

## Fundamentals of Cinema 4D

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### Course Summary

#### Description

This course is for everybody new to C4D. It will take you through the basics of Cinema 4D and will allow you to start using it to create your first projects from start to finish. We will also talk about general 3D concepts that will give you a better understanding of the underlying technology. Aspects of Adobe After Effects that work in conjunction with C4D will be used in this course for rendering and compositing your 3D scenes.

#### Objectives

At the end of this course, students will be able to:

- Understand the fundamentals of Cinema 4D, including installation, setup, and the main features.
- Understand the interface.
- Learn how to use Cinema 4D tools.
- Reveal objects with sweeps.
- Create and apply materials.
- Model and animate.
- Work with cameras and lights.
- Render.

#### Topics

- Basics
- Splines
- Generators
- Lighting
- Texturing
- Animation
- Rendering
- Compositing
- Customizing C4D

#### Audience

This course is for anyone, from any industry and discipline, who seeks to learn Cinema 4D from scratch.

#### Prerequisites

Students should possess practical working knowledge of Mac OS X or Windows. A basic understanding of Adobe Photoshop, Illustrator, and After Effects would be beneficial but are not necessary.

#### Duration

Two days

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### Course Outline

- I. Basics*
  - A. Cineware in Adobe After Effects – Launching C4D & C4D Lite
  - B. Navigation
  - C. Primitives
  - D. Deformers
- II. Splines*
  - A. Drawing
  - B. Importing vector art from Photoshop and Illustrator
- III. Generators*
  - Modeling Generators
- IV. Lighting*
  - A. Lights
  - B. Shadow types
  - C. Aiming lights
  - D. 3-point lighting
  - E. Restricting light (project tab)
- V. Texturing*
  - A. Creating a material
  - B. Projection modes
  - C. Restricting materials to a selection
  - D. Dealing with alphas
- VI. Animation*
  - A. Keyframing (attributes & objects)
  - B. The timeline (time code)
  - C. Interpolation (F-curves)
  - D. Cineware in AE – 3D Camera Layer Settings for C4D
- VII. Rendering*
  - A. Cineware in AE – Render Settings for C4D
  - B. Rendering for “x” (print, video, etc.)
  - C. Alphas
  - D. Dof/Motion blur
  - E. Net
- VIII. Compositing*
  - A. Cineware in AE – Multi-pass for C4D
  - B. Setting up multi-pass
- IX. Customizing C4D*
  - A. Creating a custom layout
  - B. Modifying shortcuts
  - C. Preferences vs. Scene Settings
  - D. Creating a custom start .c4d file