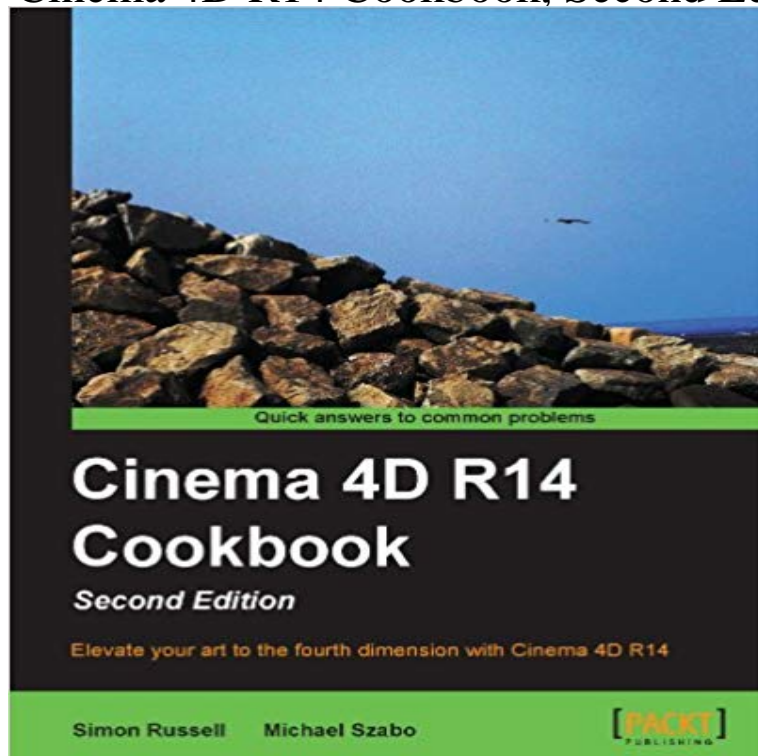


Cinema 4D R14 Cookbook, Second Edition



In DetailCinema 4D is a 3D modeling, animation, and rendering application developed by MAXON. It is becoming the most popular 3D design program in the world and learning it now will only help you become a better and more valuable designer in the 3D design industry. It is capable of procedural and polygonal sub modeling, animating, lighting, texturing, rendering, and common features found in 3D modeling applications.This book provides all the Cinema 4D knowledge you need to become well-versed with the software in the form of short recipes, which get straight to the point about what you need to know to start designing great 3D projects.Cinema 4D R14 Cookbook, Second Edition will guide you towards becoming an adept 3D designer, giving you all the tools to succeed in the field of 3D graphics. The book is set up to gradually introduce more sophisticated topics the deeper you go, and by the end of it youll have a great working knowledge of the program. Early on youll learn the basics of the program, and then jump right into how to start creating your own 3D objects to use in your designs.Along the way youll learn how to set up lights, cameras, and materials to turn your work into something that feels more like art and design. Towards the end of the book you will be introduced to powerful tools like Xpresso, Mograph, Particles, Sculpting, and Dynamics to take your work to the next level. Youll be impressed by how easy it is to design top quality work once you lay the foundation for the entire program through this book. By the end of this book, youll have opened new creative doors and given yourself the opportunity to be a more successful and versatile designer.ApproachThis book is written in a Cookbook style with 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. Who this book is for This book is for professional artists working in architecture, design, production, or games and wanting to use Cinema 4D to create amazing 3D graphics. It 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.

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