



## Cinema 4D XL 10: fundamentals

This fundamentals course is your introduction to Maxon's 3D Application, Cinema 4D. The course provides a structured workflow, designed to help you progress at your own speed. It arms you with a general knowledge of the tools and techniques available within Cinema 4D's core applications.

### Skills needed before the course

A basic systems knowledge.

### Recommended duration

Three days.

- 
- Overview of interface and workspaces
  - Creating custom workspaces
  - The HUD system
  - Showing relationships of data across the different managers
  - Layers manager
  - Using the content browser and presets
  - Working with splines and Spline Types
  - Working with NURBS
  - Geometry based modeling
  - Primitive shapes and Boolean objects
  - Attributes manager and controlling object properties
  - HyperNURB / organic modeling
  - Symmetry modeling
  - Object manager hierarchies; parenting, grouping and organizing
  - Using trace maps; positioning, changing transparency and resizing
  - Compositing Tags
  - Adding keyframes to attributes and scrubbing through the timeline
  - Refining keyframe parameters
  - Animating along a spline
  - Using rail tracks to adjust ?banking? of an object
  - Using target cameras and creating fly-through effect
  - Adding camera shake
  - A look at the animating workspace and specific windows; timeline manager and f-curve manager
  - Creating preview movies to check animation
  - Creating channel shaders
  - Using Alpha channels to isolate specific information
  - Adding reflection to your objects
  - Creating selection tags to confine textures to specific parts of a model
  - Projection methods to apply textures to a model
  - Using Quicktime in Cinema 4D
  - Importing Photoshop layered files into Cinema 4D
  - Exploration of the different light types
  - Practical use of shadows
  - Volumetric / visible light
  - Creating light matts
  - Using and adjusting light falloff values
  - Setting up an environment
  - Setting up an infinity cove
  - Image based lighting (GloLens Effects)
  - Film formats and pixel size
  - Output settings and rendering; Multipass rendering
  - Using object buffers and object ID to capture data for post edit
  - Capturing 3D data for After-effects
  - Adding Ambient Occlusion to scenes
  - Render effects; depth of field, soft focus and cel render

---

**Rates include lunch, free pre-training analysis and post-training support. Group courses have manuals included. For more information contact the training department on 020 7222 8484.**