

# Cinema 4d Beginners

Getting the books **Cinema 4d Beginners** now is not type of challenging means. You could not solitary going subsequent to books heap or library or borrowing from your associates to approach them. This is an unquestionably easy means to specifically get guide by on-line. This online proclamation Cinema 4d Beginners can be one of the options to accompany you taking into account having extra time.

It will not waste your time. allow me, the e-book will definitely publicize you new concern to read. Just invest tiny period to right of entry this on-line notice **Cinema 4d Beginners** as well as review them wherever you are now.

*Cinema 4d Beginners*

Downloaded from [webdi.sk.vagmt.v.com](http://webdi.sk.vagmt.v.com) by guest

## STOUT HARLEY

### 3-D Human Modeling and Animation John Wiley & Sons

Inspiration and technique are rolled into one with this stunning display of 3D representations of the female form.

### Modeling Techniques With 3ds Max 2017 and Cinema 4d R17 Studio CRC Press

Model, animate and render with a practical command of all the essential functions and tools in CINEMA 4D 10. Detailed tutorials, suitable for novices and experienced users alike, demonstrate how to navigate the redesigned UI and orient you to the workflow. Next, the author guides you through the creation of a more complex project in which you model, create, apply textures, light, and render a final showcase image of a sports car. Finally, you will model, texture and prepare a comic character for animation using the new powerslider, timeline and the revised MOCCA module. Build on your command of the essentials with an introduction to the new layer system as well as these advanced skills: \* Light, texture, and shade with CINEMA's material system, BodyPaint 3D, and the integrated shaders \* Build complex mechanical and organic models using NURBS and polygon tools \* Compose 3D content into photos \* Render with advanced techniques such as Multi Pass rendering, HDR lighting and radiosity \* Simplify animation setups using XPresso constrains \* Work with specialized tools such as HAIR, Clothilde or SKY for special effects The companion CD includes all of the required tutorial media, a bonus chapter on character modeling, Macintosh and PC demo versions of CINEMA 4D 10, and a limited edition of the PhotoMatch plug-in that permits you to easily insert 3D objects into photos. \* Covers all of the features of version 10 release including BODYPAINT 3D and the MOCCA module \* Tutorial-based approach demonstrates the workflow processes for modelling, texturing and animation \* Advanced features including HyperNURBS modelling, XPresso programming and the Advanced Renderer. \* Companion CD includes tutorial files, a demo version of CINEMA 4D and plug-in samples

*The Ultimate Beginners Guide* Createspace Independent Publishing Platform

Note: This book is also available in the low-cost grayscale edition. An ePub file that has the color images of the screenshots/diagrams used in this book is available with the resources of this grayscale book. The Exploring 3D Modeling with CINEMA 4D R19 - A Beginner's Guide textbook walks you through every step of creating 3D models with CINEMA 4D R19. This guide is perfect for both novices and those moving from other software to CINEMA 4D. This book will help you to get started with modeling in CINEMA 4D, you will learn important concepts and techniques about 3D modeling which you can utilize to create hard-surfaced objects for your projects. This book shares tips, tricks, notes, and cautions throughout, that will help you become a better 3D modeler and you will be able to speed up your workflow. The first page of the every chapter summarizes the topics that will be covered in the chapter. Every chapter of this textbook contains tutorials which instruct users how things can be done in CINEMA 4D step-by-step. Practicing is one of the best ways to improve skills. Each chapter of this textbook ends with some practice activities which you are highly encouraged to complete and gain confidence for the real-world projects. By completing these activities, you will be able to master the powerful capabilities of CINEMA 4D. Although, this book is designed for beginners, it is aimed to be a solid teaching resource for 3D modeling. It avoids any jargon and explains concepts and techniques in an easy-to-understand manner. By the time you're done, you'll be ready to create hard-surfaced models for your 3D projects. The rich companion website PADEXI Academy ([www.padexi.academy](http://www.padexi.academy)) contains additional CINEMA 4D resources that will help you quickly master CINEMA 4D. What are the key features of the book? - Learn CINEMA 4D's updated user interface, navigation, tools, functions, and commands. - Polygon, subdivision, and spline modeling techniques covered. - Detailed coverage of tools and features. - Contains 24 standalone tutorials. - Contains 14 practice activities to test the knowledge gained. - Additional guidance is provided in form of tips, notes, and cautions. - Important terms are in bold face so that you never miss them. - The content under "What just happened?" heading explains the working of the instructions. - The content under "What next?" heading tells you about the procedure you will follow after completing a step(s). - Includes an ePub file that contains the color images of the screenshots/illustrations used in the textbook. These color images will help you in the learning process. This ePub file is included with the resources. - Tech support from the author. - Access to each tutorial's initial and final states along with the resources used in the tutorials. - Quiz to assess the knowledge. - Bonus tutorials. More info: [wp.me/p9r5f7-i0](http://wp.me/p9r5f7-i0)

