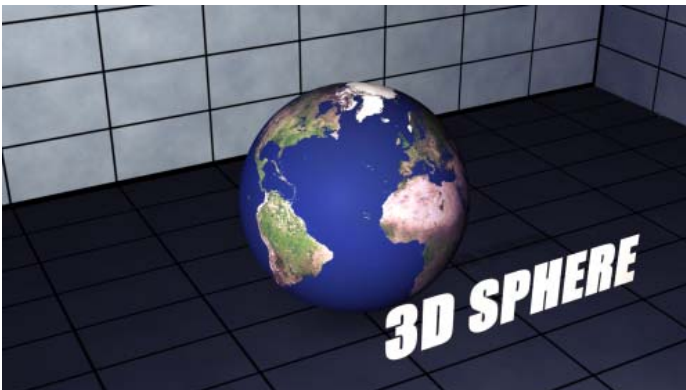


frameforest.com

- [Home](#)
  - [Support us](#)
  - [About](#)
- [Blog](#)
- [Free stuff](#)
  - [Urban City Pack](#)
  - [Abstract Backgrounds](#)
  - [Texture pack 1.0](#)
  - [Christmas Pack 2011](#)
  - [Grunge Strokes](#)
- [Guides](#)
- [Video](#)

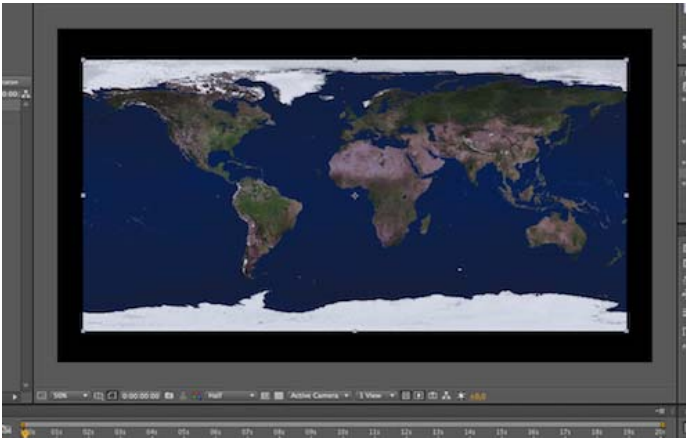
## Making a full 3d Sphere in After Effects

[Blog](#) | 9 Jan 2012



In this tutorial we are going to take a look on how to create a 3D sphere inside of After Effects, using the plug-in CC Sphere and some scripts. We will create a 3D earth that follows the camera in a 3D set. Lets get started!

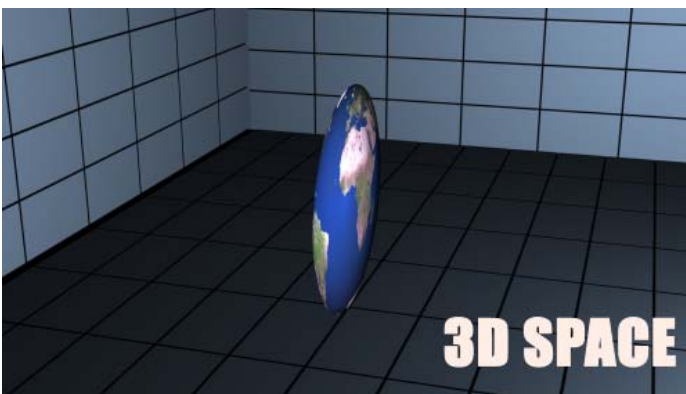
1. I found a image online of the earth to use as a texture on the sphere.



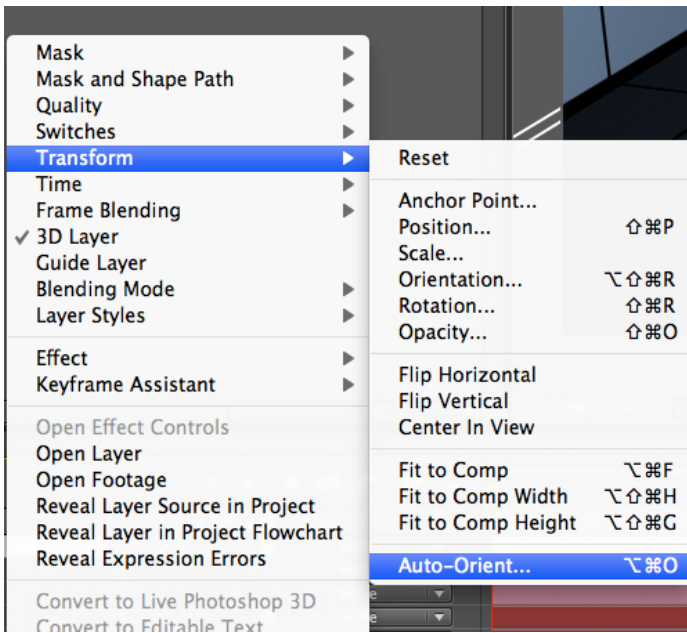
2. Apply the CC Sphere filter and, make the layer 3D.



