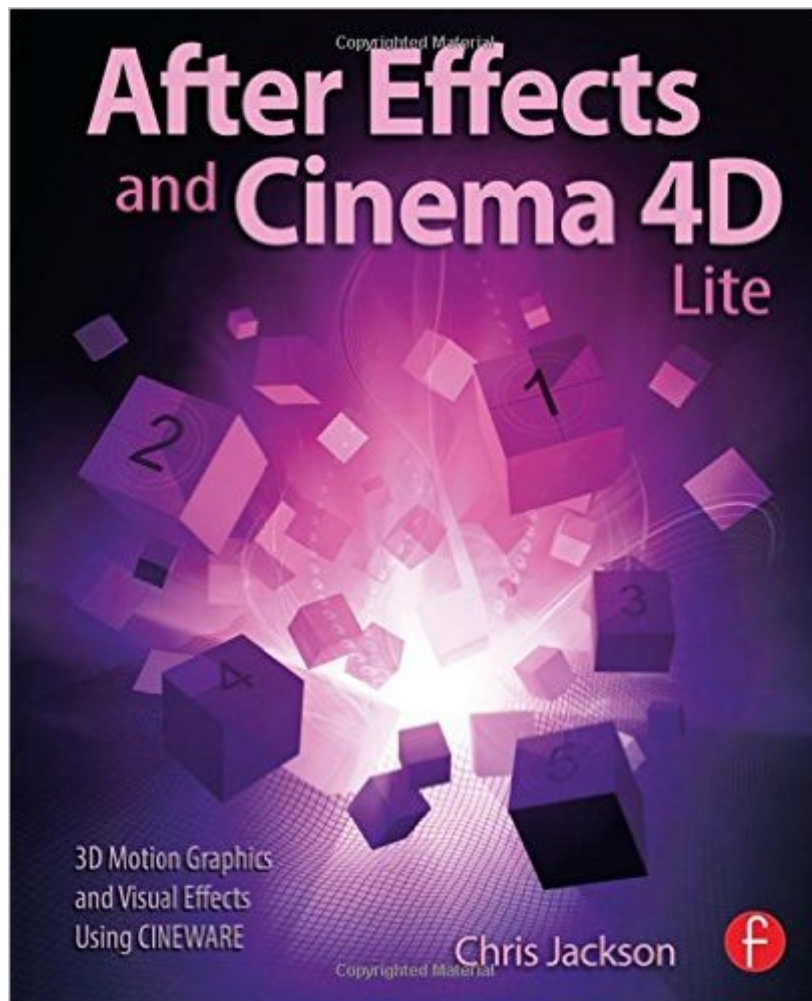


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# After Effects And Cinema 4D Lite: 3D Motion Graphics And Visual Effects Using CINEWARE



## Synopsis

One of the most exciting new features in After Effects is the integration of Cinema 4D using the CINEWARE plug-in and a free version of Cinema 4D Lite. Both provide a wide assortment of new 3D tools and options that are difficult or nearly impossible to achieve in After Effects alone. This book clearly demonstrates how the new 3D workflow bridges the two applications together to raise the design bar for motion graphics and broadcast design. Hands-on exercises teach you essential production skills including: Modeling in CINEMA 4D Lite Importing 3D models in After Effects Tracking 3D motion in After Effects Compositing with CINEWARE Using MoGraph features in CINEMA 4D Rendering and optimization techniques Additional online materials include project files and videos showcasing the techniques covered in the book. To access these materials, please see the 'eResources' tab.

## Book Information

Paperback: 316 pages

Publisher: Focal Press; 1 edition (September 9, 2014)

Language: English

ISBN-10: 1138777935

ISBN-13: 978-1138777934

Product Dimensions: 7.5 x 0.9 x 9.1 inches

Shipping Weight: 1.8 pounds (View shipping rates and policies)

Average Customer Review: 4.5 out of 5 stars See all reviews (10 customer reviews)

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## Customer Reviews

I've worked in post-production (video conversion, editing, titles) for close to ten years and 3d (Maya, Max, and Modo) for four years mostly optimizing interfaces for real-time engines and product modeling and texturing using MARI. I'm transitioning to motion graphics and animation because that just seems to be the work that is more available now. I've used digital tutors extensively for awhile and youtube as well for lessons. While DT is good to great, sometimes it does fall short of matching results with the promotional material for some lessons (and it is quiet expensive). For those who have existing experience with other 3d applications and want to get a better understanding of how to

use Cineware to increase the efficiency of their pipeline with After Effects, I highly recommend this book. Another review here felt that this wasn't good enough for a professional and more for a hobbyist, I would say it depends on what the audience is looking for. C4D Lite is included with your subscription to Adobe's After Effects and I feel is a worthy application for editors, finishers, or post-professionals who have no true interest in 3d but have to wear more hats now in terms of their skills. C4D lite is cheaper (free in essence) and has a more robust community and support than its next closest competitor â€” Element 3D. Element 3D is a fine product, but it is limited with what it can do when compared to C4D lite. ALL that being said, this book does a terrific job of explaining how C4D lite handles most of the simple tasks you would need to accomplish for commercials. It's not the job of the book to turn you into a professional motion graphics artist or achieve super polished results â€” that's on you.

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