
Cinéma 4D – Photo Realism

Description

This training will allow you to create realistic renderings thanks to the powerful OCTANE rendering engine. Architecture, product shots or even 3D illustration, you will be able to quickly produce exceptional quality renderings, thanks to the CUDA technology embedded by OCTANE.

Reference

C4D-02

Course Content

- Module 1: Mograph
- Module 2: Cloners and effectors
- Module 3: Matrix
- Module 4: Fracture
- Module 5: Moinstance
- Module 6: Motexte
- Module 7: Motraceur
- Module 8: Mospline
- Module 9: Moextrude
- Module 10: Extruding text
- Module 11: Text animation
- Module 12: Scene optimization
- Module 13: Export to After Effects

Documentation

- Digital courseware included

Participant profiles

- 3D artists
- Designers
- Advanced multimedia creators wishing to add to their skills the production of 3D Photo Realistic renderings

Prerequisites

- Very good knowledge of the IT environment
- The practice of software for creating 3D models is an asset

Objectives

- Understand how realistic renderings work
- Integrate their 3d models in a photo and render them
- Basic camera tracking
- Prepare their sceneUse HDRI for lighting
- Create OCTANE materials
- Using the octane lights and its SKY system

Niveau

Intermédiaire

Classroom Registration Price (CHF)

3200

Virtual Classroom Registration Price (CHF)

3000

Duration (in Days)

4