CINEMA 4D

Professional Certificate
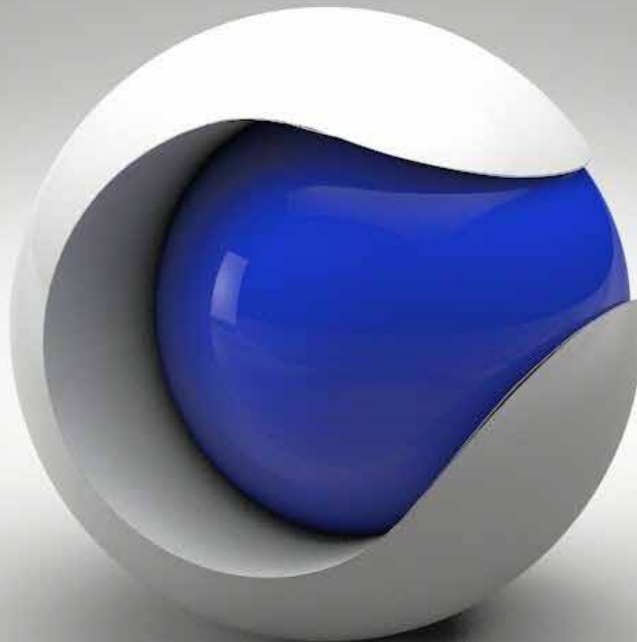
**Excellence**
Training Centre

WHY CINEMA **4D**?

Easy to learn and extremely powerful: **Cinema 4D** is the perfect package for all 3D artists who want to achieve breathtaking results fast and hassle-free. Beginners and seasoned professionals alike can take advantage of Cinema 4D's wide range of tools and features to quickly achieve stunning results. Cinema 4D's legendary reliability also makes it the perfect application for demanding, fast-paced 3D production.
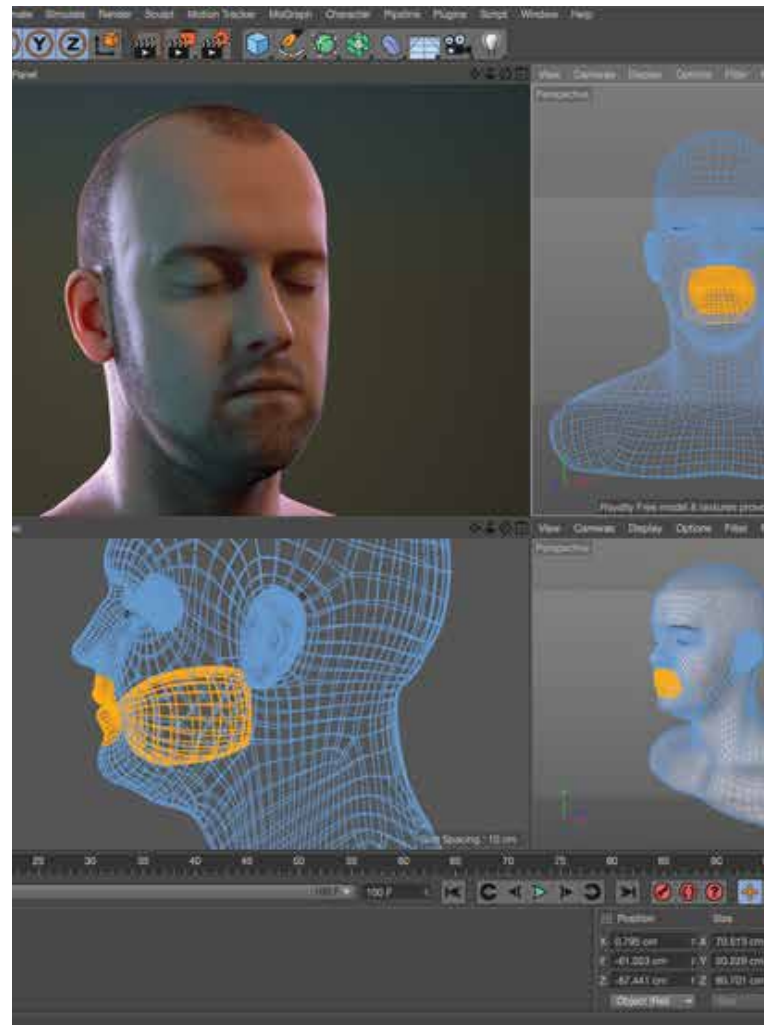
INTRODUCTION:

Cinema 4D fundamental course will be a practical approach to learning Maxon's Cinema 4D. The course will cover everything needed to obtain a solid foundation in using the application: from understanding the interface, modeling using the built in primitive and NURBs objects, exploring lighting and material creation, through to animation techniques and the use of expressions and rendering possibilities. Specifically aimed at new users to the application, some experience of 3D would be advantageous, although not essential. After completing this course, you will have an in-depth understanding of the workflow and techniques required to work with Cinema 4D in a production environment.

