TUTORIAL **RESOURCE**

"Volumax Pro - 3D Photo Animator for After Effects is simply the best toolkit on the market to turn your pictures into impressive 3D animations." **Prerequisites: Basic Adobe After Effects Knowledge is required to do this project.**
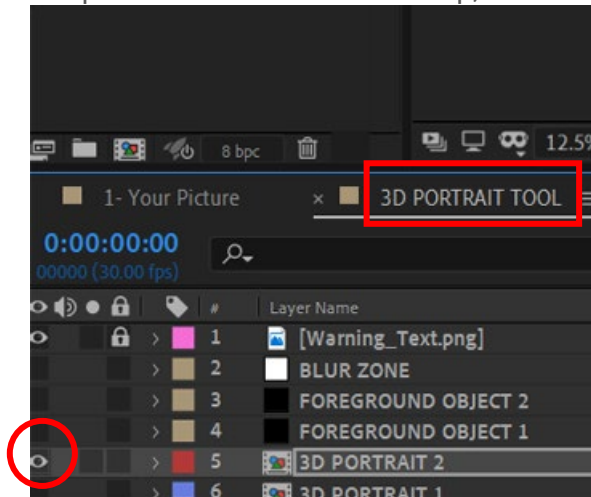
VOLUMAX - 3D PHOTO ANIMATOR – HOW TO:

1. Purchase the Volumax - 3D Photo Animator plugin
https://videohive.net/item/volumax-3d-photo-animator/13646883

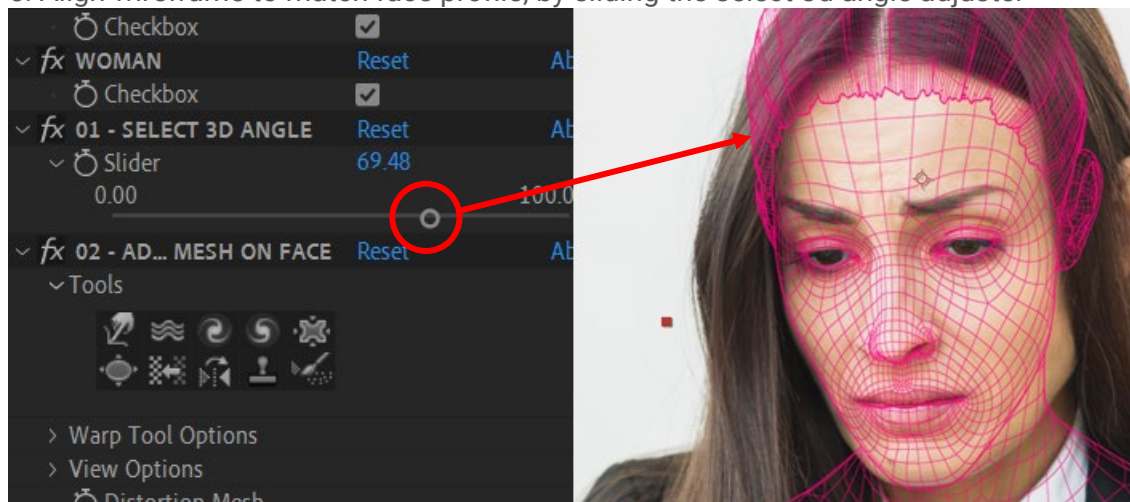2. Open the VoluMax-V5.2Pro-CC2018 composition from purchased zip
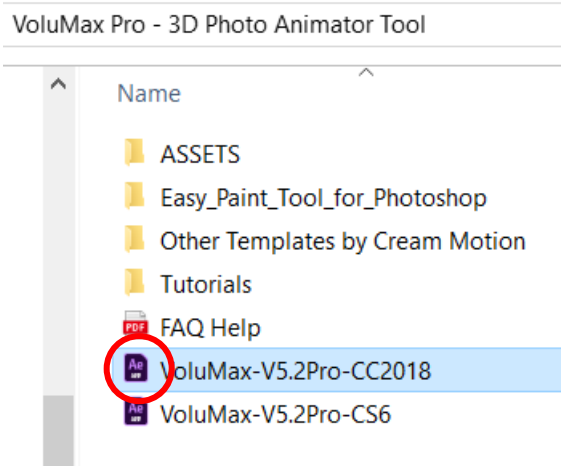
3. Insert your photo into the 1-Your Picture Comp, scale to fit frame
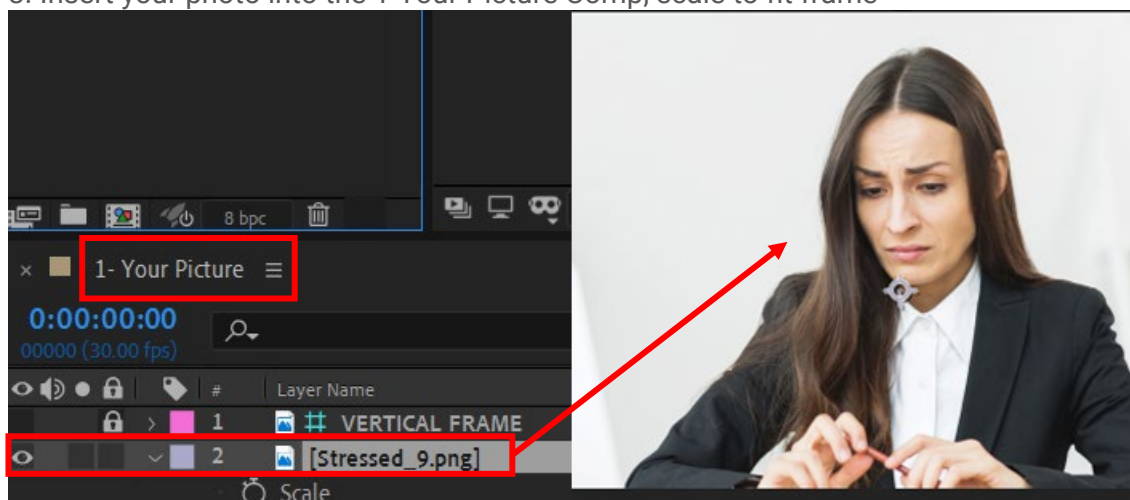
4. Open the 3D Portrait Tool comp, activate the gender wireframe, female = 3D Portrait 2

