Introduction to Maxon Cinema 4D

Duration: 2 Days

Objectives

This course teaches the use of Cinema 4D to create all kinds of 3D graphics, modeling, rendering and animations. Workflows and techniques covered will prepare you for product design, architectural visualisation, character animation, scientific simulations, game development, special effects and motion graphics.

Pre-requisites

Delegates benefit from an understanding of design and animation but it is not essential.

Course outline

Introduction to Cinema 4D
- The R18 interface
- Understanding the 3D World
- Navigating around the Object Views

Modelling
- Creating and manipulating objects
- Creating and understanding splines
- Modelling a camera
- Modelling a speaker
- Modelling a character
- Cloning objects
- Polygon modelling tools
- Extruding and stylising 3D text

Deformers
- Applying deformers
- Bending and twisting
- Exploding objects
- Melting objects

Working with Materials
- Applying materials to an object
- Changing the colour and texture
- Creating reflections and transparency
- Add noise and gradients
- Using the new material library

Creating a scene
- Adding a floor object
- Adding a physical sky

- Setting up the camera
- Using preset scenes

Lighting
- Types of lights
- Types of shadows
- A three point lighting set-up
- Light textures and projections
- Global illumination
- Ambient occlusion

Animation
- Animation essentials
- Working with Keyframes
- Animating simple objects
- Refining animation
- Animating text
- Creating an animation path for your object
- Previewing animation

Introduction to MoGraph
- Creating MoText
- Using Cloners

Rendering/Exporting
- Rendering settings
- Rendering for print
- Rendering for video
- Rendering with Alpha Channels
- Exporting to different formats (MOV, Image sequences, DPX)
- Exporting for After Effects

Features introduced in R18
- New Reflectance options
- Motion Tracker
- Cogwheel