

Cinema 4D Course Outline

LECTURER	Liam Key
DURATION	3 consecutive days
FEE	\$792
VENUE	Billy Blue College of Design, 46-52 Mountain Street, Ultimo, NSW 2007
COURSE OUTLINE	Cinema 4D is most often used by traditional designers wishing to gain 3D animation skills in an easier learning curve than more traditional software such as Maya. It is used for motion graphics, modeling, animation, landscape modeling, game asset design etc. It's interface is easier than Maya to learn, and gives individuals an easier method of understanding 3D basics. This enables individuals to later transition to Maya if they wish to continue developing their 3D skills – which is an inlet for further intake in a 3D course at BBCD.

Day 1 (10am-4pm)

BASIC INTERFACE

* Panels * Layouts * Viewing settings (view shadows, noise, transparency etc.) * Navigation * Problem solving * Methods of approaching problems * Different versions of C4D * Approaching your end result starts with the first step * The output render is the final result, not the programs view

MODELING

* Vertex modeling * Edge modeling * Polygon modeling * Normals * Connecting objects * Deleting parts of objects * Sweep nurb * Boole nurb * Extrude nurbs (text, Illustrator files, logos etc.) * Sculpting * Pose morph (blend between different shapes, from the one original)

TEXTURING

* Different material templates * Colour, transparency, reflection, diffusion, displacement, bump * Create noise for texture, save it as a template and apply it as a bump/displacement setting * Colouring a selection with a selection tag * Unwrapping a 3D object into 2D (UV layout). * Texturing is a 2D co-ordinate, corresponding to a 3D co-ordinate. * Theory of U (horizontal), V (vertical), W (depth) for an X,Y,Z point in 3D space. * Creating seams * Body Paint UV * Painting directly onto your 3D object

Cinema 4D Course Outline contd...

Day 2 (10am – 4pm)

MOGRAPH DYNAMICS

* Cloner object * Cloner: Copying an object in a grid, a line, a 3D grid * Cloner: Copying an object on each vertex point of another 3D object * Cloner: Copying an object along a spline/path * Dynamics: Hard body * Dynamics: Soft body * Emitter objects * Emitter object effectors (wind, turbulence) * Explosion dynamics

RIGGING

* Bones * Hierarchy of skeletal structures * Modeling correctly for rigging later * Inverse kinematics (IK) (connected bone movements – snakes, knees, arms etc.)

CAMERA AND LIGHTING

* Using cameras * Using lights * Controlling shadows * Using depth of field * Using motion blur * Backgrounds * Environments (preset weather) * Changing depth of field or motion blur settings in camera

Day 3 (10am – 4pm)

ANIMATION

*Keyframing an element *Bezier curve ease *Using the timeline *Animating along a spline (Follow a path, follow a spline tag) *Target tag (make one object look at another object) *Driver and user data

RENDERING

*Hyper nurbs-Render settings (3 main settings to adjust for a great render) *Methods to controlling the time it takes *Compositing tags to control the output *PNG render sequences *Ambient occlusion

COMPOSITING IN AFTER EFFECTS

*Export PNG sequence from C4 *Import sequence into After Effect *Add text, and export H.264 from AE via Render Queue *Discussion about embedded integration between AE and C4D

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