

Getting Started with Cinema 4D, Part 01: Series Objectives and Overview



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Get up and running in Cinema 4D through this project based series introducing you to the basic concepts of 3D modeling, animation, and rendering.

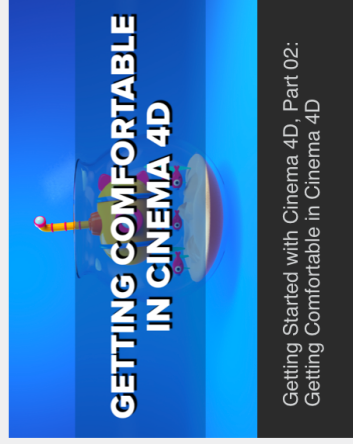
In this project based series, you'll be introduced to the basic concepts of working in Cinema 4D. This video will give you a brief series overview on what you'll be learning and the aspects of 3D that will be covered.

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Transcript

In this series, you're going to be given a brief project-based introduction to the world of Cinema 4D and its workflow. By the end of this series, you'll have learned a variety of features and tools that allow you to build an entire 3D animation from start to finish. Each video will introduce and cover specific aspects of the Cinema 4D workflow. First by starting off, by learning about the basic 3D shapes and objects that allow you to generate 3D geometry and build up models. You will then get a brief introduction to the animation workflow in Cinema 4D and how it compares to other animation apps like After Effects. From there, you'll receive brief introductions to the basics of modeling, texturing, and lighting a scene, followed by learning about the Cinema 4D camera system. This series will conclude with the last four videos

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