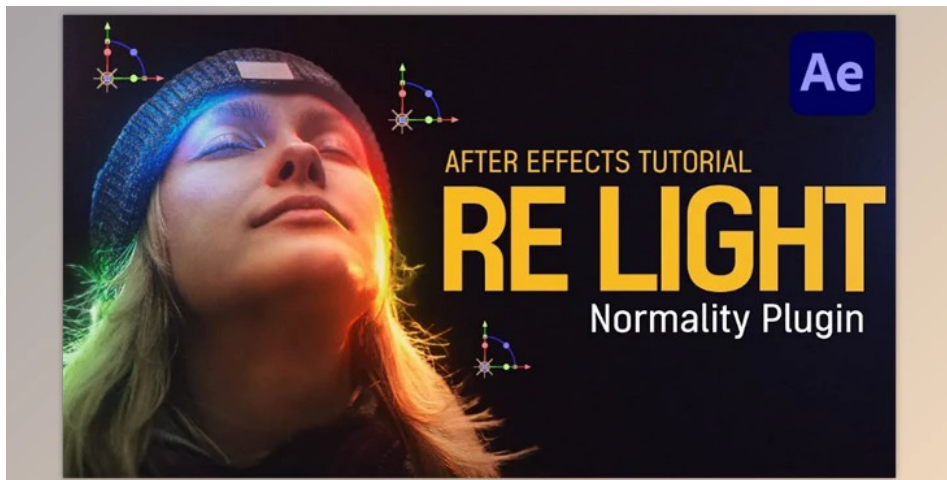


3DCG – Normality v3.2 (WIN, MAC)

2025-02-10 17:02:12 label 我要反馈 下载页面



Normality is an extremely powerful plug-in that allows Motion Graphics artists to illuminate 3D objects and scenes inside Adobe After Effects. It is a common Adobe After Effects environment through the use of normal passes as well as advanced methods of relighting.

How to do short films in After Effects?

you can use 3DCG – Normality.

Where can I download the product?

After subscription, You can download it for free from here.

Gfx plugin details of 3DCG – Normality v3.2 (WIN, MAC)

For more information about this post you can click on the home page link in the sidebar.

To search for similar products to 3DCG – Normality v3.2 (WIN, MAC),

Installation Method:

- Copy the plug-in the file of the corresponding system to AE plug-in the directory, such as:
- Win: ... \ Adobe After Effects CC \ Support Files \ Plug-INS
- MAC: Application/Adobe After Effects/Plug -NS/

Included Files:

- Example Project
- Mac Files
- Win Files
- Installation method.txt
- Use tutorial.mp4

The software has been proven in production and employed for projects ranging from short films for students to large-scale commercial projects. Animation studios all over the world have employed Normality for their productions, such as Studio Lampion and CGCG STUDIO.inc, Pendulum, Studio Lampion, and Polygon Pictures.

What is 3DCG – Normality?

In the context of 3DCG (3D Computer Graphics), "normality" typically refers to the concept of surface normals. Surface normals are vectors that are perpendicular to the surface of 3D objects. They are a fundamental component of 3D graphics, used to determine how light interacts with the surfaces of 3D models.



去下载

标签

平面设计

Other



产品数量

已有 42647个



付费会员

已有 1676位



价值评估

商业价值约 ¥6635.87万元



下载数量

已下载 222908次