5. Align wireframe to match face profile, by sliding the select 3d angle adjuster
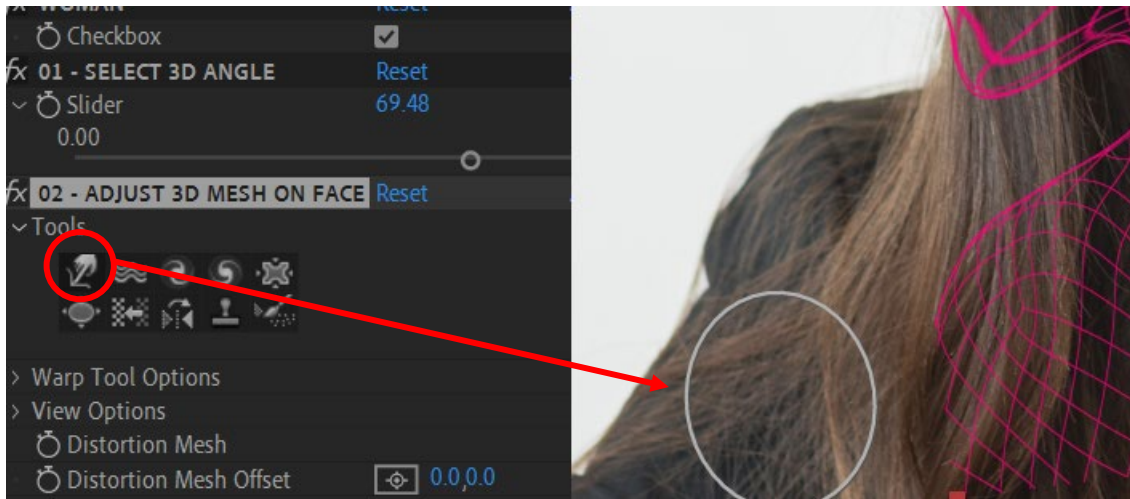