*MAXON Cinema 4D R20: Modeling Essentials* Packt Pub Limited

XPresso is a node based system in Cinema 4D that is used to create automated object interactions. You can create these interactions by drawing wires from one node to another. From rotating fan blades to rigged objects, from propellers to the bouncing ball, from clock mechanism to organic movement of a jellyfish, XPresso allows you to create animations with ease. The MAXON Cinema 4D R20: A Detailed Guide to XPresso book introduces students to the XPresso module of the CINEMA 4D which is a node-based visual scripting language. This book covers XPresso Editor and different nodes of the XPresso and MoGraph classes and takes you step-by-step through the whole process of building node networks in XPresso Editor. Numerous examples and hands-on exercises are used to show the functioning of the nodes. Moving ahead, this book broadens your XPresso knowledge by taking you step-by-step through the process of creating four Cinema 4D lighting presets. You can use these presets to quickly and easily illuminate the scenes and produce cool looking renders. Practicing is one of the best ways to improve skills. This book contains practice activities which you are highly encouraged to complete and gain confidence for real-world projects. By completing these activities, you will be able to master the powerful capabilities Cinema 4D. By the time you're done, you'll be ready to create hard-surface models in Cinema 4D. If you buy this book, you'll also get access to all preset files, Cinema 4D files, texture files, and any other resource used in the book. You are free to use these resources in your own projects personal or commercial. These working files allow you to follow along with the author throughout the lessons. This book shares tips, tricks, notes, and cautions throughout, that will help you become a better 3D artist and you will be able to speed up your workflow. This book is aimed to be a solid teaching resource for learning XPresso module with Cinema 4D R20. It avoids any jargon and explains concepts and techniques in an easy-to-understand manner. The first page of the every unit summarizes the topics that will be covered in the unit. Hands-on exercises in this book instruct users how things can be done in XPresso step-by-step. As students move from one exercise to another, they will be gaining robust knowledge about the XPresso module of Cinema 4D. What are the key features of the book? Explains XPresso Editor

and node-based approach. Covers nodes of the XPresso and MoGraph classes. Step-by-step instructions to create four lighting presets from scratch. Covers nodes and features in detail. Features 30 examples showing functioning of the nodes. Features more than 18 hands-on exercises - complete with before and after files. Contains 10 practice activities to test the knowledge gained. Additional guidance is provided in the form of tips, notes, and cautions. Important terms are in bold face so that you never miss them. The content under "What just happened?" heading explains the working of the instructions. The content under "What next?" heading tells you about the procedure you will follow after completing a step(s). Includes an ePub file that contains the color images of the screenshots/illustrations used in the textbook. These color images will help you in the learning process. This ePub file is included with the resources. Tech support from the author. Access to each exercise's initial and final states along with the resources used in hands-on exercises. Quiz to assess the knowledge.