OBJECTIVE

- Familiarize Cinema 4d Interface
- Working with primitive objects
- Utilize materials, shaders and texture tags
- Classify different types of lights and cameras
- Understanding basic rendering techniques

PREREQUISITE

- Working knowledge of Microsoft Windows

Duration: **1.5 Months**

Course Fee: **3000 QAR**

SYSTEM REQUIREMENTS

- Microsoft® Windows® 7 (SP1), Windows 8, Windows 8.1, and Windows 10 Professional operating system
- 64 bit Intel i5 or higher recommended / AMD Multi processor
- **NVIDIA GPU with the following minimum specifications*:**
  CUDA compute capability 3.0 and higher
- Driver needs to support CUDA 9.0 or higher. For Windows, this depends upon having NVIDIA Quadro driver version 384 or later
- 3 Button Mouse

COURSE SYLLABUS

SESSION - 1

Introduction to the Cinema 4D Interface

1. Working with position , scale and rotation tools
2. Adjusting and creating custom layouts
3. Introduction to viewport
4. Parametric primitive objects, Splines, Generators, and NURBs Generators
5. Modeling a car wheel using hyperNURBs
6. Selection Tools
7. Modeling Tools
8. Extrude Command
9. Knife & Bridge

SESSION - 2

Splines

10. Intro to Splines
11. Parametric Splines
12. Text Splines
13 Converting Parametric Splines into Editable Splines
14 Splines from Illustrator

Rendering Splines

15. Extrude
16. Sweep
17. Sweep Chair
18. Loft
19. Lathe

SESSION - 3

Deformers

20. Bend Deformer
21. Using Multiple Deformers
22. Squash & Stretch and Bulge Deformers
23. Wrap and Spline Wrap
24. Collision Deformer

Generators

25. Array Object
26. Atom Array
27. Boole
28. Spline Mask
29. Subdivision Surface Part 1
30. Subdivision Surface Part 2

SESSION - 4

Lights in Cinema 4D

31. Intro to Lights
32. Three Point Light Setup
33. Spot Lights
34. Visible and Volumetric Lights
35. Shadow Quality

Materials in Cinema 4D

36. Intro to Materials
37. Creating and Application of Materials
38. Colour Channel
39. Reflectance Channel
40. Reflectance Channel Quick Tip
41. Transparency Channel
42. Bump and Displacement Channels

SESSION - 5

Animation in Cinema 4D

43. Intro to animation
44. Keyframes: Position
45. Refining Keyframes
46. Rotation part 1
47. Rotation part 2
48. Animating Lights
49. Time line dope sheet
50. Bouncing ball with the F-Curves
51. Squashing the bouncing ball

SESSION - 6

Dynamics in Cinema 4D

52. Intro to dynamics
53. Rigid & Collider Bodies
54. Gravity
55. Bowling Alley
56. Collision Shape & Custom Initial Velocity

Particles

57. Particle Emitters
58. Forces
59. Dynamics in particles

SESSION - 7

Mograph in Cinema 4D

60. Intro to mograph in cinema 4d
61. Mograph cloners
62. Object mode cloners
63. Effectors

SESSION - 8

Cameras in Cinema 4D

64. Intro to cameras
65. Animating Cameras
66. Align to Spline
67. Stage Object

Render Setting

68. Global Illumination
69. Global Illumination with Luminance Channel
70. Ambient Occlusion
71. Rendering a Scene

SESSION - 9

Final Project

SESSION - 10

Final Project

ASSESSMENT AND CERTIFICATIONS

1. Student should submit the required Assignment within **30 days** from the last day of the class for Assessment

2. Excellence Training Center will conduct the Assessment with the charge of **QAR300** for the first time; in case of failure on the first Assessment, student can apply for re-assessment **(per re-assessment charged QAR150)**

3. Upon passing the Assessment, Excellence Training Center will issue the Certificate of Successful Completion within **14 days**

For Inquiries

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