Use 3D camera tracking information generated in After Effects.

8. Compositing Tags for Integration with Adobe After Effects

- Work with object buffers, multipass rendering, and other compositing tools.
- Explore C4D Lite layer management and the Take System.

9. Understanding Project and Render Settings

- Configure CINEWARE render settings.
- Seamlessly work with After Effects cameras.
- Add finishing touches and effects within After Effects.