6. Using scale and rotate tools, adjust the wireframe to better fit the subject

7. **Note:** Start positioning the eyes first, this is your starting reference point

8. Next, activate the finger molder to pull and stretch the mesh to cover the face profile **only**, the torso/shoulder area will be covered in a different step
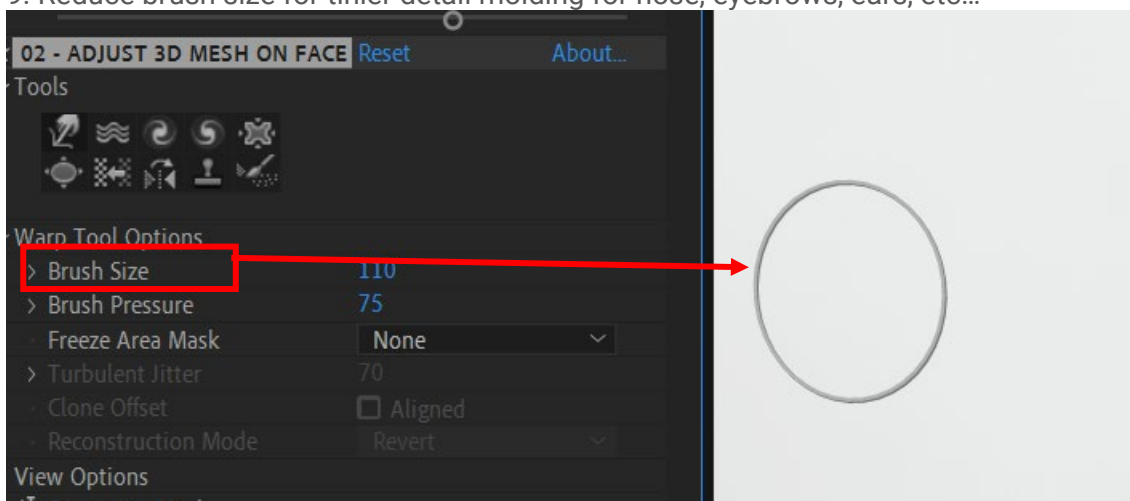
Step 8 is illustrated in the next page…

