

Training Course: 2 day Maxon Cinema4D Introduction

This 2 day course will get you up and running in 3D with Cinema4D and starts from the ground up. There is a heavy focus on the interface, tools, workflow and 3D terminology to make you feel as comfortable in 3D as 2D.

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

Create a 3d scene
Create and manipulate objects in 3D space
Add & animate lights and cameras
Render out a finished movie at the correct resolution

General interface

Customising the interface
Tailoring cinema 4D for you
Managers and Viewports
Global and local coordinates systems

Modeling

Nulls, Groups and hierarchies
Generators - Deformers - Booleans
Polygon objects - generation - manipulation
Modeling objects from components
Creating a manipulating primitive shapes
Creating and understanding splines
Creating Nurbs
Shapes and parameters

The Material Manager

Creating new materials
Concepts of colour, transparency, reflection
Applying a material to an object
Changing a materials mapping
Applying Video textures to objects

Texturing

Material channels basics
Shaders - textures - animated textures
Reflections and Transparencies
Setting up standard materials
Colour, transparency, reflectivity etc.
Using shaders
Using the browser
Using Photoshop

Cameras

Camera attributes: focal length, depth of field etc
Aiming cameras
Tracking cameras to objects

Animation

Time & the Timeline
Animating parameters
Setting up animation preferences
Intro to keyframe animation
Autokeyframing
Keyframing from attributes
Tracks, keys and sequences
Copying keys and tracks
Using animation tags
Animating Nurbs
Animating the light
Creating an animation path for your object

Lighting

The different light types: point, spot, line and area
Light attributes
Aiming lights as cameras
Tracking lights to objects

Shadows

Simple Lighting schemes
Render settings - resolution - format
Render in picture viewer
Rendering animations

Rendering

Setting up the rendering attributes
Saving different attributes
Preview renders
Rendering a view & Rendering settings
Rendering for Print & Video
Rendering with Alpha Channels