CINEMA 4D

e-Learning Course

ZETLAN TECHNOLOGIES

Help Desk: +91 8680961847

www.zetlantech.com

COURSE MODULES

Module 1: Introduction to Cinema 4D

- Overview of Cinema 4D interface & tools
- Navigating the viewport and layout customization
- Understanding object manager, attributes manager & timeline
- Working with basic shapes & primitives
- Saving and exporting projects

Module 2: Modeling in Cinema 4D

- Polygon modeling fundamentals
- Subdivision surface modeling
- Using deformers for non-destructive modeling
- Spline-based modeling & extrusions
- Boolean operations for complex shapes
- Hard surface vs. organic modeling

Module 3: Materials & Texturing

- Understanding the material editor
- Creating basic materials & shaders
- UV mapping techniques
- Using procedural textures & noise shaders
- Applying textures with projection methods
- Working with Reflectance, Bump & Displacement

Module 4: Lighting & Rendering

- Basic light types & their properties
- Three-point lighting setup
- Global Illumination & Ambient Occlusion
- Physical vs. Standard Renderer
- Introduction to Redshift/Octane Render
- Setting up final render output

Module 5: Animation Basics

- Keyframe animation principles
- Motion curves & F-curves in the timeline
- Using deformers for animation
- Camera animation techniques
- Looping animations & cycling keyframes
- Introduction to MoGraph for procedural animation

Module 6: Dynamics & Simulations

- Understanding rigid & soft body dynamics
- Cloth simulation & settings
- Particle systems & effectors
- Fluid & smoke simulations
- Hair & fur system basics

Module 7: MoGraph & Advanced Motion Graphics

- Cloner objects & effectors
- Using Fields for procedural animation
- Working with MoText & typography animation
- Time-based animations & Sound Effector
- Procedural workflows with Xpresso

Module 8: Compositing & Post-Production

- Multi-pass rendering for compositing
- Working with After Effects & Cinema 4D integration
- Using Object Buffers & Render Passes
- Color grading & finishing touches
- Exporting final animations

Module 9: Advanced Topics & Project-Based Learng

- Character rigging & animation
- Using third-party plugins (X-Particles, Forester, etc.)
- Creating a complex scene (real-world project)