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**SPRING 2016** SEC 902

**DEPAUL UNIVERSITY** LOOP CAMPUS

**14 E. JACKSON** ROOM 210

## **ANI 393: TOPICS IN 3D: CINEMA 4D**

**WEDNESDAYS** 5:45 – 9:00 PM

**OFFICE HOURS:** 12PM – 1:30PM, MONDAY AND WEDNESDAY, CDM ROOM 478

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### **PROFESSOR**

Chris Kalis

### **EMAIL**

ckalis@cdm.depaul.edu

### **OFFICE HOURS**

12–1:30pm

Monday and Wednesday

CDM 478

### **TEXTBOOKS**

None.

Resources and Links will be provided on D2L

### **COURSE DESCRIPTION**

This course focuses on Maxon's Cinema 4D, an intuitive 3D package that is becoming the standard for 3D Motion Graphics work. The class will include demonstrations and workshops on the fundamentals of Cinema 4D Lite and CINEWARE, a powerful bridge between After Effects and C4D. Tutorial topics will include: User Interface, Navigation, Modeling, Materials, Textures, Lighting, Camera Tracking, Rendering and Compositing. Examples of work done by industry professionals will be examined each week and some advanced features and C4D's use as a visual effects tool will be explored.

### **COURSE OBJECTIVES / LEARNING GOALS**

By the end of this course, students will:

- Acquire a 3D foundation skill set in Cinema 4D including basic knowledge of modeling, materials, textures, lighting, compositing, camera tracking and rendering.
- Create Motion Graphics animations, and illustrative 3D imagery inside of Cinema 4D Lite and After Effects.
- Understand how to optimize and match settings in Ae and C4D Lite using CINEWARE

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### **GRADE BREAKDOWN**

5pts **Attendance**  
25pts Assignments 1, 2, 3  
15pts **Project 1:** Low Poly Landscape  
15pts **Project 2:** 3D Logo Bumper  
15pts **Project 3:** Vanity Card / Everyday  
25pts **Final Project:** C4D practical

### **GRADING SCALE**

A	100-93	EXCELLENT WORK
A-	92-90	
B+	89-97	
B	86-83	ABOVE SATISFACTORY
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	SUBSTANTIALY UNSATISFACTORY

This class is project-based and work-intensive. Critiques are constructive and the emphasis is on a fundamental comprehension of CINEMA 4D LITE and CINEWARE. 80% of your grade will be based on projects and in class workshops/tutorials.

All assignments and grades will be listed on our Course Online site:

<https://d2l.depaul.edu>

All projects will be submitted for critique and grades.

### **MATERIALS**

This class will involve a large amount of 3D editing and compositing. 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. Therefore, you are required to purchase:

- A 2 or 4 GB (or larger) flash drive
- A portable external hard drive
- Sketchbook / Graph Paper

### **PROJECT NAMING CONVENTIONS**

Class\_LastName\_FirstName\_ProjectName

Example: **ANI393\_KalisChris\_Project1.mov**

*Failure to follow this format will result in an automatic 1 point deduction on the project*

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### **COURSE POLICIES**

#### **CHANGES TO SYLLABUS**

This syllabus is subject to change as necessary during the quarter. If a change occurs, it will be thoroughly addressed during class, posted under Announcements on D2L and sent via email.

#### **ACADEMIC INTEGRITY AND PLAGIARISM**

This course will be subject to the university's academic integrity policy. More information can be found at <http://academicintegrity.depaul.edu/>. If you have any questions be sure to consult with your professor.

#### **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: [cdm.depaul.edu/enrollment](http://cdm.depaul.edu/enrollment).

#### **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. Students can complete the evaluation online in Campus Connect or alternatively, the instructor may select to provide in-class time for students to complete the evaluations.

#### **STUDENTS WITH DISABILITIES**

Students who feel they may need an accommodation based on the impact of a disability should contact the instructor privately to discuss their specific needs. All discussions will remain confidential. To ensure that you receive the most appropriate accommodation based on your needs, contact the instructor as early as possible in the quarter (preferably within the first week of class), and make sure that you have contacted the Center for Students with Disabilities (CSD) at: [csd@depaul.edu](mailto:csd@depaul.edu). Lewis Center 1420, 25 East Jackson Blvd. Phone number: (312)362-8002 | Fax: (312)362-6544 | TTY: (773)325-7296

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### **COURSE POLICIES**

#### **ATTITUDE**

A professional and academic attitude is expected throughout this course. Measurable examples of non-academic or unprofessional attitude include but are not limited to: talking to others when the instructor is speaking, mocking another's opinion, cell phones ringing, emailing, texting or using the internet whether on a phone or computer. If any issues arise a student may be asked to leave the classroom. The professor will work with the Dean of Students Office to navigate such student issues.

#### **CIVIL DISCOURSE**

DePaul University is a community that thrives on open discourse that challenges students, both intellectually and personally, to be Socially Responsible Leaders. It is the expectation that all dialogue in this course is civil and respectful of the dignity of each student. Any instances of disrespect or hostility can jeopardize a student's ability to be successful in the course. The professor will partner with the Dean of Students Office to assist in managing such issues.

#### **CELL PHONES/ON CALL**

If you bring a cell phone to class, it must be off or set to a silent mode. Should you need to answer a call during class, students must leave the room in an un-disruptive manner. Out of respect to fellow students and the professor, texting is never allowable in class. If you are required to be on call as part of your job, please advise me at the start of the course.

