

Cinema 4d Beginners

Model, texture and animate with Cinema 4D 11 using the techniques and tips provided in Cinema 4D 11 Workshop. Starting with all of the basic concepts, functions, and tools - follow along to the workshop tutorials that deliver a hands-on knowledge of the new R11 toolset as well as the returning advanced features. The companion website provides all of the required tutorial media from the projects in the book so that you create your own working models and animations. Make the creative leap to 3D. Realize your artistic vision with this treasure chest of instructional projects. Get the essential concepts and techniques without drowning in the technical complexities. This new edition is an artist's sourcebook for the visionary in you that wants to master 3D-and have fun in the process. It serves as a complete guide for the creative use of CINEMA 4D R10 and all of its modules. This new edition features an engaging full-color presentation of short, playful projects show you how to put this powerful toolset to work. You will master R10's improved workflow, scene management, enhanced animation timeline and searchable object manager, as well as its: * MOCCA 3 system, including Joints, Skin Objects, the Weight Tool, the Morph Tool, Visual Selector and Clothilde * MoGraph module for motion graphics, type manipulation and the animation of multiple forms * Bodypaint 3D for applying 2D drawing and painting skills to 3D models * Advanced modeling tools such as the Brush tool * Interface with third-party applications including Z-Brush, and Adobe's Creative Suite You also get inventive quick starts for other modules including Hair, Sketch and Toon, Advanced Render, Dynamics and Thinking Particles. The companion DVD is bursting to the brim with project source files, extra projects, tutorial movies, guest artist tutorials, inspirational galleries and unique C4D Teacher Files (C4D scenes with embedded step-by-step instruction).

The Modeling Techniques with CINEMA 4D R18 Studio - The Ultimate Beginner's Guide textbook offers a hands-on exercises based strategy for all those digital artists who have just started working on the CINEMA 4D [no experience needed] and interested in learning modeling in CINEMA 4D. This brilliant guide takes you step-by-step through the whole process of modeling. From the very first pages, the users of the book will learn how to effectively use CINEMA 4D for hard-surface modeling. A bonus chapter has been included in this edition containing six additional hands-on exercises. What are the main features of the book? The book is written using CINEMA 4D R18 Studio in an easy to understand language. Polygon and Spline modeling techniques covered. All deformers explained. 17 Hands-on exercises and 13 practical tests to hone your skills. Detailed coverage of tools and features. Additional tips, guidance, and advice is provided. Important terms are in bold face so that you never miss them. Support for technical aspect of the book. CINEMA 4D files and textures used are available for download from the accompanying website. Bonus hands-on exercises. You will also get access to a ePub file that has the color images of the

screenshots/diagrams used in this book. These images will help you to understand the HOEs and output. The ePub file is included with the resources. More info: goo.gl/GV21m0

The Adobe After Effects software package was developed by Adobe to be an application to handle visual effects and motion graphics. It is mostly used in the post production process in television production and film making. It can be used for other things such as tracking, keying, animation and compositing. With these features, it can also stand as a basic non-linear editor, media transcoder and an audio editor. The After Effects software was created by the Company of Science and Art located in Providence, Rhode Island. It followed many company acquisition until the package was acquired by Adobe in 1994 with Adobe releasing its version 3.0 in the same year. This software package is used to create great animations and designs especially when combined with other software from the Creative Cloud. This also promotes collaboration between teams without any distortion or major disruptions.

3D Animation for the Raw Beginner Using Autodesk Maya is a hands-on academic textbook as well as a do-it-yourself training manual for the individual animator. This second edition has been completely rewritten to take into account updates to Autodesk Maya, including Autodesk's renderer, Arnold. It contains entirely new examples and tutorial lessons. All 612 images are in full color. The book directs the reader to the parts of Maya that must be mastered in order to create complete 3D projects, and thus it simplifies the process of taking on Maya's vast and intricate interface, while giving the reader a firm foundation on which to build future knowledge of Maya. It also presents brief examples of other popular 3D applications and rendering engines. This principles-based, yet pragmatic book: Introduces the basic steps of the 3D modeling, materials, animation, lighting, and rendering processes. Presents clear and concise tutorials that link key concepts to practical techniques. Includes access to a webpage for the book: <https://buzzking.com/AnimationTextbook/AnimationTextbook.html>. On this webpage are videos that cover many of the lessons in the book, as well as video tutorials that present bonus material not included in the book. Frees instructors from the painstaking task of developing step-by-step examples to present Maya's complex interface and basic capabilities. Boasts an easy-to-follow, tutorial-based learning style ideal for individual study by aspiring animators and do-it yourselfers. Roger "Buzz" King is a Professor Emeritus at the University of Colorado at Boulder, where he teaches 3D Animation for the Computer Science Department and the Alliance for Technology, Learning, and Society (ATLAS), an institute dedicated to the application of technology to the arts. Buzz is an independent 3D animator who serves on the board of directors of a 3D animation startup. Buzz has a B.A. in Mathematics from Occidental College, an M.S. and Ph.D. in Computer Science from the University of Southern California, and an M.Div. from the Iliff School of Theology. Key Features Introduces critical aspects of the 3D animation process Presents clear and