Pull and stretch the mesh to cover the face profile, making sure eyes, lips, nose, brows, are aligned precisely
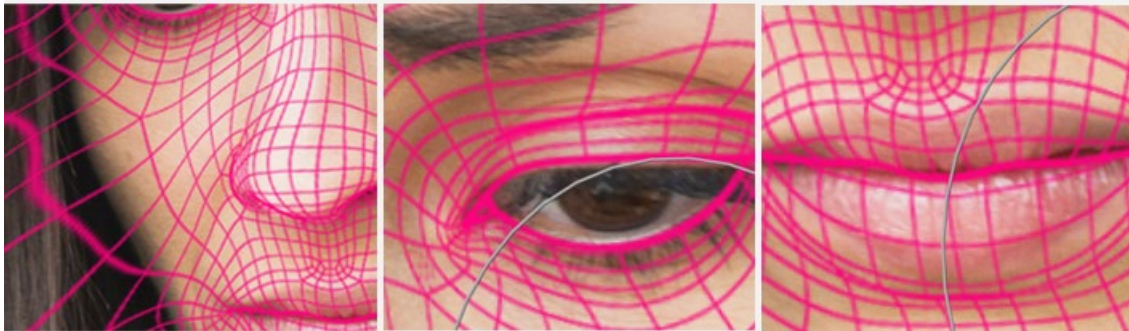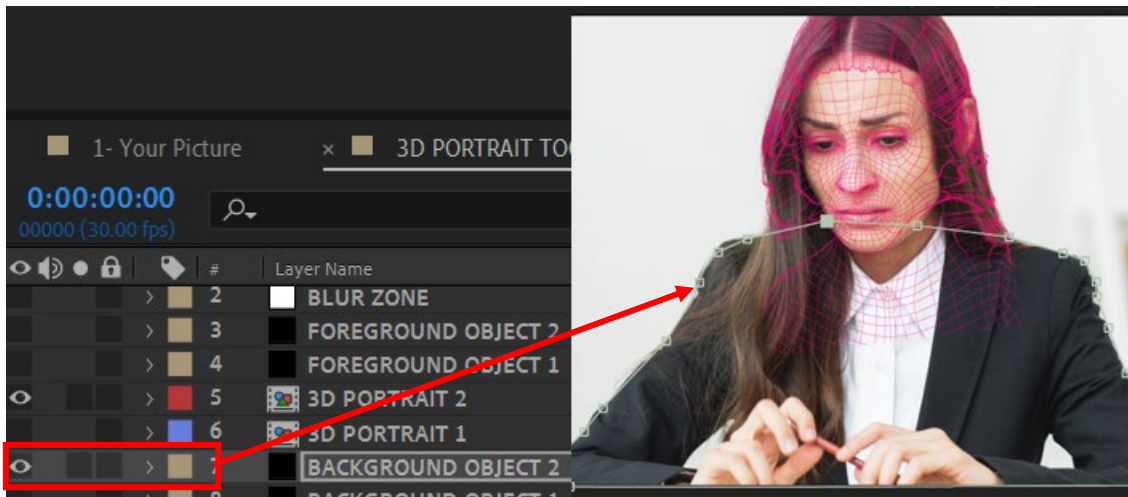

9. Reduce brush size for tinier detail molding for nose, eyebrows, ears, etc...
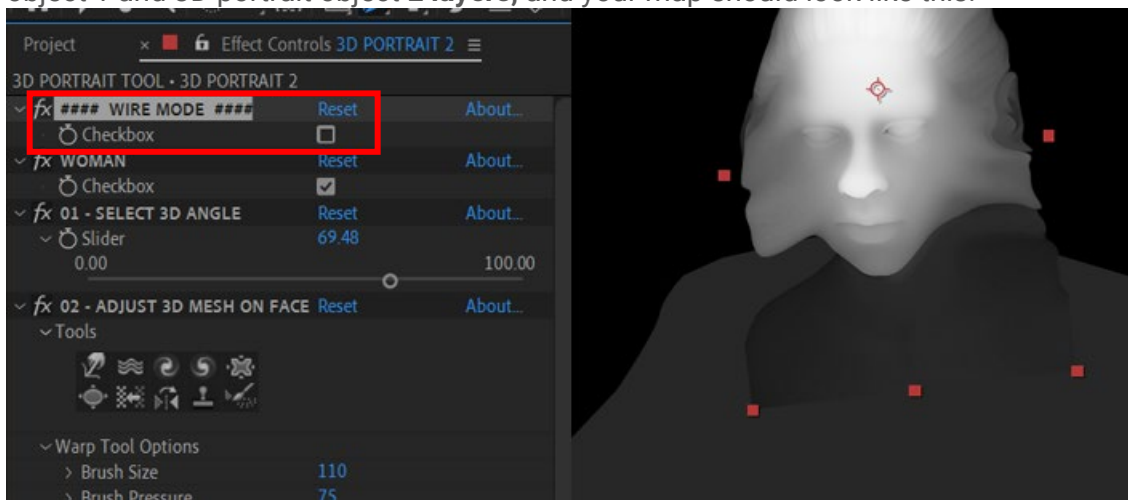

10. Shoulders: in the 3D Portrait Tool composition, we will draw a shoulder mask, select background object 2 layer for the female, draw the shoulder shape

11. Review the displacement map, toggling off the wireframe in **BOTH** the 3D portrait object 1 and 3D portrait object 2 **layers,** and your map should look like this:


12.The displacement maps are not seamless, smoothen them by:
a. In the background object 2 layer, ink drop to match the color of the 3D portrait 2 map
b. Use the finger molder to pull/blend the inner map of the 3d portrait 2 layer to the shoulder map

Select the background object 2 layer, ink drop to match the 3d portrait layer, then use the finger molder to spread out and blend the two maps
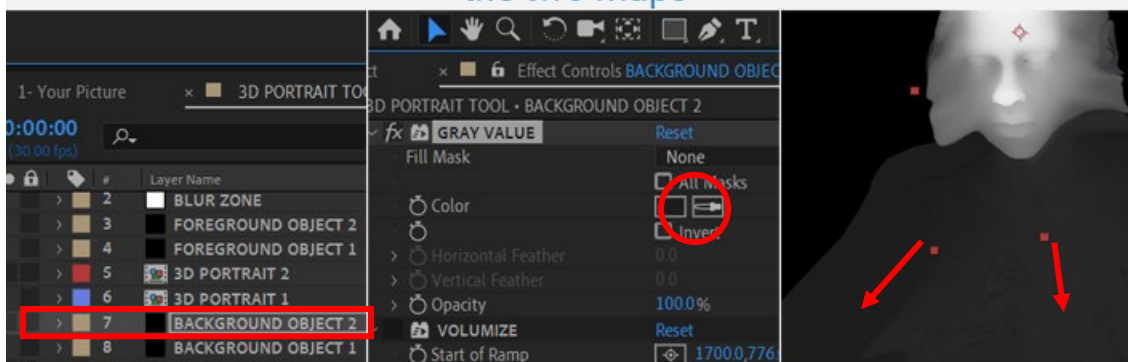
13. Further smoothen the maps, activate blur zone layer, delete current mask, and draw your own patches on areas you want to blend out even better:
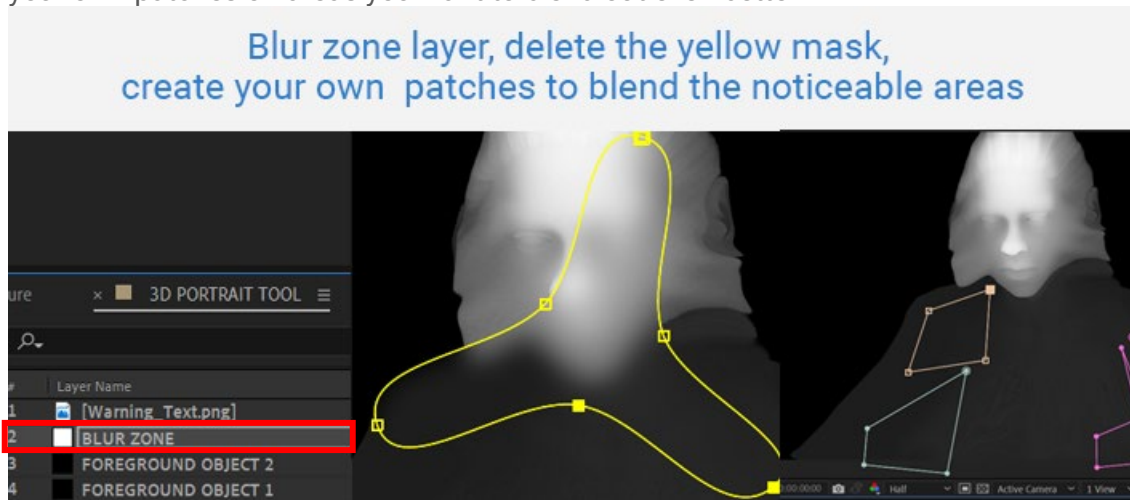
14. Uncheck the wireframe mode in both the 3D portrait layers 1 and 2 when finished, otherwise the effect will not work when tested

