

ADVANCED MAXON CINEMA 4D

Duration: 2 Days

OBJECTIVES

This course enhances your use of Cinema 4D to help you work faster and create more advanced 3D graphics, models and animations. Workflows and techniques covered will include those needed for advanced product design, architectural visualisation, character animation, game development, special effects and professional motion graphics.

PRE-REQUISITES

Delegates should have completed the intermediate course and have a solid understanding of Cinema 4D.

COURSE INCLUDES

A comprehensive set of reference notes covering course topics, follow-up telephone support and lunch and refreshments.

COURSE OUTLINE

Advanced Cinema 4D

- The features of the R18 interface
- Configuring the display view for advanced features
- Useful preferences

Advanced Modelling

- Creating complex objects using simple methods
- Advanced Polygon Modelling
- Merging in objects
- Applying multiple materials to an object
- Changing a material's mapping

Advanced Lighting

- Working with HDRI
- Realtime raytraced shadows
- Light projections
- Advanced global illumination

Advanced Animation

- Slick motion graphics animation
- Animating all elements
- Motion cameras
- Target cameras
- Camera Crane
- 3D motion tracking

Xpresso

- Useful Expression
- Linking properties via Xpresso

- Using MoGraph with Xpresso

Tags

- General tags
- Character tags
- Simulation tags

Advanced Texturing

- Using texture tags
- Texturing selections
- Applying Video textures to objects
- Using displacement maps
- Mapping photographed textures with Body Paint UV Edit
- Painting directly onto textures

Advanced MoGraph

- Combining MoGraph effectors
- Using Random Effectors
- Linking Effector to sound

Character Rigging

- Creating bones
- FK and IK Rigs
- Character Rigs
- CMotion
- Customising animation templates

Advanced Rendering

- Advanced rendering settings
- Depth of field renders
- Stylising lo-res renders
- Rendering wire frame views
- Rendering Sketch views
- Rendering multi passes
- Setting up for 3D printing

Cineware workflow in After Effects CC

- Importing scenes and cameras into AE
- Animating C4D Lights and Cameras in AE
- Dynamic linking to Premier Pro
- Final rendering from After Effects