concise tutorials that link key concepts to practical techniques Includes access to a dedicated Web site, <http://3dbybuzz.com>, featuring useful videos, lessons, and updates Frees instructors from developing step-by-step examples to present Maya's complex interface and basic Boasts an easy-to-follow, hands-on learning style ideal for individual study by aspiring animators and do-it-yourselfers The Modeling Techniques with CINEMA 4D R17 Studio - The Ultimate Beginner's Guide textbook offers a hands-on exercises based strategy for all those digital artists who have just started working on the CINEMA 4D [no experience needed] and interested in learning modeling in CINEMA 4D. This brilliant guide takes you step-by-step through the whole process of modeling. From the very first pages, the users of the book will learn how to effectively use CINEMA 4D for hard-surface modeling. A bonus chapter has been included in this edition containing six additional hands-on exercises. This book is part of Kindle match book program ! More info: bit.ly/c4dmod

Lernen Sie Cinema 4D! In nur 25 Stunden zum Cinema 4D Profi! Dieser Intensivkurs begleitet Sie vom Beginner zum Profi und zeigt Ihnen Schritt für Schritt wie Sie Computergrafiken, komplexe 3D-Modelle, Animationen und Texturen visuell ansprechend erstellen - mit Cinema4D.

XPresso is a node based system in Cinema 4D that is used to create automated object interactions. You can create these interactions by drawing wires from one node to another. From rotating fan blades to rigged objects, from propellers to the bouncing ball, from clock mechanism to organic movement of a jellyfish, XPresso allows you to create animations with ease. The MAXON Cinema 4D R20: A Detailed Guide to XPresso book introduces students to the XPresso module of the CINEMA 4D which is a node-based visual scripting language. This book covers XPresso Editor and different nodes of the XPresso and MoGraph classes and takes you step-by-step through the whole process of building node networks in XPresso Editor. Numerous examples and hands-on exercises are used to show the functioning of the nodes. Moving ahead, this book broadens your XPresso knowledge by taking you step-by-step through the process of creating four Cinema 4D lighting presets. You can use these presets to quickly and easily illuminate the scenes and produce cool looking renders. Practicing is one of the best ways to improve skills. This book contains practice activities which you are highly encouraged to complete and gain confidence for real-world projects. By completing these activities, you will be able to master the powerful capabilities Cinema 4D. By the time you're done, you'll be ready to create hard-surface models in Cinema 4D. If you buy this book, you'll also get access to all preset files, Cinema 4D files, texture files, and any other resource used in the book. You are free to use these resources in your own projects personal or commercial. These working files allow you to follow along with the author throughout the lessons. This book shares tips, tricks, notes, and cautions throughout, that will help you become a better 3D artist and you will be able to speed up your workflow. This book is aimed to be a solid teaching resource for learning XPresso

module with Cinema 4D R20. It avoids any jargon and explains concepts and techniques in an easy-to-understand manner. The first page of the every unit summarizes the topics that will be covered in the unit. Hands-on exercises in this book instruct users how things can be done in XPresso step-by-step. As students move from one exercise to another, they will be gaining robust knowledge about the XPresso module of Cinema 4D. What are the key features of the book?

Explains XPresso Editor and node-based approach. Covers nodes of the XPresso and MoGraph classes. Step-by-step instructions to create four lighting presets from scratch. Covers nodes and features in detail. Features 30 examples showing functioning of the nodes. Features more than 18 hands-on exercises – complete with before and after files. Contains 10 practice activities to test the knowledge gained. Additional guidance is provided in the form of tips, notes, and cautions. Important terms are in bold face so that you never miss them. The content under “What just happened?” heading explains the working of the instructions. The content under “What next?” heading tells you about the procedure you will follow after completing a step(s). Includes an ePub file that contains the color images of the screenshots/illustrations used in the textbook. These color images will help you in the learning process. This ePub file is included with the resources. Tech support from the author. Access to each exercise’s initial and final states along with the resources used in hands-on exercises. Quiz to assess the knowledge.

