

Be+ Be pro

Maxon Cinema 4D R20
MAXON CERTIFIED BASIC TRAINING



Maxon Cinema 4D

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Esta capacitación ofrece una introducción completa y en profundidad a los conceptos básicos de Cinema 4D, que le permite comenzar a utilizar este programa de forma rápida y sencilla. Ya sea que sea un principiante absoluto en el campo de la visualización y animación en 3D o si está cambiando de otro producto a Cinema 4D, el Maxon Certified BASIC Training le permite comenzar a trabajar en poco tiempo y le mostrará cómo usar Cinema 4D efectivamente para darle vida a tu imaginación.

Duración: 2 módulos de 24 horas c/u

Requisitos: no requiere conocimientos previos.

Temario

- Introduction to 3D.
- Cinema 4D's Scope of Features.
- A First Look at Cinema 4D.
- Modeling.
- Creating Test Renderings.
- Lighting.
- Environment Objects.
- The Material System.
- Using Cameras.
- Render Settings.
- Team Render.
- Picture Viewer.
- Render Queue.
- Managing Projects and Versions.
- Animation Basics.



Introduction to 3D

- Technical Visualization
- Medical Visualizations or "Explanatory" Films
- Advertising and Motion Graphics
- Special Effects
- Computer Games.

Cinema 4D's Scope of Features

- Various Cinema 4D Versions.
- Cinema 4D Strengths and Weaknesses.

A First Look at Cinema 4D

- A Note About Automatic Updates.
- Cinema 4D Interface.
- Useful Cinema 4D Presets.
- The Standard Layout's Most Important Elements.
- Snapping.

Modeling

- Parametric Primitives.
- Making and Working with Selections.
- Spline Object.
- Polygon Modeling.
- Deformations.
- Modeling Objects and Help Functions.

Creating Test Renderings

- The Render Settings.

Lighting

- Setting Up Correct Lighting.
- How Light Affects a Scene.

Environment Objects

- Floor Object.
- The Sky Object.
- The Environment Object.
- Foreground and Background Objects.

- The Stage Object.
- The Physical Sky Object.
- Grass Simulation.

The Material System

- The Material Manager.
- The Create Menu.
- The Material Editor.
- The Cinema 4D Default Material.
- Using Shaders and Textures.
- Texture Tag.
- Stick Texture Tag.
- Editing and Converting Projection Types.

Using Cameras

- Activating and Positioning Cameras.
- Defining Image Size and Focal Length.
- Projection Types.
- White Balance.
- Simulating a Focal Point.

Render Settings

- Save Menuñ.
- Multi-Pass Rendering.
- Compositing Tag.
- Special Render Effects.
- Physical Renderer.
- ProRender.
- Team Render.

Picture Viewer

- Info Tab.
- Layer Tab.
- Filter Tab.

Render Queue



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Managing Projects and Versions


- Main Take.
- Switching Cameras.
- Switching Render Settings.
- Switching Visibility and Tags.
- Overriding Settings.
- Render Take.

Animation Basics

- Project Settings.
- The Simple Timeline.
- Animating Settings.
- Timeline.





 (01) 321 1000

 info@bpro.pe

 www.bpro.pe