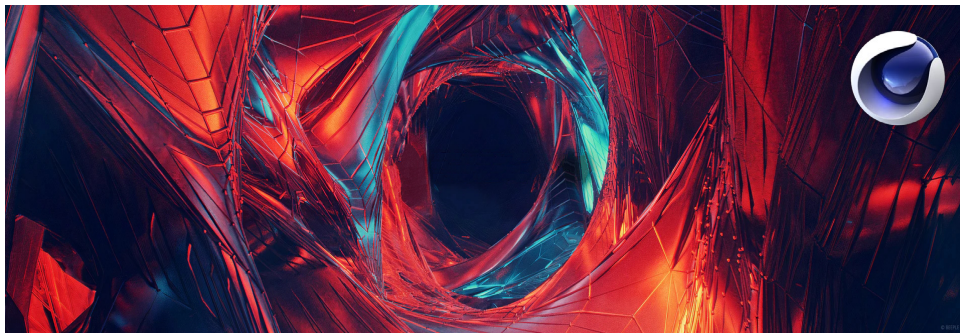


Introduction to Cinema 4D

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.

Live online or on-site

Cinema 4D courses are available in our popular live online format, or in-person at client's sites. We're not currently able to offer Cinema 4D training at our centres.

To read about our approach to online training, see armada.co.uk/onlinetraining.

General information

Cinema 4D courses are hosted by expert instructors with extensive experience of using Cinema 4D professionally.

Introduction to Cinema 4D training is arranged on-request only, i.e. one-to-one training or a 'closed' course for your group.

This means that the training can be:

- Provided when it suits you.
- Adapted to reflect the type of motion graphics you're looking to develop.

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

If you're self-funding your training, you can pay in staged payments, interest-free, over 12 months.

Course materials and certificate

You'll receive:

- Comprehensive training materials.
- 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 delegates learn the techniques taught.

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

After course support

Following Cinema 4D training, you're entitled to 30 days' email support from your trainer.

Further information

For further details see armada.co.uk/course/cinema-4d-training. For a quote and details of our availability, please contact us.

Course syllabus

See over.



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