MAXON CINEMA 4D R20 Studio: A Tutorial Approach is a tutorial-based book and aims at harnessing the power of MAXON CINEMA 4D R20 Studio software for modelers, animators, and designers. The book caters to the needs of both the novice and the advance users of MAXON CINEMA 4D R20 Studio. Keeping in view the varied requirements of users, the book first introduces the basic features of CINEMA 4D R20 Studio And then progresses to cover the advanced techniques. In this book, two projects based on the tools and concepts covered in the book have been added to enhance the knowledge of users. This book will help you unleash your creativity and transform your imagination into reality with ease. Salient Features: Consists of 13 Chapters and 2 Projects that are organized in a pedagogical sequence covering various aspects of modeling, sculpting texturing, lighting, rendering, and animation. The author has followed the tutorial approach to explain various concepts of modeling, texturing, lighting, and animation. The first page of every chapter summarizes the topics that are covered in it. Additional information is provided throughout the book in the form of notes and tips. Self-Evaluation Test and Review Questions are given at the end of each chapter so that the users can assess their knowledge. Table of Contents
Chapter 1: Exploring CINEMA 4D R20 Studio Interface Chapter 2: Working with Splines Chapter 3: Introduction to Polygon Modeling Chapter 4: Sculpting Chapter 5: Texturing Chapter 6: Lighting Chapter 7: Rigging Chapter 8: Animation Chapter 9: Introduction to UV Mapping Chapter 10: Compositing 3D objects Chapter 11: Rendering Chapter 12: MoGraph Chapter 13: Working with

XPresso Project 1: Creating an Indoor Scene Project 2: Texturing an Indoor Scene Index

MAXON CINEMA 4D R19 Studio: A Tutorial Approach book aims at harnessing the power of MAXON CINEMA 4D R19 Studio for modelers, animators, and motion graphic designers. The CINEMA 4D R19 book caters to the needs of both the novice and the advance users of CINEMA 4D R19. Keeping in view the varied requirements of users, the CINEMA 4D book first introduces the basic features and then progresses to cover the advanced techniques such as MoGraph, XPresso, and 3D Compositing. Salient Features: Consists of 13 chapters and 2 projects that are organized in a pedagogical sequence covering various aspects of modeling, texturing, lighting, and animation. The author has followed the tutorial approach to explain various concepts of modeling, texturing, lighting, and animation. The first page of every chapter summarizes the topics that are covered in it. Step-by-step instructions that guide the users through the learning process. Additional information is provided throughout the book in the form of notes and tips. Self-Evaluation test and Review Questions are given at the end of each chapter so that the users can assess their knowledge. Technical support by contacting 'techsupport@cadcim.com'. Additional learning resources available at 'cinema4dexperts.blogspot.com'. Table of Contents Chapter 1: Exploring MAXON CINEMA 4D R19 Studio Interface Chapter 2: Working with Splines Chapter 3: Introduction to Polygon Modeling Chapter 4: Sculpting Chapter 5: Texturing Chapter 6: Lighting Chapter 7: Rigging Chapter 8: Animation Chapter 9: Introduction to UV Mpping Chapter 10: Composting in 3D Objects Chapter 11: Rendering Chapter 12: MoGraph Chapter 13: Working with XPresso Project 1: Creating an Indoor Scene Project 2: Texturing an Indoor Scene Index

Each chapter of 3D Animation for the Raw Beginner Using Maya introduces critical aspects of the 3D animation process and presents clear and concise tutorials that link key concepts to practical Autodesk® Maya® techniques. Providing a principles-based, yet pragmatic, approach to 3D animation, this first-of-its-kind book: Describes the process for creating animated projects in a nonmathematical fashion Explains why—and not just how—to apply Maya techniques in the real world Includes access to a dedicated Web site, <http://3dbybuzz.com>, featuring useful videos, lessons, and updates 3D Animation for the Raw Beginner Using Maya is an ideal academic textbook as well as a superlative do-it-yourself training manual. When employed as a text, it frees the instructor from the painstaking task of developing step-by-step examples to present Maya's complex interface and basic capabilities. When used for individual study, aspiring animators revel in the book's easy-to-follow, hands-on learning style. Make 3D Animation for the Raw Beginner Using Maya your book of choice for understanding the essential theory and practice of 3D animation. DescriptionThe Exploring 3D Modeling with CINEMA 4D R19 - A Beginner's Guide textbook walks you through every step of creating 3D models with