15. Test: Go to the Main comp, click volume controller and move the null object left and right across the screen to see your subject pan almost like a 3D head
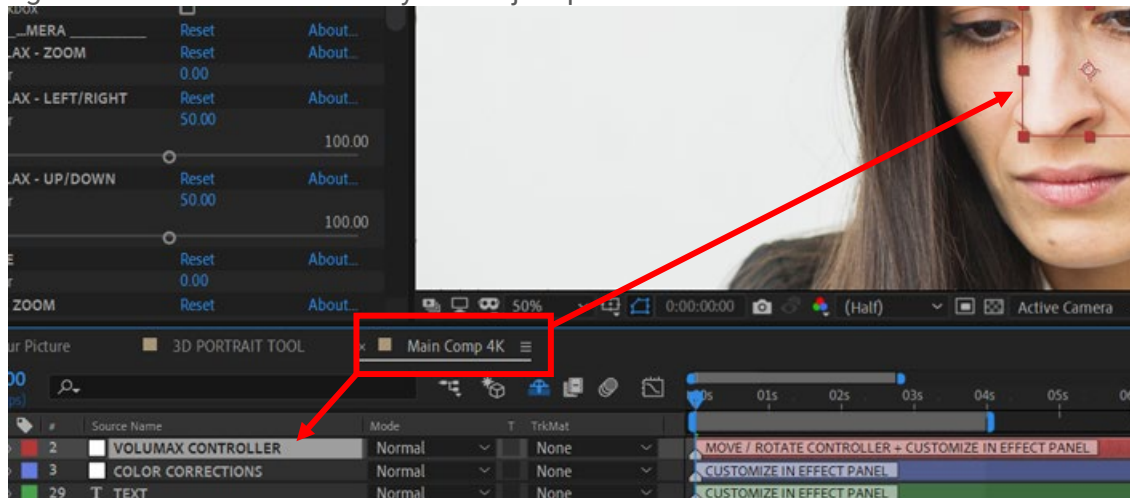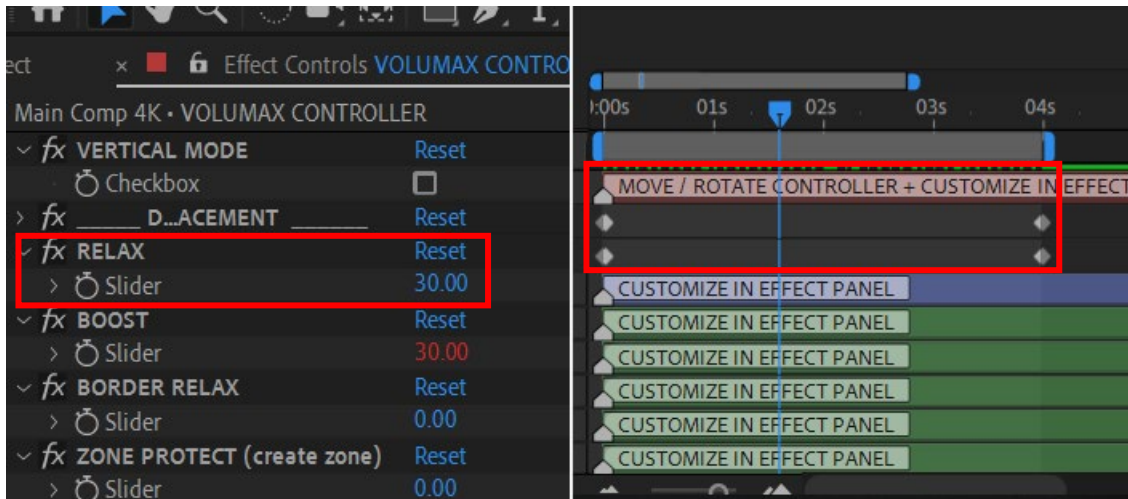

16. If movement looks too stiff, relax the slider with a lower value.

17. Animate the Volumax controller in x,y, then render as mp4.

Step 16 and 17 are illustrated in the next page…

I hope this tutorial was helpful. If you have questions contact me at info@redesignedminds.com. Thank you.