**A Workshop for 2D/3D Graphics Pros** Createspace Independent Publishing Platform  
digital Cinematography and Directing is unlike any other cinematography or directing book you've seen. This book was written entirely for 3D animators. Based on real-world photographic and cinematic principles, it teaches you essential skills and concepts that you can apply to any industry 3D application, such as LightWave 3D, Softimage XSI, 3ds max, CINEMA 4D, Maya, and other leading programs. This book does not focus on using software but rather teaches you how to understand and use the camera within your 3D application. Master focal lengths, f-stops, and apertures within your 3D application. Learn how pre-production planning can guide and enhance your project by applying essential storyboarding techniques. Use light as not only an illumination source, but as a tool for cinematic storytelling. Learn how to direct your digital cast with proper staging techniques "Dan Ablan's years of innovating digital production techniques and his undeniable expertise at teaching CGI, FX, and Film, makes digitalCinematography and Directing a must-have!" -Dave Adams, Dreamworks.

**Animation for Beginners** Taylor & Francis

Use Maya to create realistic environments and props for digital games Weapons, vehicles, tools, buildings, trees, plants, walls, ceilings, and floors-these items may seem secondary to the game environment, but they are integral parts of the game and they all need to be created. Maya Studio Projects: Game Environments and Props is a step-by-step project guide to creating some of the most popular game art. Author Michael McKinley shares techniques for getting the most out of Maya to create realistic, vivid, and compelling worlds and otherworldly props. Along the way, he provides notes and FYIs that give readers depth and breadth for bringing both reality and creativity to their game art. A bonus DVD features step-by-step videos to help drive home concepts. The Studio Projects series offers projects that start from nothing, just as they do in the studio; these books provide you with a step-by-step guide to software attributes and tools that encompass multiple disciplines so that you can create a finished, renderable object Many games have only a few characters, and multiple levels and environments, and hundreds of props-this book focuses on projects and techniques for creating everything but the character Maya is the top 3D app for creating console and computer games such as: Rock Band, Gears of War, James Bond: Quantum of Solace, Fallout 3, and Far Cry 2 Learn effective Maya studio techniques with this handy, step-by-step, full-color book. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

*MAXON CINEMA 4D R20 Studio: A Tutorial Approach, 7th Edition* Peachpit Press

The MAXON Cinema 4D R20: Modeling Essentials textbook walks you through every step of creating 3D models with Cinema 4D R20. This guide is perfect for both novices and those moving from other software to Cinema 4D. This book will help you to get started with modeling in Cinema 4D, you will learn important concepts and techniques about 3D modeling which you can utilize to create hard-surfaced objects for your projects. This book also covers Cinema 4D's OpenVDB-based Volume Builder and Volume Mesher functions that allow you to create complex models by adding and subtracting basic shapes in boolean-type operations. This book shares tips, tricks, notes, and cautions throughout, that will help you become a better Cinema 4D artist and you will be able to speed up your workflow. This book is aimed to be a solid teaching resource for learning modeling with Cinema 4D R20. It avoids any jargon and explains concepts and techniques in an easy-to-understand manner. The first page of the every unit summarizes the topics that will be covered in the unit. Hands-on exercises in this book instruct users how things can be done in Cinema 4D R20 step-by-step. Practicing is one of the best ways to improve skills. This book contains practice activities which you are highly encouraged to complete and gain confidence for real-world projects. By completing these activities, you will be able to master the powerful capabilities Cinema 4D. By the time you're done, you'll be ready to create hard-surface models in Cinema 4D. What are the key features of the book? Learn Cinema 4D's updated user interface, navigation, tools, functions, and commands. Covers all the basics as well as advanced topics using easy to follow, hands-on exercises. Covers polygon, subdivision, and spline modeling techniques. Covers volumetric modeling techniques. Detailed coverage of tools and features. Features more than 29 hands-on exercises - complete with before and after files. Contains 25 practice activities to test the knowledge gained. Additional guidance is provided in the form of tips, notes, and cautions. Important terms are in bold face so that you never miss them. The content under "What just happened?" heading explains the working of the instructions. The content under "What next?" heading tells you about the procedure you will follow after completing a step(s). Includes an ePub file that contains the color images of the screenshots/illustrations used in the textbook. These color images will help you in the learning process. This ePub file is included with the resources. Tech support from the author. Access to each exercise's initial and final states along with the resources used in hands-on exercises. Quiz to assess the knowledge.