CINEMA 4D R19. This guide is perfect for both novices and those moving from other software to CINEMA 4D. This book will help you to get started with modeling in CINEMA 4D, you will learn important concepts and techniques about 3D modeling which you can utilize to create hard-surfaced objects for your projects. This book shares tips, tricks, notes, and cautions throughout, that will help you become a better 3D modeler and you will be able to speed up your workflow. The first page of the every chapter summarizes the topics that will be covered in the chapter. Every chapter of this textbook contains tutorials which instruct users how things can be done in CINEMA 4D step-by-step. Practicing is one of the best ways to improve skills. Each chapter of this textbook ends with some practice activities which you are highly encouraged to complete and gain confidence for the real-world projects. By completing these activities, you will be able to master the powerful capabilities of CINEMA 4D. Although, this book is designed for beginners, it is aimed to be a solid teaching resource for 3D modeling. It avoids any jargon and explains concepts and techniques in an easy-to-understand manner. By the time you're done, you'll be ready to create hard-surfaced models for your 3D projects. The rich companion website PADEXI Academy (www.padexi.academy) contains additional CINEMA 4D resources that will help you quickly master CINEMA 4D. Key features Learn CINEMA 4D's updated user interface, navigation, tools, functions, and commands. Polygon, subdivision, and spline modeling techniques covered. Detailed coverage of tools and features. Contains 24 standalone tutorials. Contains 14 practice activities to test the knowledge gained. Additional guidance is provided in form of tips, notes, and cautions. Important terms are in bold face so that you never miss them. The content under "What just happened?" heading explains the working of the instructions. The content under "What next?" heading tells you about the procedure you will follow after completing a step(s). Includes an ePub file that contains the color images of the screenshots/illustrations used in the textbook. These color images will help you in the learning process. This ePub file is included with the resources. Tech support from the author. Access to each tutorial's initial and final states along with the resources used in the tutorials. Quiz to assess the knowledge. Bonus tutorials. Brief Table of Contents This book is divided into following chapters: Chapter M1: Introduction to CINEMA 4D R19 Chapter M2: Tools of the Trade Chapter M3: Spline Modeling Chapter M4: Polygon Modeling Chapter M5: Bonus Tutorials More info: wp.me/p9r5f7-i0

New to CINEMA 4D and looking for an accessible way to get up to speed quickly? Do you already know the basics of the software but need to know the new features or take your skills and understanding a little deeper? If so, look no further than CINEMA 4D Apprentice, your one-stop shop for learning this powerful application. With guidance that takes you beyond just the button-pushing, author Kent McQuilkin guides you through 10 core lessons, starting with the basics before moving onto more complex techniques and concepts and then tying it all together with a final project. CINEMA 4D Apprentice walks you through

the software with a project-based approach, allowing you to put lessons learned into immediate practice. Best practices and workflows for motion graphics artists that can be applied to any software application are included. A companion website (www.focalpress.com/cw/mcquilkin) features project files and videos of the techniques in action. Topics covered include: creating basic scenes, modeling, texture mapping, motion graphics in-depth integration with After Effects via CINEWARE lighting, animation, rendering and more motion tracking with the new tools included in R16

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The Beginner's Guide to Create Models With 3ds Max 2018 and CINEMA 4D R18 Studio textbook is divided into two parts. Part A covers modeling in 3ds Max 2018 whereas part B covers CINEMA 4D R18 Studio. This textbook offers a hands-on exercises based strategy for all those digital artists who have just started working on the 3ds Max/CINEMA 4D [no experience needed] and interested in learning modeling in 3ds Max and CINEMA 4D. This brilliant guide takes you step-by-step through the whole process of modeling. From the very first pages, the users of the book will learn how to effectively use 3ds Max and CINEMA 4D for hard-surface modeling. What are the main features of the book? The book is written using 3ds Max 2018 and CINEMA 4D R18 Studio in an easy to understand language. Polygon and Spline modeling techniques covered. All modifiers/deformers explained. 60+ Hands-on exercises and practical tests to hone your skills. Detailed coverage of tools and features. Additional tips, guidance, and advice is provided. Important terms are in bold face so that you

never miss them. Support for technical aspect of the book. 3ds Max/CINEMA 4D files and textures used are available for download from the accompanying website. Bonus hands-on exercises. You will also get access to a ePub file that has the color images of the screenshots/diagrams used in this book. These images will help you to understand the hands-on exercises and output. The ePub file is included with the resources. How This Book Is Structured? This book is divided into following units: Part A - 3ds Max 2018 Unit MI1 - Introduction to 3ds Max - I Unit MI2 - Introduction to 3ds Max - II Unit MM2: Working with Polygons Unit MM3: Graphite Modeling Tools Unit MM4: Working with Shapes Unit MM5: Modifiers Unit MB: Bonus Hands-on Exercises Part B - CINEMA 4D R18 Studio Unit CI1: Introducing CINEMA 4D R18 Studio Unit CI2: Tools of the Trade Unit CM1: Spline Modeling Unit CM2: Polygon Modeling Unit CBM: Bonus Hands-on Exercises

Everything you need to know to become a professional VFX whizz in one thorough and comprehensive guide.

