



Cinema 4D Course Outline





3D Artists toolkit

CINEMA 4D Studio is the very best that MAXON has to offer for professional 3D artists. If you want to create advanced 3D graphics but need a helping hand to ensure you create jaw-dropping graphics quickly and easily, then this is the choice for you.



Modelling

CINEMA 4D's comprehensive polygon tools provide real-time feedback. A powerful Knife tool works in conjunction with N-gons to easily cut holes, planes and paths into objects. The Stitch and Sew tool makes it easy to close holes between objects.

Cinema 4D Course Outline

Introduction to Cinema 4D

- The Cinema 4D workflow
- Differences between 2D and 3D
- Navigating the viewports
- Navigating using a three-button mouse and keyboard shortcuts
- Exploring the interface
- Configuring project settings
- Application preferences

Creating and Understanding Objects

- Exploring object hierarchy
- Creating, selecting, and transforming objects
- Object categories – active and passive objects
- Comparing object types
- The Attribute Manager
- Creating a basic model with primitive and null objects

Working with Splines

- Creating and working with splines
- Selecting and transforming points on a spline
- Nurb types
- Manipulating paths from Adobe Illustrator

Polygonal Modeling Tools

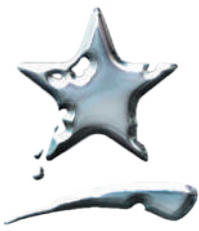
- Points, edges, and polygons
- Modeling with the Knife tool
- Modeling with the Extrude tool
- Modeling with the Extrude Inner tool
- The Create Polygon and Bridge tools
- Creating a HyperNURBS object
- Creating a simple model

Using Deformers

- Working with deformers
- The Wind Deformer
- The Wrap Deformer
- The Spline Wrap

Materials and Texturing

- Understanding material channels
- Applying materials: Projection methods
- Reflective surfaces / shiny surfaces
- Rough surfaces / bumpy surfaces
- Transparent surfaces
- Using alpha channels to create a label
- Texturing type using multiple materials



tel 011 782 4297
fax 086 511 3343
109 3rd street, linden, 2195
po box 44007, linden, 2104

e-mail: msd@imsd.co.za
website: www.imsd.co.za



3D Painting

With CINEMA 4D you can paint on up to ten channels with a single stroke. A brush can define an entire material rather than a single color, and CINEMA 4D's exclusive RayBrush technology lets you view the results of your painting in real-time in a rendered image.



Animation

Virtually any object, material or tag parameter can be keyframed by simply clicking the circle next to its name. Activate automatic keyframing of all or selected parameters. The Power Slider lets you quickly define keyframes for the current state at any frame

Working with Lights

- Understanding how lights work in the 3D world
- Adjusting falloff to limit how light affects objects
- Understanding light types
- Creating and manipulating shadows
- Creating light rays with visible light
- Creating a simple three-point light setup

Keyframes and Animation

- Understanding keyframe animation
- Animating in the Timeline
- The F-Curve Manager
- Create an animated pause

Camera Movement and Control

- Differences between the Editor Camera and a camera object
- Exploring field of view and aspect ratio
- Explaining parallax in camera movement
- Creating a dynamic camera movement
- Refining and previewing a camera movement

Output and Rendering

- The render engine
- Render settings
- Rendering still images vs. animation
- Setting up multi-pass rendering for still images
- Batch-rendering multiple files

Compositing in After Effects

- The 3D animation workflow
- Setting up a multi-pass render
- Importing elements into After Effects
- Manipulating 3D renders in After Effects
- Fine-tuning a composition in After Effects

Introduction to MoGraph

- Explaining MoGraph
- Using the Cloner object
- Modifying cloners with Effector objects
- Creating animation with the Fracture object
- Creating abstract shapes with the MoSpline object
- Using the Tracer object to create paths
- Creating realistic movement with MoDynamics