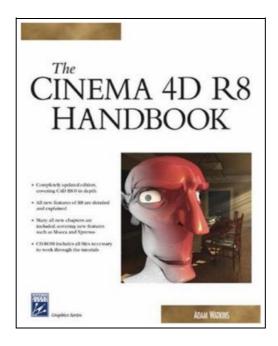
The Cinema 4D R8 Handbook



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Reviews

Very beneficial to any or all group of folks. I was able to comprehended everything using this composed e ebook. I am pleased to inform you that here is the finest publication i have study inside my individual daily life and might be he very best pdf for actually. (Brielle Hilpert)

THE CINEMA 4D R8 HANDBOOK



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Charles River Media, Massachusetts, 2003. Soft Cover Book w / CD. Book Condition: New. Photos & Diagrams (illustrator). 2003 First Edition. 7 x 9 x 1 ". 2003 Softcover Book 1st Edn complete with new unopened CD, as originally issued . BRAND NEW from 2003 publisher . Never opened, Never owned, Never marked . Gift Giving quality . 504 pages illustrated with B&W photographs & diagrams complete with CD rom. Cinema 4D powerful and diverse animation and rendering applications. Cinema 4D R8/8.1 was a major upgrade, with a multitude of new functions and modifications. With 'The Cinema 4 D R8 Handbook,' however, you'll get up to speed quickly. The book provide methods for analyzing the many tools of Cinema 4C 48/8.1. Using a project-based approach, you'll be creating impressive projects as you learn. Beginning with the general tools & tool layout, you'll learn how to customize the tools to create a work environment conducive to your workflow, including where to start, how to start, when to finish. Then the real fun begins with the modelling tools. Modeling is covered, from primitive methods and NURBS, to object creation, polygon creation & NURBS editing. Next you'll put C4D's powerful texture capabilities to work and discover how they function, when they should be used, what types of effects can be created with simple textures. From there, the all-important issues of cinematography & how to control the camera within C4D are explored & you'll learn about the often ignored area of lighting &lighting theory by using lessons from the areas of photography & theatre. You'll explore the complex powerful animation tools, including timeline, F-curves, tangents, and Beziers. You'll find out how to use new timeline tools as well as when, where, why to use them. You'll look at the areas that truly lift C4D...



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