Despite its ease of use Maxon's Cinema 4D is an incredibly powerful and diverse package. The Cinema 4D 10 Handbook teaches how to harness this power and flexibility through a project-based approach that allows users to create impressive projects as they learn C4D's array of tools and functions. This is a completely updated edition of this popular guide to the ins-and-outs of C4D that provides new C4D users with a complete introduction to the powerful and affordable C4D program, while teaching the fundamental principles of 3D. The book is best for beginners. It explores the most powerful and frequently used aspects of the program and explains how best to use them. Through intensive tutorials, users will learn ideas and techniques not covered in the manuals, and they'll learn about the theory behind why things work the way they do. The book is also for users of earlier versions of C4D who need to get up to speed with the new features. For those just learning Cinema 4D and new to 3D graphics, this book provides the one resource they'll need to get up and running!

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The MAXON Cinema 4D R20: Modeling Essentials textbook walks you through every step of creating 3D models with Cinema 4D R20. This guide is perfect for both novices and those moving from other software to Cinema 4D. This book will help you to get started with modeling in Cinema 4D, you will learn important concepts and techniques about 3D modeling which you can utilize to create hard-surfaced objects for your projects. This book also covers Cinema 4D's OpenVDB-based Volume Builder and Volume Mesher functions that allow you to create complex models by adding and subtracting basic shapes in boolean-type operations. This book shares tips, tricks, notes, and cautions throughout, that will help you become a better Cinema 4D artist and you will be able to speed up your workflow. This book is aimed to be a solid teaching resource for learning modeling with Cinema 4D R20. It avoids any jargon and explains concepts and techniques in an easy-to-understand manner. The first page of the every unit summarizes the topics that will be covered in the unit. Hands-on exercises in this book instruct users how things can be done in Cinema 4D R20 step-by-step. Practicing is one of the best ways to improve skills. This book contains practice activities which you are highly encouraged to complete and gain confidence for real-

world projects. By completing these activities, you will be able to master the powerful capabilities Cinema 4D. By the time you're done, you'll be ready to create hard-surface models in Cinema 4D. What are the key features of the book? Learn Cinema 4D's updated user interface, navigation, tools, functions, and commands. Covers all the basics as well as advanced topics using easy to follow, hands-on exercises. Covers polygon, subdivision, and spline modeling techniques. Covers volumetric modeling techniques. Detailed coverage of tools and features. Features more than 29 hands-on exercises – complete with before and after files. Contains 25 practice activities to test the knowledge gained. Additional guidance is provided in the form of tips, notes, and cautions. Important terms are in bold face so that you never miss them. The content under “What just happened?” heading explains the working of the instructions. The content under “What next?” heading tells you about the procedure you will follow after completing a step(s). Includes an ePub file that contains the color images of the screenshots/illustrations used in the textbook. These color images will help you in the learning process. This ePub file is included with the resources. Tech support from the author. Access to each exercise's initial and final states along with the resources used in hands-on exercises. Quiz to assess the knowledge.

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Note: This book is also available in the low-cost grayscale edition. An ePub file that has the color images of the screenshots/diagrams used in this book is available with the resources of this grayscale book. The Exploring 3D Modeling with CINEMA 4D R19 - A Beginner's Guide textbook walks you through every step of creating 3D models with CINEMA 4D R19. This guide is perfect for both novices and those moving from other software to CINEMA 4D. This book will help you to get started with modeling in CINEMA 4D, you will learn important concepts and techniques about 3D modeling which you can utilize to create hard-surfaced objects for your projects. This book shares tips, tricks, notes, and cautions throughout, that will help you become a better 3D modeler and you will be able to speed up your workflow. The first page of the every chapter summarizes the topics that will be covered in the chapter. Every chapter of this textbook contains tutorials which instruct users how things can be done in CINEMA 4D step-by-step. Practicing is one of the best ways to improve skills. Each chapter of this textbook ends with some practice activities which you are highly encouraged to complete and gain confidence for the real-world projects. By completing these activities, you will be able to master the powerful capabilities of CINEMA 4D. Although, this book is designed for beginners, it is aimed to be a solid teaching resource for 3D modeling. It avoids any jargon and explains concepts and techniques in an easy-to-understand manner. By the time you're done, you'll be ready to create hard-surfaced models for your 3D projects. The rich companion website PADEXI Academy

