CLS | Learning Solutions

Why Learn Cinema 4D Maxon?

Learn Cinema 4D, from the ground up, in this Cinema 4D course.

This course will get you comfortable with the basics of modeling, lighting, animation, and many other important topics for 3D Motion Design.

Master basic 3D principles and lay the foundation for more advanced subjects in the future.

Audience Profile :

- Anyone who is new to Cinema 4D and wants to learn to create 3D stills and animations.
- Character animators

Prerequisites:

- No previous experience of Cinema 4D or any modelling program is required.
- Basic Computer Knowledge.
- Experience in Graphic design is preferred.

Course Overview:

- During the course you will learn to set up a project, understand Cinema 4D's interface, work within a 3D environment, model and render objects adding texture and lighting effects to them and create some basic animation sequences.
- Explore Cinema 4D in more detail, covering more complex modelling techniques, more advanced rendering and material manipulation and looks at animation in more detail.
- This course also focuses on using the integrated sculpting tools for organic modelling, hard surface modelling and retopology.
- This Cinema 4D training course helps you expand your 3D horizons and enables you to delve into the new features of Cinema 4D in the shortest time possible.
- This course enhances your skills as well as your earning potential as a 4D expert.

Cinema 4D Maxon Outline:

- Cinema 4D Basics
- Welcome to the Cinema 4D interface
- Using layouts and 'workspaces'
- Setting up a project
- Creating Objects in Cinema 4D
- Understanding basic object types and parameters
- Understanding the various types and forms, their settings and parameters
- Understanding the objects hierarchy
- How the object hierarchy or objects list works as an organizational tool
- Cinema 4D's parent and child structure - understanding parent and child relationships
- Using Modifiers and Deformers to modify, distort and manipulate objects
- Creating Deformers and using them correctly within the object list
- Types of Deformers - uses for animation and modelling
- Making spline or outline objects to edit and create objects
- Creating basic outlines with the Bezier pen
- Making shapes and paths
- Creating more complex models using different constructor objects
- Lofting - making surfaces from profiles
- Lathing - spinning objects in a virtual lathe
- Using editable objects, points edges and polygons to create any shape or surface
- Points, edges and polygons - the different editing modes
- Understanding detail level - How many polygons?
- Using the Tool setting in the attributes manager
- Creating and working with materials to change the colour, texture and properties of objects
- Making new materials and shaders
- Enabling material properties
- Colour, texture, reflectance and transparency
- Creating environments for objects
- An infinite ground plane - the floor object.
- Making skies, skylight objects and physical skies.
- Adding lights and Cinema 4D cameras to give viewpoints
- Understanding the range of light types and light techniques
- Working with different light ranges and falloff
- Creating simple animations using animation and Keyframing
- Basic animation techniques
- Understanding the animation workspace
- Rendering and output to create still or animation sequences
- The Cinema 4D renderers
- Rendering set up - size and frame rate
- Further into Materials and UVW Mapping
- Using the Reflectance channel to create complex surfaces
- Using the Luminance channel to create light effects
- Modelling More Complex Shapes and Surfaces
- Combining constructor objects
- Further into deformers
- Using Cinema 4D Advanced Sculpting functionality to add detail