

After Effects Alternatives

This is a non-exhaustive overview of tools for motion graphics, VFX, and character animation.

Adobe Animate

Formerly called Flash, used to create animations and interactive content.

<https://www.adobe.com/products/animate.html>

Rive

Web based 2D interactive animation with character rigging and state machine.

<https://rive.app/>

Spine

2D character animation for games with bones and deformation meshes

<http://esotericsoftware.com/>

Fable

Fully web-based online motion graphics tool, specifically for the needs of UX/UI and social media with a powerful templating and collaboration system.

<https://www.fable.app/>

Jitter

A simple web based animation tool with many presets, like Canva for mograph.

<https://jitter.video/>

SVGator

Basic vector animation tool for web and mobile, compatible with Lottie.

<https://www.svgator.com/>

Haiku

Open-source online tool for creating animated interactive elements for apps and websites.

<https://www.haikuanimator.com/>

Motionity

Another basic web based motion graphics app for simple animations.

<https://www.motionity.app/>

Cavalry

Node based 2D animation for Mac and Windows with procedural behaviors and generators

<https://cavalry.scenegroup.co/>

Spline

Web based 3D animation, can now work with variables and user input

<https://app.spline.design/files>

Hype

Mac-based HTML5 animation software

<https://tumult.com/hype/>

Google Web Designer

<https://webdesigner.withgoogle.com/>

Saola Animate

Mac and Windows tool for creating HTML5 animation

<https://atomisystems.com/saola-animate/>

Natron

Cross platform open source node-based VFX and compositing software

<https://natrongithub.github.io/>

Pixel Conduit

Mac based real time video FX and compositing tool

<https://pixelconduit.com/>

Pencil2D

Cross platform 2D cell-animation software

<https://www.pencil2d.org/>

KeyShot

Realtime 3D Renderer, especially for product shots

<https://www.keyshot.com/animation/>

Synfig

Free, open source, cross platform 2D animation software including bones and vectors

<https://www.synfig.org/>

Moho

Advanced, fully featured 2D rigging and animation software

<https://moho.lostmarble.com/>

Toon Boom Harmony

Professional 2D animation platform designed for studio workflows and episodic production

<https://www.toonboom.com/products/harmony>

CelAction 2D

Professional animation software, popular with UK and Australian productions like Bluey, Peppa Pig, Mr. Bean, and Simon's Cat.

<https://www.celaction.com/>

Live2D Cubism

Rigging 2D character drawings in pseudo 3D for real-time performance, especially anime style.

(See also <https://vroid.com/en/studio>, <https://live3d.io/>, <https://denchisoft.com/>)

<https://www.live2d.com/en/>

Womp

Free 3D modeling directly in the browser with boolean blob based approach

<https://alpha.womp3d.com/>

Autograph

Compositing, VFX, and motion graphics tool with full 3D environment

<https://www.left-angle.com/>

Blender

Fully featured free, open source package for 3D, 2D, editing, and compositing

<https://www.blender.org/>

Apple Motion

An early After Effects alternative for basic motion graphics and titles

<https://www.apple.com/final-cut-pro/motion/>

HitFilm

Simple free video editing and visual effects software, like After Effects Lite

<https://fxhome.com/product/hitfilm>

Davinci Resolve Fusion

Visual effects and compositing, with rudimentary animation features

<https://www.blackmagicdesign.com/products/davinciresolve/fusion>

Cascadeur

Web based AI assisted character rigging and animation with automatic physics

<https://cascadeur.com/>