(www.padexi.academy) contains additional CINEMA 4D resources that will help you quickly master CINEMA 4D. What are the key features of the book? - Learn CINEMA 4D's updated user interface, navigation, tools, functions, and commands. - Polygon, subdivision, and spline modeling techniques covered. - Detailed coverage of tools and features. - Contains 24 standalone tutorials. - Contains 14 practice activities to test the knowledge gained. - Additional guidance is provided in form of tips, notes, and cautions. - Important terms are in bold face so that you never miss them. - The content under "What just happened?" heading explains the working of the instructions. - The content under "What next?" heading tells you about the procedure you will follow after completing a step(s). - Includes an ePub file that contains the color images of the screenshots/illustrations used in the textbook. These color images will help you in the learning process. This ePub file is included with the resources. - Tech support from the author. - Access to each tutorial's initial and final states along with the resources used in the tutorials. - Quiz to assess the knowledge. - Bonus tutorials. More info: wp.me/p9r5f7-i0

Cinema 4D XL v.6 (Windows and Macintosh) is a Jack-Of-All-Trades 3D graphics program that provides excellent image quality, fast workflow and rendering, and it's completely customizable. Users can create broadcast logos (as seen in popular television shows such as Will & Grace), special effects, (seen in Gladiator and Inspector Gadget), medical and architectural illustrations, multimedia graphics, and more. This program is used throughout the world and is the primary application in a number of computer graphics programs at universities and training facilities.

Enhanced by hundreds of sample illustrations, this updated guide to the modeling of the human body takes readers through the entire modeling and animation process for both male and female figures and is accompanied by a CD-ROM containing framework files in various file formats, sample textures, exercises to reinforce techniques, and other features. Original. (All Users)

Step-by-step instructions with guiding screenshots will help new users to create a photorealistic interior scene with an animated camera. Users will also learn how to use the MoGraph module to create dynamic motion graphics, how to link parameters with Xpresso (Cinema 4D's node-based programming language), and are guided through mini-projects to explore additional tools for non-photorealistic illustrations, hair creation and cloth rendering. Designers and artists with a basic proficiency in animation or computer graphics, as well as professionals who are familiar with other 3D animation software.

The MAXON Cinema 4D R20: A Detailed Guide to Texturing, Lighting, and Rendering book walks you through every step of texturing, lighting, and rendering projects in Cinema 4D. This comprehensive guide caters to the novices and intermediate users of Cinema 4D. This book will help you to get started with texturing, lighting, and rendering in Cinema 4D, you will learn important concepts and techniques about rendering which you can utilize to create high quality renders. Using a structured and pragmatic approach, this guide begins with basics of rendering, then builds on this knowledge using practical examples to enhance your texturing and lighting skills. Each unit builds on the knowledge gained in the previous unit, showing you all the essentials of rendering with Cinema 4D, from sampling to shaders, maps, camera effects, post effects, and lights. As you go from hands-on exercise to hands-on exercise, you'll develop a strong arsenal of skills that combined will form a complete end to end process to creating high quality renders using the Standard, Physical, and OpenGL renderers. You will

also learn about the new node-based material system in Cinema 4D. This book shares tips, tricks, notes, and cautions throughout, that will help you become a better Cinema 4D rendering artist and you will be able to speed up your workflow. This book is aimed to be a solid teaching resource for learning rendering in Cinema 4D. It avoids any jargon and explains concepts and techniques in an easy-to-understand manner. The first page of the every unit summarizes the topics that will be covered in the unit. Hands-on exercises in this book instruct users how things can be done in Cinema 4D step-by-step. By the time you're done, you'll be ready to illuminate and render any scene in Cinema 4D. What are the key features of the book? Explains Standard renderer and render settings. Explains global illumination, ambient occlusion, color mapping, and other effects. Covers the process of rendering flicker free animation. Explains the Physical, Hardware OpenGL, and Software OpenGL renderers. Explains the depth-of-field and motion blur effects. Explains dynamic depth-of-field effect using the Depth pass. Covers process of illuminating a scene using only polygon lights. Covers Cinema 4D lights. Covers the product visualization and interior rendering techniques. Covers UV mapping. Covers the Material Manager, the Material Editor, material presets, channels, and the reflectance model. Covers the Node Editor and nodes in detail. Explains the process of creating various materials. Features 44 hands-on exercises – complete with before and after files. Additional guidance is provided in the form of tips, notes, and cautions. Important terms are in bold face so that you never miss them. The content under “What just happened?” heading explains the working of the instructions. The content under “What next?” heading tells you about the procedure you will follow after completing a step(s). Includes an ePub file that contains the color images of the screenshots/illustrations used in the textbook. These color images will help you in the learning process. This ePub file is included with the resources. Tech support from the author. Access to each exercise's initial and final states along with the resources used in hands-on exercises. Quiz to assess the knowledge.