3. If we add a simple 3D set, apply a camera, and then try to rotate the sphere, this is what happens: It looks like a flat 2D circle in 3D space. the following steps will teach you how to solve this problem 😊



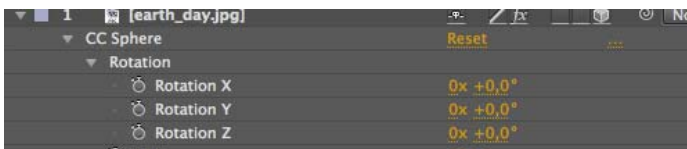
4. Right click on the sphere layer and chose Transform – Auto Orient. (Alt+CMD+O)



5. In the Auto-Orientation dialogue box, chose "Orient Towards Camera" and then press "OK".



6. Open up the CC Sphere Settings, and open up the "Rotation" settings.



7. Click on The Stopwatch icon while pressing the ALT key to enable expressions on the Rotation X, Rotation Y, and Rotation Z.



8. Apply these expressions:

Paste this code into the X rotation:

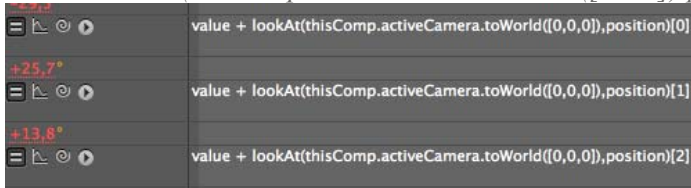
```
value + lookAt(thisComp.activeCamera.toWorld([0,0,0]),position)[0]
```

Paste this code into the Y rotation:

```
value + lookAt(thisComp.activeCamera.toWorld([0,0,0]),position)[1]
```

Paste this code into the Z rotation:

```
value + lookAt(thisComp.activeCamera.toWorld([0,0,0]),position)[2]
```



Now your sphere should be full 3D, and you will be able to animate a camera around it while you see a different parts of the sphere as the camera moves around it.

here is a sample of the final composite:

Thanks to Dan Ebberts on the creative cow forums for posting these expressions 😊

Cheers!

- Daniel

### About the Author: Daniel Fahre

I'm one of the lumberjacks in the FrameForest. Beside operating this awesome site, I work as a freelance video producer/director in Norway. I'm one of the founders of Frameforest.com

### One Comment

- agha  
[June 28, 2012 at 18:02](#)

didn't work, because the lighting is still not moving

[Reply](#)

### Leave a Reply

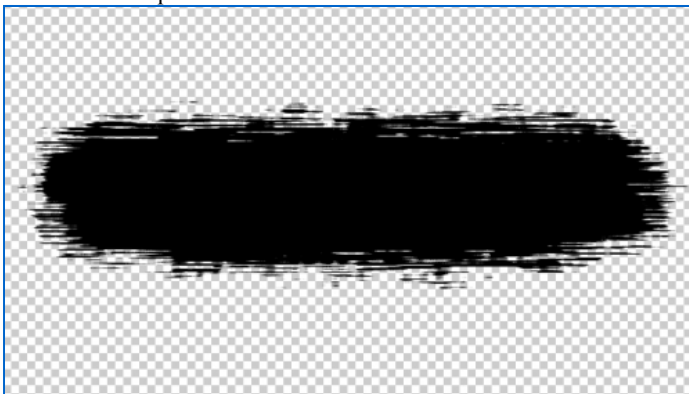
Name \*

Mail (will not be published) \*

Website

 CAPTCHA Code \*

\* - fields are required



### [GUIDE: Making Grunge Brush Strokes in After Effects](#)

Howdy! In this short After Effects guide i will show you a simple way to make a grungy brush stroke...



### [Making Giraffe Pattern in AE](#)

Hello again! Been a while since last blog post, but we will now try to update this blog more often,...

## What is Frameforest.com?

Frameforest.com is a site for people interested in video and film production. This site contains a forest of free tips, videos, tutorials, guides and ideas on editing, effects, cameras, screenwriting, software, lighting and much more related to video / film production. We do also have a collection of free stock footage you should check out!

## • Follow us!

Twitter:

Facebook: [Frameforest](#)

## • Free design elements!



The Urban City Pack contains 14 stunning image elements to use in your motion graphics. This is perfect for your grunge, retro or urban design style projects! All for free from [frameforest.com](#)

## • Popular Tags

[Adobe After Effects](#) [Alpha answers](#) [apple](#) [Apps](#) [Audio](#) [Brain Farm Channel](#) [Cool video](#) [CS5](#) [dolly](#) [DSLR](#) [editing](#) [film](#) [Filmschool](#) [final cut](#) [final cut pro](#) [Foley frames](#)  
[per seconds](#) [free software](#) [Graphic](#) [green screen](#) [Guide](#) [iOS](#) [iPhone](#) [Lighting](#) [luma key](#) [Mac](#) [Miro Video Converter](#) [Motion](#) [motion blur](#) [MPEG](#) [Multicam](#) [Noise Reduction](#) [Paste](#)  
[Attributes](#) [Premiere](#) [Production](#) [Tips](#) [questions](#) [screenwriting](#) [Software](#) [software](#) [The Art of Flight](#) [tips](#) [youtube](#)

## • Support us!



© 2012 [Frameforest.com](#) | Problems, broken links? [post@frameforest.com](mailto:post@frameforest.com)