



ACUITY TRAINING LTD

Maxon Cinema 4D

Introduction / Intermediate



Maxon Cinema 4D Introduction / Intermediate - 2 Days



Maxon Cinema 4D is a flexible and powerful modeling, animation, and rendering tool, used to create a wide variety of images, quickly and easily. Features such as special effects, broadcast titles, character animations, and more.

This course covers the fundamentals of Cinema 4D enabling you to create 3 dimensional images and animations.

Pre Requisites

Delegates will require a general knowledge of 3D modelling concepts together with basic understanding of a 2D/3D drawing or modelling program. It is also assumed that the delegate will have general knowledge of design concepts, together with some basic Windows operating system familiarity.

Exercises

The course is instructor led, involving the utilisation of examples and exercises in a workshop environment.

Introduction to Maxon Cinema 4D

- Overview
- Designing with Cinema 4D
- The Cinema 4D interface

The Basics of Maxon Cinema 4D

- The view window
- Configuration
- Workflows
- Menus
- The structure menu
- The function menu
- The coordinates manager
- The object manager

Modelling

- Overview
- Shapes and parameters
- Deformers
- Polygon modelling tools

The Material Editor

- 2D channel shaders
- 3D channel shaders
- Texture mapping

Animation

- The timeline
- Creating keyframes

Rendering

- Rendering and antialiasing
- Importing and exporting files