**After Effects and Cinema 4D Lite** Oxford University Press

In this Maxon Cinema 4D R15 training course, expert author Chris Martin teaches you the basic tools and techniques needed to create 3D models in this 3D modeling software. This course is designed for the absolute beginner, meaning no experience with Maxon Cinema 4D or 3D modeling is required to get the most out of this course. You will start out by touring the interface and learning the project settings for starting a new project. You will then be taught to understand 3D objects, including lessons on building a chair and table. Chris will teach you how to create 3D objects using Splines, extrusion, sweeping, and lathing. This video tutorial will teach you to create basic 3D components using the Knife, Bridge, and other Cinema 4D tools. You will learn about modeling objects and deformers while working with the Boole object, Instance objects, and the Spline wrap. Chris will

teach you how to utilize lighting, add textures to your models, and animate and render them. Lastly, you will learn about MoGraph and how use the Cloner, MoText, and Random Effector. By the completion of this video based training course, you will be fully knowledgeable in creating your own 3D models, as well as animating and rendering them using Cinema 4D. Working files are included, allowing you to follow along with the author throughout the lessons.

[After Effects Apprentice 18: 3D Text CINEMA 4D Lite](#) John Wiley & Sons

The MAXON Cinema 4D R20: A Detailed Guide to Texturing, Lighting, and Rendering book walks you through every step of texturing, lighting, and rendering projects in Cinema 4D. This comprehensive guide caters to the novices and intermediate users of Cinema 4D. This book will help you to get started with texturing, lighting, and rendering in Cinema 4D, you will learn important concepts and techniques about rendering which you can utilize to create high quality renders. Using a structured and pragmatic approach, this guide begins with basics of rendering, then builds on this knowledge using practical examples to enhance your texturing and lighting skills. Each unit builds on the knowledge gained in the previous unit, showing you all the essentials of rendering with Cinema 4D, from sampling to shaders, maps, camera effects, post effects, and lights. As you go from hands-on exercise to hands-on exercise, you'll develop a strong arsenal of skills that combined will form a complete end to end process to creating high quality renders using the Standard, Physical, and OpenGL renderers. You will also learn about the new node-based material system in Cinema 4D. This book shares tips, tricks, notes, and cautions throughout, that will help you become a better Cinema 4D rendering artist and you will be able to speed up your workflow. This book is aimed to be a solid teaching resource for learning rendering in Cinema 4D. It avoids any jargon and explains concepts and techniques in an easy-to-understand manner. The first page of the every unit summarizes the topics that will be covered in the unit. Hands-on exercises in this book instruct users how things can be done in Cinema 4D step-by-step. By the time you're done, you'll be ready to illuminate and render any scene in Cinema 4D. What are the key features of the book? Explains Standard renderer and render settings. Explains global illumination, ambient occlusion, color mapping, and other effects. Covers the process of rendering flicker free animation. Explains the Physical, Hardware OpenGL, and Software OpenGL renderers. Explains the depth-of-field and motion blur effects. Explains dynamic depth-of-field effect using the Depth pass. Covers process of illuminating a scene using only polygon lights. Covers Cinema 4D lights. Covers the product visualization and interior rendering techniques. Covers UV mapping. Covers the Material Manager, the Material Editor, material presets, channels, and the reflectance model. Covers the Node Editor and nodes in detail. Explains the process of creating various materials. Features 44 hands-on exercises - complete with before and after files. Additional guidance is provided in the form of tips, notes, and cautions. Important terms are in bold face so that you never miss them. The content under "What just happened?" heading explains the working of the instructions. The content under "What next?" heading tells you about the procedure you will follow after completing a step(s). Includes an ePub file that contains the color images of the screenshots/illustrations used in the textbook. These color images will help you in the learning process. This ePub file is included with the resources. Tech support from the author. Access to each exercise's initial and final states along with the resources used in hands-on exercises. Quiz to assess the knowledge.

