ProTech Professional Technical Services, Inc.

Advanced Cinema 4D

Course Summary

Description

In this course we will learn how to use more sophisticated tools in Cinema 4D to create complex models, better lighting, advanced texturing, more photorealistic renders, and better scene optimizing. We will also take a first look at MoGraph, C4D's motion graphics power tools.

Objectives

At the end of this course, students will possess an extensive understanding of Cinema 4D.

Topics

- Intermediate
- Modeling
- Texturing
- Animation
- MoGraph
- Rendering
- Compositing
- Customizing C4D

Audience

This course is aimed at the user who already knows his/her way around C4D, but wants to start creating more complex models, animations, and renders.

Prerequisites

Students should possess practical working knowledge of Mac OS X of Windows and a basic working knowledge of Cinema 4D. A good understanding of Adobe Photoshop and Illustrator would be beneficial.

Duration

Three days

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Course Outline

I.   *Intermediate*
   A. Lighting
   B. Creating a light dome
   C. GI

II.   *Modeling*
   Intro to poly-modeling

III. *Texturing*
   A. Advanced materials
   B. UV mapping
   C. Baking materials

IV.   *Animation*
   A. Re-timing animations (time tracks, xrefs, etc.)
   B. Baking animation (PLA, object, motion clips)

V.   *MoGraph*
   A. Overview (cover the method of MoGraph)
   B. Creating clones
   C. Effectors
   D. Dealing with text (cloner, motex, fracture)
   E. Caching/Baking
   F. Dynamics

VI.   *Rendering*
   A. GI – caches, baking, still, animation
   B. Physical vs. Standard
   C. Compositing tags

VII. *Compositing*
   A. External comp tags
   B. Dealing with 3D data
   C. Custom render layers

VIII. *Customizing C4D*
   A. Preferences vs. Scene Settings
   B. Creating a custom start .c4d file