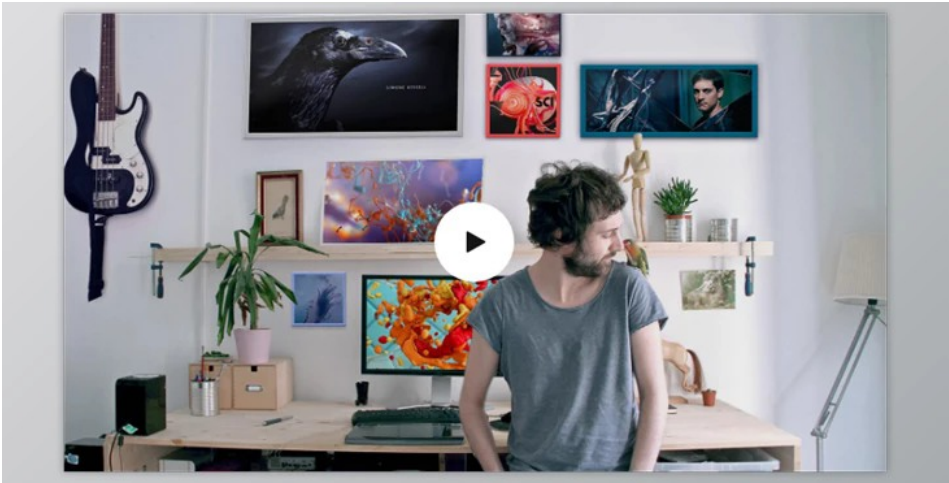




Credit Titles Animated with 3D Cameras and After Effects - Domestika

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Fernando Dominguez - creative director as well as designer and animator on credit titles in films like Spiderman as well as Star Trek - will teach you how to create starting from scratch to create titles on a global scale. You'll be aware of the different methods, from storyboards and narration to the design, selection of typography animation, post-production, as well as a final edit.

Gfx plugin details of Credit Titles Animated with 3D Cameras and After Effects

The product is in **Tutorial category** , for more information about this post you can click on the home page link in the sidebar.

The course will start by learning about the work and influence of the art director and designer Fernando Dominguez in the field of credit titles.

Then, you'll begin the process of ideation, where you will realize the importance of planning well. The first sketches through style frames using Photoshop and then you'll give motion as an animatic using 3D Studio Max.

To accomplish this, Fernando will review the fundamental concepts that are the basis of 3D Studio Max and teach you how to design an area that is three-dimensional in which you can put the events (or places where the events that are of interest happen) as well as the camera.

After we have cleared what are the "events" where the camera is in orbit, we can start the art and design work of the various elements which make up the art of creating style frames. You will be taught methods and techniques that will help you reduce your rendering times so that you are able to test your designs with ease.

Once the design and composition work is completed then you can learn how to arrange the typography within three dimensions.

It is time to finish the render. You will then discover the best formats to save your sequence of pictures as well as which parts of your scene have to render separately in order in order to post-produce independently using After Effects.

Then, you'll be familiar with the tools to change the hue of the sequence. You will be able to import various animated objects into 3D to create a sense of uniformity throughout the work.

Then, you'll create various planes using a variety of cameras. You will be able how to control the speed of your animation, add the audio, and will properly export the credit titles when the work is completed.

Who does this online course cater to?

This course is designed for designers and filmmakers, video editors, and all creatives who want to understand how to create credit titles.

Materials and requirements

Experience with Photoshop or After effects, as well as 3D Studio Max, is required.

What is Credit Titles Animated with 3D Cameras and After Effects

Creating credit titles animated with 3D cameras and After Effects can add a dynamic and professional touch to your project. Here's a general step-by-step guide on how you might approach this process:

Requirements:

- Adobe After Effects (any version that supports 3D capabilities)



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- Basic understanding of After Effects interface and tools
- Graphics or text elements for the credit titles
- Optional: 3D camera movement concept or storyboard



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