1. Only view 3D layers—
   3D layer switch needs to be enabled.

2. Ability to combine 2D and 3D layers in same comp is cool but in AE—
   Fly around just the 3D elements, with stationary background movies and text is 2D.

3. Cameras appear as layers in AE—
   (invisible; default camera is used if no camera layer).
   Active camera is one highest in Timeline panel.

4. Two main approaches to working in 3D—
   i. Fly a camera around and through the set up scene or
   ii. Leave camera in one place, and fly layers in and out of cameras view.

5. Two basic properties:
   i. How much perspective distortion the camera exhibits—
   ii. What distance from camera are objects in focus