ANI 155: Cinema4D Workshop
Fall 2018 Section 401

Meeting time: W 11:50am–1:20pm
Office Hours: W 1:30–2:15pm

DePaul University Loop Campus
14 E Jackson Room 513

Instructor: Lisa Armstrong
lisa.glenn.armstrong@gmail.com
lisaglennarmstrong.com
*Please allow 24 hrs for response

Meeting time: W 11:50am–1:20pm
Office Hours: W 1:30–2:15pm

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14 E Jackson, Room 513

Software Training Resources:

Lynda.com
EyeDesyn.com
Greyscalegorilla.com
SchoolofMotion.com

Recommended Reading:
Cinema 4D Apprentice. Trish and
Chris Meyer. Focal Press. 2016

*No textbook is required.

This course focuses on Maxon's Cinema 4D, a 3D package that is the standard for 3D motion graphics and title design work. The class will include demonstrations and workshops on the fundamentals of Cinema 4D and CINEWARE, a plugin that acts as a bridge between After Effects and C4D. Tutorial topics will include: user interface, modeling, materials, lighting, cameras, 3D type, and compositing. Examples of work done by industry professionals will be examined each week. Prerequisites: None

Learning Outcomes:

By the end of this course, students will be able to:

· Apply a 3D foundation skill set in Cinema 4D including basic knowledge of modeling, materials, textures, lighting, compositing, camera tracking and rendering to create professional quality motion graphics and 3D animation.

· Demonstrate a working knowledge of Motion Graphics animation, typography and illustrative 3D imagery inside of Cinema 4D.

· Identify qualities, techniques, and practices that are used to create good motion design work in the industy.

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This class is project-based and work-in-tensive. 90% of your grade will be based on projects.

Grade Breakdown

Attendance / Critiques **10pts**
Project 1: Abstract Composition **10pts**
Project 2: Moving Abstract Comp **10pts**
Project 3: Low-Poly Environment **15pts**
Project 4: Motion Poster **15pts**
Project 5: Animated Logo **10pts**
Project 6: MoGraph Loop **10pts**
Final Project: 3D Titles **20pts**

Grading Scale

A 100-93   excellent work
A- 92-90

B+ 89-97
B 86-83   above satiisfactory
B- 82-80

C+ 79-77
C 76-73   satisfactory/good
C- 72-70

D+ 69-67
D 66-63   unsatisfactory
D- 62-60

F 61-0   substantially unsatisfactory

All assignments and grades will be listed at:
https://d2l.depaul.edu

All projects will be submitted (for in-progress critiques.) Final versions of projects need to be turned in as QuickTime movie files to D2L and uploaded to Vimeo.

Software Resources

Lynda.com (online classes in a range of subjects, including motion design and C4D)
EyeDesyn.com (tutorials and products for C4D)
Greyscalegorilla.com (tutorials and products for C4D)
SchoolofMotion.com (online classes in motion design/C4D)

FREE Cinema4D Licenses for Students

On-Campus Labs with C4D

· CDM (all DC labs)
· Daley Building Mac Labs 210 / 513

Materials

This class will involve a large amount of rendering and video processing. Never trust that your work is safe on a lab computer. You need to develop safe work habits, so losing work will not be accepted as an excuse in this class.
You are required to have:
· A 2 or 4 GB (or larger) flash drive
· A portable external hard drive
· AND/OR cloud storage

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Online Course Evaluations

Evaluations are a way for students to provide valuable feedback regarding their instructor and the course. Detailed feedback will enable the instructor to continuously tailor teaching methods and course content to meet the learning goals of the course and the academic needs of the students. They are a requirement of the course and are key to continue to provide you with the highest quality of teaching. The evaluations are anonymous; the instructor and administration do not track who entered what responses. A program is used to check if the student completed the evaluations, but the evaluation is completely separate from the student's identity. Since 100% participation is our goal, students are sent periodic reminders over three weeks. Students do not receive reminders once they complete the evaluation.

Please see https://resources.depaul.edu/teaching-commons/teaching/Pages/online- teaching-evaluations.aspx for additional information.

Academic Integrity and Plagiarism

This course will be subject to the university's academic integrity policy.
More information can be found at https://offices.depaul.edu/oaa/faculty-resources/teaching/academic-integrity/Pages/default.aspx.

