Introduction to Cinema 4D

Training course outline

Maxon Cinema 4D is the application of choice for many motion graphics artists. It provides a comprehensive range of tools for creating high-end models, photorealistic rendered images and eye-catching animations.

Introduction to Cinema 4D training provides a thorough grounding in the application. You'll learn to achieve stunning results, fast and hassle-free.

Course summary

The topics taught include:

- *Modelling techniques*, covering parametric shapes, deformers, splines, polygons, materials and textures and text.
- *Setting up scenes*, covering the creation of floors and sky, and the addition of lights and shadows, reflection and transparency.
- *Animation*, covering the timeline, keyframes, cameras, lights and animating along paths.
- *Rendering*, of still images and video.
- *Integration with other applications*, including Adobe Illustrator and After Effects.

Duration

Two days.

Who should attend?

This course is ideal for:

- Newcomers to Cinema 4D and motion graphics.
- Novice Cinema 4D users.

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.

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/c4d.

Course syllabus

See over.

Follow-on course

Advanced Cinema 4D (2 days). See armada.co.uk/course/advc4d for details.

Course syllabus

Topics	Sub-topics
Introduction	Getting around the interface – what does what?
	The tools, panels and views
	Workspaces
Creating models	Parametric (or 'primitive') shapes
	Deformers
	Splines
	Making objects 'editable'
	Polygons, lines and points
	The Material Manager
	Adding materials and textures
	Creating text
Setting up the scene	Creating a floor and sky
	Adding lights
	Adding shadows
	Colour, reflection and transparency
	Mapping on to objects

Topics	Sub-topics
Animation	Using the timeline
	Understanding keyframes
	Animating objects
	Animating cameras
	Animating lights
	Animating along paths
Rendering	Render settings
	Rendering a view
	Rendering for print
	Rendering for video
	Rendering alpha channels
	The Render Queue
	Different file formats

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