

Video Copilot Element 3D (E3D) Introduction



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Copilot Element 3D is a third-party Adobe After Effects plugin developed by Video Copilot. It is a 64-bit plugin that runs in both Windows and MacOS. It is used for importing/creating 3d objects and for particle rendering.

Pre-requisites

Delegates should have a good working knowledge of Adobe After Effects, before attending this course.

This course is run on a bespoke basis, giving you the opportunity to tailor the course to your exact requirements. To provide a starting point, we'd recommend you use the suggested course outline as a guide only.

The course runs from 9.30 am to approximately 4.30 pm.

Duration: 1 day.

Opening & applying E3D in After Effects (AE)

Overview of the E3D UI

Extruding Text and Masks

Understanding Bevels

Applying Multiple Bevels & Using and Creating Bevel Presets

Texturing Basics & the Importance of Environments

Animated Textures (putting video onto objects) both external video and composition layers

Group, Object, Material and Mesh Settings

Overview of groups in AE including Replicator, Look, Multi-Object and Deform

Working with Cameras and Lights in AE + Additional E3D Light Options

Ambient Occlusion (AO) in E3D

Matte Shadows in E3D

Matte Reflections in E3D

Animation Engine Overview

Working with 3D models (obj)

Using Aux Channels for Advanced Animation

Overview of Render Settings

Overview of Output Settings

Q and A

"A highly professional company run by knowledgeable, friendly people"

