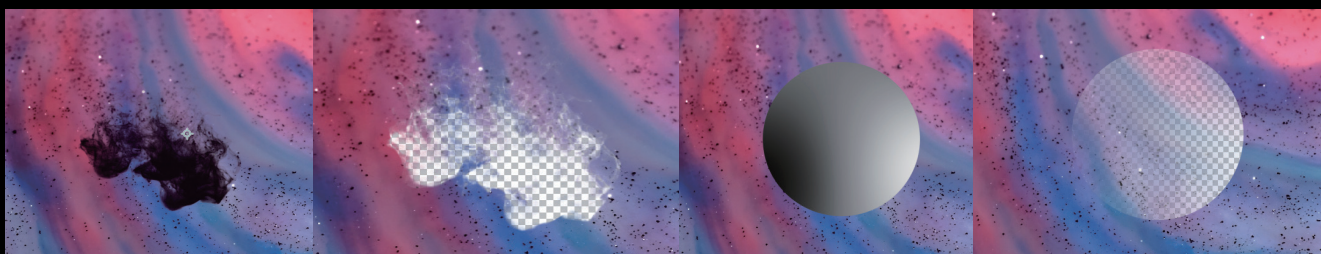


1.3.4 “合成”面板



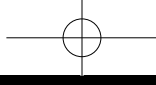
2.1.8 图层蒙版



2.3.6 制作蒙版实例



2.3.7 预合成



2.4.5 起始与结束属性动画



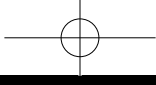
2.6 基本图形



2.7.4 玻璃拟态



3.4.1 点跟踪



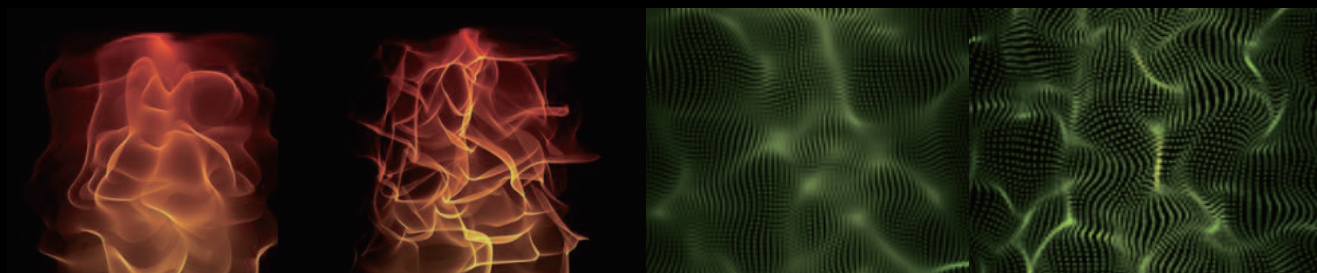
3.5 构造 VR 环境



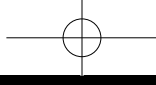
3.7 表达式三维文字效果



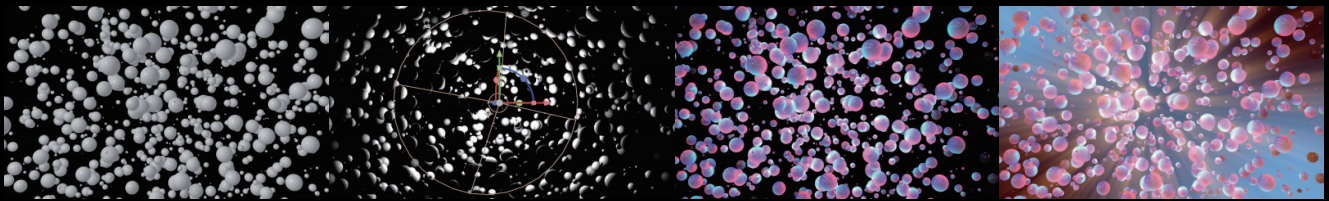
4.6 实战——流体动画



5.3.8 分形场



本书案例WORKS



5.6 TAO效果插件



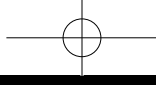
6.3 复古片头



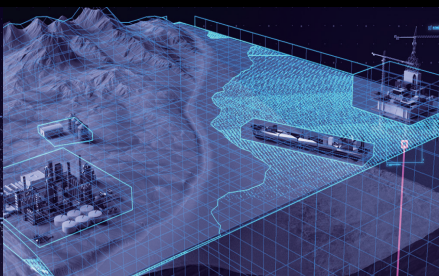
