

# Advanced Cinema 4D

## Training course outline

Advanced-level Cinema 4D training for existing users, teaching new concepts and techniques for creating visually stunning renders and animations.



### Course summary

The topics taught include:

- *Advanced animating*, covering advanced-level keyframes and keyframe splines, and F-Curve controls.
- *Particles*, covering their creative use, working with emitters and using forces.
- *Dynamics*, covering the creation of cloth, rigid and software bodies, and the use of connectors and forces.
- *Advanced rendering*, covering lighting schemes and techniques for advanced realism.

### Duration

One day.

### Who should attend?

Existing Cinema 4D users who want to learn enhanced skills, to power-user level.

### Prerequisites

You should have a good working knowledge of *Cinema 4D*, i.e. be familiar with the topics taught in our *Introduction to Cinema 4D* course (see [armada.co.uk/c4d/syllabus](http://armada.co.uk/c4d/syllabus)).

### In-class or live online

You can attend in-person at our centres, or participate live online from your place of work or home.

To read about our approach to online training, see [armada.co.uk/liveonline](http://armada.co.uk/liveonline).

### General information

Courses are hosted by highly experienced instructors with vast experience of using the application professionally.

Whilst attending training at our centres, you'll have the use of a computer running licensed software to practice the techniques taught.

Refreshments and lunch are provided.

Course fees can be paid by card or bank transfer. We accept purchase orders from UK-registered companies and public sector organisations.

### Course materials and certificate

You'll receive:

- A comprehensive training guide and practice files.
- An e-certificate (PDF) confirming successful course completion.

### Method of delivery

Training is designed for the busy professional, being short and intensive and combining lecture and demonstration. Practical exercises carried out under guidance help you learn the techniques taught.

You have ample opportunity to discuss specific requirements with the trainer.

### After course support

Following training, you're entitled to 30 days' email support from your trainer.

### Further information

See [armada.co.uk/course/advc4d](http://armada.co.uk/course/advc4d).

### Course syllabus

See over.

# Course syllabus

Topics	Sub-topics
<b>Advanced Animating</b>	Keyframes in detail Creating a bouncing ball F-Curve controls Keyframe splines
<b>Particles</b>	Understanding particles Creative uses of particles Working with emitters Using forces

Topics	Sub-topics
<b>Dynamics</b>	Creating rigid bodies Creating soft bodies Creating cloth Connectors and forces Hinges, motors and springs Creating complex animations with dynamics
<b>Advanced Rendering</b>	Lighting schemes Improving render quality Creating advanced realism Reducing render times