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