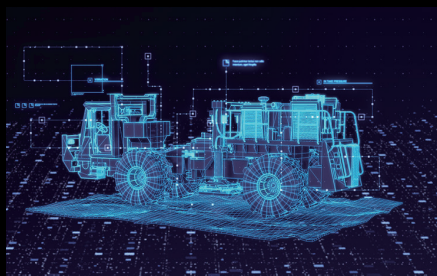
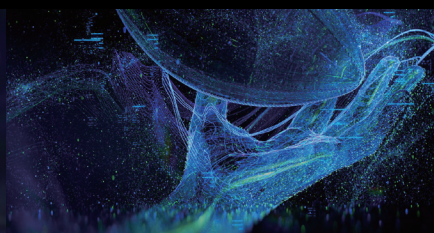
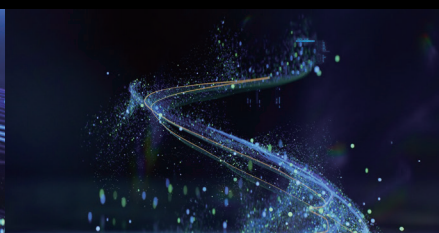
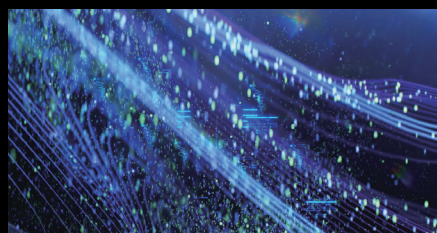
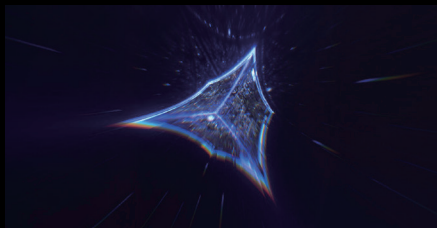
6.4 数码擦除

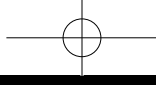


6.5 液体文字

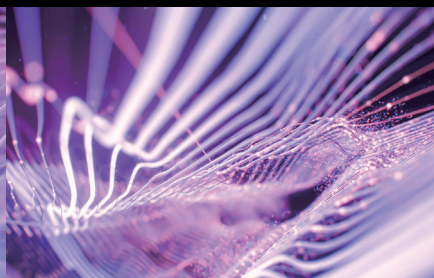
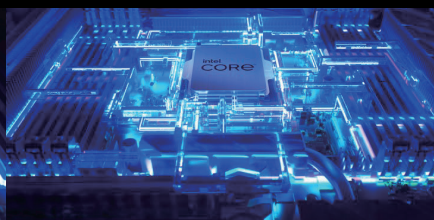
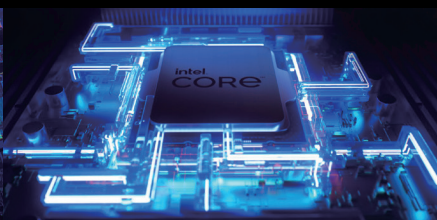
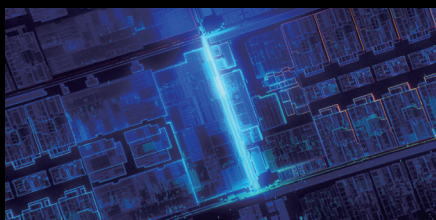


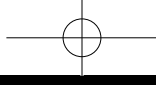
WORKS 作品赏析





AE 作品赏析 WORKS





WORKS 作品赏析

AE

