
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

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

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

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

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>

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 SUBSTANTIALLY UNSATISFACTORY

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

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

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.

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. Lewis Center 1420, 25 East Jackson Blvd. Phone number: (312)362-8002 | Fax: (312)362-6544 | TTY: (773)325-7296

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

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.

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

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

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

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

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

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

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

WEEK 6 / MAY 4

TOPIC
WORKING WITH CAMERAS IN C4D

AGENDA/DEMOS

Formatting type
Importing from Ai

WORKSHOP

Working with Typography

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

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

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

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)

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)

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

NO CLASS MEETING

STUDIO / LAB TIME

Final Project C4D Practical
DUE / SCREENING