

Maxon Cinema 4D – Basics («CIN4D1»)

Cinema 4D is a powerful tool for 3D visualization and animation. Various modules for texturing, rendering, MotionGraphics and dynamic animations make Cinema 4D a flexible 3D program with which every idea can be realized.

Duration: 3 days

Price: 2'400.–

Course documents: Accompanying book: Cinema 4D R20

Content

- Comparison to licence model change for R25 and previous versions and differences between Cinema 4D Studio and Lite
- Setting up the program, the interface and the displays
- Modeling with parametric basic objects, generators, splines and deformers
- Edit polygons, points and edges with mesh and sculpting tools
- Create and assign textures: physical materials, shaders, texture channels and reflections as well as an insight into texture mapping and body painting
- Create scene objects: Cameras, light sources, ground and sky
- Use different renderers and render effects: standard renderer, physical renderer, OpenGL renderer and effects like Ambient Occlusion and Global Illumination
- Create animations with the timeline: keyframes, camera movements and dynamic animations based on physical calculations and MoGraph

Key Learnings

- Basic understanding of 3D graphics and the generally applicable terminology associated with them
- Assembling 3D scenes for visualisation and animation in Cinema 4D

Methodology & didactics

- Informative, exemplary and practice-oriented teaching sequence
- First, the most important tools are shown individually in theory and small examples. Afterwards, they are deepened in practice by means of an example project and interaction

Target audience

This basic course is aimed at anyone who wants to build up their competence in Cinema 4D with the help of publishing experts. Career changers, marketing managers, public relations departments as well as future graphic, product and motion designers.

Additional information

Info about the room equipment

Our courses take place on Windows or Apple devices. On request, we will be happy to provide you with an Apple computer in Zurich, Bern and Basel. Please let us know in advance by sending an e-mail to info@digicomp.ch. You can also bring your own laptop.

For virtual participation, we recommend the use of an additional monitor (not just a laptop) so that you can fully follow and participate in the lesson.

Any questions?



We are happy to advise you on +41 44 447 21 21 or info@digicomp.ch. You can find detailed information about dates on www.digicomp.ch/courses-media-communication/publishing/3d-cad/course-maxon-cinema-4d-basics