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.

Niveau
Fondamental
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

Classroom Registration Price (CHF)
3900
Virtual Classroom Registration Price (CHF)
3650
Duration (in Days)

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Reference
C4D-01