Model, animate and render with a practical command of all the essential functions and tools in CINEMA 4D 10. Detailed tutorials, suitable for novices and experienced users alike, demonstrate how to navigate the redesigned UI and orient you to the workflow. Next, the author guides you through the creation of a more complex project in which you model, create, apply textures, light, and render a final showcase image of a sports car. Finally, you will model, texture and prepare a comic character for animation using the new powerslider, timeline and the revised MOCCA module. Build on your command of the essentials with an introduction to the new layer system as well as these advanced skills: * Light, texture, and shade with CINEMA's material system, BodyPaint 3D, and the integrated shaders * Build complex mechanical and organic models using NURBS and polygon tools * Compose 3D content into photos * Render with advanced techniques such as Multi Pass rendering, HDRI lighting and radiosity * Simplify animation setups using XPresso constraints * Work with specialized tools such as HAIR, Clothilde or SKY for special effects The companion CD includes all of the required tutorial media, a bonus chapter on character modeling, Macintosh and PC demo versions of CINEMA 4D 10, and a limited edition of the PhotoMatch plug-in that permits you to easily insert 3D objects into photos. * Covers all of the features of version 10 release including BODYPAINT 3D and the MOCCA module * Tutorial-based approach demonstrates the workflow processes for modelling, texturing and animation * Advanced features including HyperNURBS modelling, XPresso programming and the Advanced Renderer. * Companion CD includes tutorial files, a demo version of CINEMA 4D and plug-in samples

Welcome to the world of Autodesk 3ds Max, a 3D modeling, animation, and rendering software package developed by Autodesk Inc. It is widely used by architects, game developers, design visualization specialists, and visual effects artists. A wide range of modeling and texturing tools make it an ideal platform for 3D modelers and animators. The intuitive user interface and workflow tools of Autodesk 3ds Max have made the job of design visualization specialists

easier. Autodesk 3ds Max 2018 for Beginners: A Tutorial Approach is a tutorial-based book that introduces the readers to the basic features of 3ds Max 2018 created on real world model through tutorials. The book caters to the needs of both the novice and the advanced users of the software. This book will help you unleash your creativity and help you create simple and complete 3D models and animations. The book will help the learners transform their imagination into reality with ease. Salient Features Consists of 17 chapters and 5 real world based projects that are organized in a pedagogical sequence covering various aspects of modeling, texturing, lighting, and animation. The author has followed the tutorial approach to explain various concepts of modeling, texturing, lighting, and animation. The first page of every chapter summarizes the topics that are covered in it. Step-by-step instructions that guide the users through the learning process. Additional information is provided throughout the book in the form of notes and tips. Self-Evaluation test, Review Questions are given at the end of each chapter so that the users can assess their knowledge. Student project has been given at the end of this book to test and enhance the skills of students. Table of Contents Chapter 1: Introduction to Autodesk 3ds Max 2018 Chapter 2: Primitive Objects - I Chapter 3: Primitive Objects - II Chapter 4: Working with Splines - I Chapter 5: Working with Splines - II Chapter 6: Lofting, Twisting, and Deforming Objects Chapter 7: Material Editor: Creating Materials Chapter 8: Material Editor: Texture Maps-I Chapter 9: Material Editor: Texture Maps-II Chapter 10: Material Editor: Controlling Texture Maps Chapter 11: Material Editor: Miscellaneous Materials Chapter 12: Interior Lighting-I Chapter 13: Interior Lighting-II Chapter 14: Animation Basics Chapter 15: Complex Animation Chapter 16: Rendering Chapter 17: Creating Walkthrough Project 1: Creating a Windmill Project 2: Creating a Diner Project 3: Architectural Project Project 4: Corporate Design Project Project 5: Creating a Computer Center Index Whether you're new to After Effects and want to get up to speed quickly, or already a user who needs to become familiar with the new features, After Effects Apprentice was created for you. With 12 core lessons including a trio of projects combining After Effects with CINEMA 4D Lite, you'll learn how to tap this program's vast potential – whether you create motion graphics for network television, corporate communications, or your own projects. Fully updated to cover the major new features added in After Effects CC, this edition of the book presents a professional perspective on the most important features a motion graphics artist needs to master in order to use After Effects effectively. You'll learn to creatively combine layers; animate eye-catching titles; manipulate 3D space; color key, track or rotoscope existing footage to add new elements; and use effects to generate excitement or enhance the realism of a scene. Easy to follow, step-by-step instructions guide you through the features, with explanations of the "why" instead of just the "how" behind each technique. You'll learn more than just the tools; you'll learn skills that you can immediately put to work expressing your own ideas in your productions. USER LEVEL: Novice–Intermediate Topics include how to: • Animate, edit, layer, and composite a variety of media. • Manipulate keyframes and the way they interpolate to create more refined animations. • Use masks, mattes, stencils and blending modes to add sophistication to your imagery. • Create, animate, and extrude text and shape layers. • Explore 3D space, including using CINEMA 4D Lite. • Use tracking and keying to create special effects, such as replacing screen displays. A companion website at www.routledge.com/cw/meyer makes available for download all exercise source material and After Effects CC project files required to get the most out of this book.

