

# 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 [nyc@careercenters.com](mailto:nyc@careercenters.com) or visit: <https://www.careercenters.com/courses/cinema-4d>



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## Course Outline

### Section 1

- The difference between 2D and 3D
- Launching the software through After Effects
- Basic overview of the interface
- The viewport editor
- Moving objects, and around the scene
- Making a floor

### Section 2

- Making the soda can
- Spline modeling, extrude object
- Making additional cartoon objects
- Bubbles
- Clouds

### Section 3

- Making and assigning Materials
- Adding textures
- The difference between materials and textures
- Interactive Render region

### Section 4

- Adding light objects
- Adding shadows
- Adding camera objects
- Adjusting camera setting
- Looking through default cameras vs looking through camera objects

## **Section 5**

- A quick intro to animation concepts
- Animating the clouds move slightly
- Animating Squash and stretch of the can
- Using Nulls
- Using Deformers

## **Section 6**

- What is rendering
- Viewing scene from within After Effects
- Pre-rendering our 3D from After Effects
- Adding After effects adjustments