Academic Policies

All students are required to manage their class schedules each term in accordance with the deadlines for enrolling and withdrawing as indicated in the University Academic Calendar. Information on enrollment, withdrawal, grading and incompletes can be found at:

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http://www.cdm.depaul.edu/Current%20Students/Pages/PoliciesandProcedures.aspx

Incomplete Grades

An incomplete grade is a special, temporary grade that may be assigned by an instructor when unforeseeable circumstances prevent a student from completing course requirements by the end of the term and when otherwise the student had a record of satisfactory progress in the course. All incomplete requests must be approved by the instructor of the course and a CDM Associate Dean. Only exceptions cases will receive such approval. Information about the Incomplete Grades policy can be found at https://www.cdm.depaul.edu/Current%20Students/Pages/Grading-Policies.aspx

Students with Disabilities

DePaul University is committed to ensuring equal access to its educational and extracurricular opportunities for students with disabilities. The Center for Students with Disabilities (CSD) offers reasonable academic accommodations and services to support our students. We also serve as a resource to the many university departments that have a responsibility to accommodate students.

Please see https://offices.depaul.edu/student-affairs/about/departments/Pages/csd.aspx for Services and Contact Information.

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Week 1 / Sept 5

Workflow + Foundations
of Cinema4D

Agenda

· Introduction
· Examples of Usage
· Navigating in 3D Space
· Setup + Workflow
· Overview of Tools
· Primitives + Splines

Workshop

Navigating the Interface
+ Setting up a Scene

Assignment: Project 1
Abstract Composition (10 pts)
Due: Beginning of class 9/12

Week 2 / Sept 12

Intro to Animating in C4D
Camera Tracking + Workflow

Agenda

· Materials + Textures
· Timeline
· Defining Surface Properties
· Generating Objects with NURBS
· Object Hierarchy

Workshop

Intro to Cameras
Animating with the Timeline

Assignment: Project 2
Moving Abstract Composition (10 pts)
Due: Beginning of class 9/19

Week 3 / Sept 19

Modeling + Hierarchy Basics

Agenda

· Creating Cameras
· Using Null and Camera Objects in C4D
· Working with tags

Workshop

Environments, Cameras + Tags

Assignment: Project 3
Low-Poly Environment (15 pts)
Roughcut Due: Beginning of class 9/26

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Week 4 / Sept 26

Materials, Textures, Shaders

Agenda

· Materials Overview
· Textures and Shaders
· Using Volumetric Shaders
· Animating Materials with Noise
· Optimizing C4D Scene

Workshop

Materials, Shadows, and Shaders
in Motion

Assignment: Project 3
Low-Poly Environment
Final Due: Beginning of class 10/03

Week 5 / Oct 3

Rendering + Lighting Effects

Agenda

· Adding Volumetric Lighting
· Mixing Color

Workshop

Lighting Effects

Assignment: Project 4
Motion Poster (15 pts)
Rough Due: Beginning of class 10/10

Week 6 / Oct 10

Working with Cameras

Agenda

· Cameras in C4D
· Attaching a Target Camera to Spline
· Controlling Multiple Cameras
· Adding a Stage Object to Change Cameras

Workshop

Camera track and orbit around a scene

Assignment: Project 4
Motion Poster
Final Due: Beginning of class 10/17

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Week 7 / Oct 17

3D Type

Agenda

· Formatting type
· Importing from AI
· Merging and applying
  material presets

Workshop

Using the Type Tool and MoText

Assignment: Project 5
Animated Logo (10 pts)
Due: Beginning of class 10/24

Week 8 / Oct 24

MoGraph Features

Agenda

· Using Cloners
· Applying Effectors

Workshop

MoGraph features

Assignment: Project 6
Looping Animation (10 pts)
Due: Beginning of class 10/31

Week 9 / Oct 31

Title Design
+ Style Frames

Agenda

· Intro to Dynamics
· Particle Emitters

Workshop

Assignment: Final Project
3D Titles (20 pts)
Due: 11/16 @ 11:59pm

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Week 10 / Nov 7

Studio / Lab Time

Week 11 / Nov 14

Final Exam Week - NO CLASS MEETING

Final Project Due Nov 16 @ 11:59pm