Adobe After Effects 2017 is all about collaboration and streamlining workflow especially with the addition of Live Text templates. The new updates include 3D rendering, real-time playback, GPU-accelerated effects and more. There are many other subtle features that make your everyday use of Adobe After Effects CC 2017 easier and more efficient.

Cinema 4D is a flexible, affordable modeling animation and rendering software tool for broadcast graphics and animation. One of the first books on the market, this title shows how to

create special effects, character animation, and 3D modeling using 4D. The CD-ROM contains a demo version and all the models, sample scenes, and animations in the book.

In this Maxon Cinema 4D R15 training course, expert author Chris Martin teaches you the basic tools and techniques needed to create 3D models in this 3D modeling software. This course is designed for the absolute beginner, meaning no experience with Maxon Cinema 4D or 3D modeling is required to get the most out of this course. You will start out by touring the interface and learning the project settings for starting a new project. You will then be taught to understand 3D objects, including lessons on building a chair and table. Chris will teach you how to create 3D objects using Splines, extrusion, sweeping, and lathing. This video tutorial will teach you to create basic 3D components using the Knife, Bridge, and other Cinema 4D tools. You will learn about modeling objects and deformers while working with the Boole object, Instance objects, and the Spline wrap. Chris will teach you how to utilize lighting, add textures to your models, and animate and render them. Lastly, you will learn about MoGraph and how use the Cloner, MoText, and Random Effector. By the completion of this video based training course, you will be fully knowledgeable in creating your own 3D models, as well as animating and rendering them using Cinema 4D. Working files are included, allowing you to follow along with the author throughout the lessons.

The Modeling Techniques with 3ds Max 2016 and CINEMA 4D R17 Studio - The Ultimate Beginner's Guide textbook is divided into two parts. Part A covers modeling in 3ds Max 2016 whereas part B covers CINEMA 4D R17 Studio. This textbook offers a hands-on exercises based strategy for all those digital artists who have just started working on the 3ds Max/CINEMA 4D [no experience needed] and interested in learning modeling in 3ds Max and CINEMA 4D. This brilliant guide takes you step-by-step through the whole process of modeling. From the very first pages, the users of the book will learn how to effectively use 3ds Max and CINEMA 4D for hard-surface modeling. Main Features of the Book? The book is written using 3ds Max 2016 and CINEMA 4D R17 Studio in an easy to understand language. Polygon and Spline modeling techniques covered. All modifiers/deformers explained. 29 Hands-on exercises and 19 practical tests to hone your skills. Detailed coverage of tools and features. Additional tips, guidance, and advice is provided. Important terms are in bold face so that you never miss them. Support for technical aspect of the book. 3ds Max/CINEMA 4D files and textures used are available for download from the accompanying website. The book is part of Kindle Match book program ! More info: bit.ly/mcm2016

This book contains short recipes designed to effectively teach tools in the minimum amount of time. Each recipe hits on a topic that can be combined or incorporated with other recipes to give you the building blocks you need to start making great designs with Cinema 4D. Rather than demonstrating how to make a few specific and extensive projects, the recipes create a solid base of knowledge to help the reader understand the tools available to foster their own creativity. This book is for anyone who wants to quickly get up to speed with Cinema 4D to create 3D projects that run laps around simple 2D designs.

Make the creative leap to 3D. Realize your artistic vision with this treasure chest of instructional, practical projects. Get the essential concepts and techniques without drowning in the technical complexities.

Provides lessons and tutorials covering the essentials of building and compositing 3D elements in 2D work.

In his best-selling book Creative Photoshop, award-winning artist Derek Lea has already shown the digital art world how to create stunning, sophisticated works of art using Photoshop. Now, he goes one step further in this all-new book to demonstrate his unique methods for using Photoshop in conjunction with other software packages. Derek's first-class images will inspire you to think creatively about the ways in which you can use Photoshop alongside other popular programs such as Illustrator and Poser to take your own art to the next level. In

addition to invaluable advice on how to create static works of art, Derek's also included plenty of material on creating motion-oriented art using Photoshop with programs like Flash and After Effects. Whether you are a digital artist, illustrator, cartoonist, graphic artist, designer, or serious hobbyist working for print or the web, this fantastic new book will open your eyes to a whole new world of digital art that's never before been uncovered. Challenge yourself and discover the more artistic aspects of these programs with one of the world's best teachers by your side. Be sure to visit www.beyondphotoshopthebook.com for more information including all of the sample images from the book to work with, a reader forum, and more.

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