

## Training Course: 2 day Maxon Cinema4D Advanced

This 2 day course is a follow on to the 2 or 3 day introduction course and presumes a working knowledge of Cinema4D. The course covers Bones, Inverse Kinetics, GI, XPresso, PyroCluster, Particles, modelling, Shaders & Materials, Lighting, Dynamics and a lot of MoGraph. Also covers interacting with Adobe After Effects and Apple Motion and pushes your Cinema4D skills up a level.

### At the end of this course you will be able to:

- Add Bones and animate a model
- Use Inverse Kinetics to animate an arm
- Use GI to light a scene more naturally
- Use XPresso to link objects and convert parameters
- Use Pyro Cluster to create volumetric materials
- Use Particles to create effects
- Use Mograph to create and animate objects with real physics

#### **Bones**

*Creating the Bones structure*  
*Parenting Bones*  
*Adding bones to the model*  
*Fixing Bones*  
*Testing the Bones structure*  
*Animating with Bones*  
*Creating a walk cycle*  
*Animating the model with splines*  
*Batch rendering multiple projects*

#### **Inverse Kinetics**

*Creating the robot arm and bones*  
*Adding IK tags*  
*Using the IK tool for animation*

#### **General Illumination**

*Creating the scene for GI*  
*Rendering with and without GI*

#### **Interaction with other Applications**

*Rendering multi layer files*  
*Adding compositing Tags*  
*Interacting with Adobe AfterEffects*  
*Interacting with Apple Motion*

#### **XPresso**

*An introduction to XPresso*  
*Applying the tag and adding objects to the Xgroup*  
*Linking Parameters*  
*Using the Range Mapper to adjust values*  
*Building a scene and using XPresso*

#### **MoGraph**

*An introduction to MoGraph & Dynamics*  
*Rigid & Soft body Tags*  
*Clothilde - Cloth & Collider Tags*

#### **MoGraph Objects**

*Cloner Objects*  
*Matrix Objects*  
*Fracture Objects*  
*Text Objects*  
*Instance Object*  
*MoSpline - Tracer - Force - Displace Deformer*  
*Linear - Radial - Grid Cloner tool*  
*MoGraph Selection Tool*

#### **MoGraph Effectors**

*Plain - Volume - COFFEE*  
*Group Effector - Delay Effector - Formula Effector*  
*Inheritance Effector - Random Effector - Shader Effector*  
*Sound Effector - Spline Effector - Step Effector*  
*Target Effector - Time Effector*

#### **MoGraph Shaders**

*Camera Shader - Color Shader*  
*Beat Shader - Multi Shader*

#### **Using Mograph & Dynamics**

*Using MoGraph Objects and Effectors to build scenes*  
*Animating with MoGraph and Dynamics*  
*Different tags and their uses*  
*Depth of field and Motion Blur*  
*Target Camera and lights*  
*PyroCluster volumetric Shaders*  
*Faster previews and renders*