

Cinema 4D – Fundamentals

Description

This training will get you started on Cinema 4D with confidence. The plethora of Cinema 4D features cover all stages of 3D creation: modeling, texturing, animation and image rendering. Modeling tools will give you the opportunity to design models and apply a large number of modifications, the UV generation will allow you to create sumptuous textures adapted to your model. This allows you to create characters, objects or environments.

Course Content

Module 1: Interface

- 2D / 3D views
- Moving around the various windows
- General settings

Module 2: Modeling

- Primitives
- Creation of objects by combination and edition of primitives
- Polygonal modeling approach
- Polygon brush
- Memorization of point and polygon selections
- Deformations of objects
- Import of models made in other 3D software
- Instances
- Conversion to object
- The splines
- Definition and use
- Import of Illustrator plots
- Nurbs modeling
- Use of hyper nurbs
- The mesh checker

Module 3: Basic lighting

- Lighting sources installation and parameters

Module 4: The Deformers

- Management and applications of deformers

Module 5: Textures

- Terminology: bitmap, 2D shader, 3D shader
- Texture components
- Applying textures

Module 6: The cameras

- Camera setup and settings
- Camera animation
- Axes notions, use of modes

Module 7: The timeline

- Using the time management palette

Module 8: Rendering

- Render options settings
- Multi-pass rendering
- Export and rendering of a view, an image and an animation

Module 9: Finalization

- General revision

Documentation

- Digital courseware included

Participant profiles

- 3D artists
- Graphic artists
- Advanced multimedia creators wishing to add 3D content production to their skills

Prerequisites

- Very good knowledge of the computing environment
- Practice of creating 3D models is an advantage

Objectives

- Understand and create workspaces
- Use 3D and 2D creatives tools
- Model basic geometric shapes
- Develop UVs from Cinema 4D
- Texture 3D models
- Make small camera animations and objects
- Make renderings
- Export images / animations to other software

Niveau

Fondamental

Classroom Registration Price (CHF)

3900

Virtual Classroom Registration Price (CHF)

3650

Duration (in Days)

5

Reference

C4D-01