

Cinema 4D Bootcamp

Learn to use Cinema 4D to create 3D models, animations, and motion graphics.

Group classes in NYC and onsite training is available for this course. For more information, email hello@nobledesktop.com or visit: <https://www.nobledesktop.com/classes/cinema-4d>



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Course Outline

Section 1

- The difference between 2D and 3D
- Launching the software through After Effects
- Basic overview of the interface
- The viewport editor
- Moving objects, and around the scene
- Making a floor

Section 2

- Making the soda can
- Spline modeling, extrude object
- Making additional cartoon objects
- Bubbles
- Clouds

Section 3

- Making and assigning Materials
- Adding textures
- The difference between materials and textures
- Interactive Render region

Section 4

- Adding light objects
- Adding shadows
- Adding camera objects
- Adjusting camera setting
- Looking through default cameras vs looking through camera objects

Section 5

- A quick intro to animation concepts

- Animating the clouds move slightly
- Animating Squash and stretch of the can
- Using Nulls
- Using Deformers

Section 6

- What is rendering
- Viewing scene from within After Effects
- Pre-rendering our 3D from After Effects
- Adding After effects adjustments