#### **LATE PAPERS/PROJECTS**

Late papers and projects are not accepted. If there is an emergency, proper documentation is required before the deadline.

#### **ATTENDANCE**

Students are expected to attend each class and to remain for the duration. Coming 15 minutes late or leaving 15 minutes early constitutes an absence for the student. Three absences for any reason, whether excused or not, may constitute failure for the course.

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### WEEK 1 / MARCH 30

#### TOPIC

EXPLORING C4D LITE  
WORKFLOW AND FOUNDATIONS

#### AGENDA

Introduction  
Examples of C4D usage  
Defining C4D + C4D Lite  
User Interface Overview  
Navigating in 3D Space  
Basic C4D workflow  
Ae/CINEWARE setup and workflow

#### WORKSHOP

Navigating Cameras  
Importing Vector Art from Illustrator  
**LIGHT GRID - Warm-up Exercise**

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### WEEK 2 / APRIL 6

#### TOPIC

MODELING + HIERARCHY BASICS

#### AGENDA

Workflow/Overview/Tools  
Axis Limitations  
Parametric Primitives + Splines  
Generating Objects with NURBS  
Defining Surface Properties  
Object Hierarchy

#### WORKSHOP

Modeling Exercises and Workflow  
  
**Assignment 1 ASSIGNED:**  
**Object, Character, or Product Model**  
(details TBA on D2L) Due end of class 4/13

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### WEEK 3 / APRIL 13

#### TOPIC

CAMERA WORKFLOW,  
TRACKING AND COMPOSITING

#### AGENDA/DEMOS

Importing, markers, creating cameras  
Using 3D Camera Tracking in Ae  
Compositing a 3D Object with CINEWARE  
Exporting a C4D file from Ae  
Using Null and Camera Objects in C4D

#### WORKSHOPS

3D Camera Tracking and  
Compositing with CINEWARE  
  
**Assignment 2 ASSIGNED:**  
**Robot** (details TBA on D2L) due  
beginning of class 4/20

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### WEEK 4 / APRIL 20

#### TOPIC

MATERIALS, TEXTURES, SHADERS

#### AGENDA/DEMOS

Materials Overview  
Textures and Shaders  
Using Volumetric Shaders  
Product Placement with Alpha Channels  
Animating Materials with Noise Shaders  
Optimizing C4D Scene

#### WORKSHOP

Materials, Shadows, and Shaders in  
Motion`  
  
**Assignment 3 ASSIGNED:**  
Product with Label (details TBA on D2L)  
due beginning of class 4/27

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### WEEK 5 / APRIL 27

TOPIC  
LIGHTING EFFECTS  
RENDERING IN AE CC

#### AGENDA/DEMOS

Cameras in C4D and CINEWARE  
Using Camera Layers in Ae  
Attaching a Target Camera to Spline  
Controlling Multiple Cameras  
Adding a Stage Object to Change Cameras

#### WORKSHOP

Camera track and orbit

#### **Project 1: Low Poly Landscape**

**Due end of class May 4**

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### WEEK 6 / MAY 4

TOPIC  
WORKING WITH CAMERAS IN C4D

#### AGENDA/DEMOS

Formatting type  
Importing from Ai

#### WORKSHOP

Working with Typography

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### WEEK 7 / MAY 11

TOPIC  
USING TEXT WITH MOGRAPH  
CREATING ENVIRONMENTS IN Ae

#### AGENDA / DEMOS

Formatting type  
Importing from Ai  
Exporting to Ae  
Merging and applying material presets

#### WORKSHOP

Mograph features

#### **Project 2: 3D Logo Bumper**

**Due beginning of class May 25**

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### WEEK 8 / MAY 18

TOPIC  
ANIMATING IN C4D LITE

#### AGENDA / DEMOS

Coordinates, rotation, and shortcuts  
Basic Keyframing of properties  
Copying Keyframes  
Keyframe Interpolation and F-Curves  
Holding Values  
Animating with presets

#### WORKSHOP

Animating 3D Objects Keyframing exercises

#### **Project 3: Vanity Card / Everyday**

**Due End of Class May 25**

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**WEEK 9 / MAY 25**  
MULTI-PASS RENDERING

**AGENDA**

Rendering in C4D Lite  
Creating Shadows w/ Ambient Occlusion  
Setting up Multi-Pass Rendering  
Adding an Object Buffer

**DEMOS/WORKSHOPS**

Compositing Multi-Pass Layers in  
CINEWARE

**Final Project C4D Practical**

(details TBA on d2L, Due June 8th)

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**WEEK 10 / JUNE 1**  
FINAL PRACTICAL PROJECT  
BEYOND C4D LITE

**AGENDA**

Modeling with Points, Edges, Polygons  
MoGraph Objects  
Animating with Sound Effectors  
Adding Dynamics

**STUDIO / LAB TIME**

**Final Project C4D Practical**

(details TBA on d2L, Due June 8th)

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**WEEK 11 / JUNE 8TH, 6PM**  
FINAL EXAM WEEK  
FINAL LAB PRACTICAL DUE

NO CLASS MEETING

**STUDIO / LAB TIME**

**Final Project C4D Practical**  
**DUE / SCREENING**