

## Training Course: 3 day Maxon Cinema4D Introduction

This 3 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. The 3 day course includes all of the 2 day course but with the extra day we cover much more.

### 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

- The null
- Groups and hierarchies
- Generators - Deformers - Booleans
- Polygon objects - generation - manipulation
- Modeling objects from components
- Creating a manipulating primitive shapes
- Creating and understanding splines
- extrudes, lofts, lathes and sweeps
- Creating Nurbs
- Shapes and parameters
- Polygon modelling tools
- Adding text & company logos
- Importing Adobe Illustrator paths
- Advanced use of polygon modelling tools
- N-Gons
- The knife, brush and magnet tools
- HyperNURBs

#### Creating a scene

- Adding a floor & Sky objects
- Adding Lighting
- Light textures, projections & shadows

#### 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
- Material projections
- Reflections and Transparencies
- Setting up standard materials
- Colour, transparency, reflectivity etc.
- Using shaders
- Using the browser
- Using Photoshop
- Advanced use of the material editor
- Using the filter and layer shaders
- Size, position and repeat
- Applying multiple materials
- Copying materials from other objects
- Using materials as gobos on lights

#### Animation

- Time
- Animating parameters
- Timeline
- F-curves
- 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
- Multiple cameras
- Animating the light
- Editing animation sequences
- Creating an animation path for your object
- working with layers and organizing your animation

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### **Lighting**

- The different light types: point, spot, line and area*
- Light attributes*
- Aiming lights as cameras*
- Tracking lights to objects*
- Advanced use of lighting parameters*
- Lens flare effects*
- The HeadUpDisplay*

### **Cameras**

- Camera attributes: focal length, depth of field etc*
- Aiming cameras*
- Saving different cameras*
- Tracking cameras 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*
- Batch renders*
- Rendering a view*
- Rendering settings*
- Rendering for Print*
- Rendering for Video*
- Rendering with Alpha Channels*
- Rendering your project to different formats*
- Interaction with Adobe After Effects and Apple Motion*
- Introduction to MoGraph*