New Riders

[Exploring 3D Modeling with Cinema 4D R19A Beginner's Guide \[in Full Color\]](#)Createspace Independent Publishing Platform

[Conquering the 3rd Dimension](#) CADCIM Technologies

The Modeling Techniques with CINEMA 4D R17 Studio - The Ultimate Beginner's Guide textbook offers a hands-on exercises based strategy for all those digital artists who have just started working on the CINEMA 4D [no experience needed] and interested in learning modeling in CINEMA 4D. This brilliant guide takes you step-by-step through the whole process of modeling. From the very first pages, the users of the book will learn how to effectively use CINEMA 4D for hard-surface modeling. A bonus chapter has been included in this edition containing six additional hands-on exercises. This book is part of Kindle match book program ! More info: [bit.ly/c4dmod](http://bit.ly/c4dmod)

[Beginner's Guide to Create Models With 3ds Max 2018 and Cinema 4d R18 Studio](#) Createspace Independent Publishing Platform

MAXON CINEMA 4D R18 Studio: A Tutorial Approach book aims at harnessing the power of MAXON CINEMA 4D R18 Studio for modelers, animators, and motion graphic designers. The CINEMA 4D R18 book caters to the needs of both the novice and the advance users of CINEMA 4D R18. Keeping in view the varied requirements of users, the CINEMA 4D book first introduces the basic features and then progresses to cover the advanced techniques such as MoGraph, XPresso, and 3D Compositing. This book features two projects based on the tools and concepts covered in the book. In this edition of the CINEMA 4D R18 book, new tutorials and exercises have been added to enhance the knowledge of the users. Salient Features: Consists of 13 chapters and 2 projects that are organized in a pedagogical sequence covering various aspects of modeling, texturing, lighting, and animation. The author has followed the tutorial approach to explain various concepts of modeling, texturing, lighting, and animation. The first page of every chapter summarizes the topics that are covered in it. Step-by-step instructions that guide the users through the learning process. Additional information is provided throughout the book in the form of notes and tips. Self-Evaluation test and Review Questions are given at the end of each chapter so that the users can assess their knowledge. Table of Contents: Chapter 1: Exploring MAXON CINEMA 4D R18 Studio Interface Chapter 2: Working with Splines Chapter 3: Introduction to Polygon Modeling Chapter 4: Sculpting Chapter 5: Texturing Chapter 6: Lighting Chapter 7: Rigging Chapter 8: Animation Chapter 9: Introduction to UV Mpping Chapter 10: Compositing in 3D Objects Chapter 11: Rendering Chapter 12: MoGraph Chapter 13: Working with XPresso Project 1: Creating an Indoor Scene Project 2: Texturing an Indoor Scene Index [Modeling Techniques with CINEMA 4D R18 Studio - the Ultimate Beginner's Guide](#) Createspace Independent Publishing Platform

The Beginner's Guide to Create Models With CINEMA 4D R18 Studio textbook offers a hands-on exercises based strategy for all those digital artists who have just started working on the CINEMA 4D [no experience needed] and interested in learning modeling in CINEMA 4D. This brilliant guide takes you step-by-step through the whole process of modeling. From the very first pages, the users of the book will learn how to effectively use CINEMA 4D for hard-surface modeling. A bonus chapter has been included in this edition containing six additional hands-on exercises. What are the main features of the book? The book is written using CINEMA 4D R18 Studio in an easy to understand language. Polygon and Spline modeling techniques covered. All deformers explained. 17 Hands-on exercises and 13 practical tests to hone your skills. Detailed coverage of tools and features. Additional tips, guidance, and advice is provided. Important terms are in bold face so that you never

miss them. Support for technical aspect of the book. CINEMA 4D files and textures used are available for download from the accompanying website. Bonus hands-on exercises. You will also get access to a ePub file that has the color images of the screenshots/diagrams used in this book. These images will help you to understand the HOEs and output. The ePub file is included with the resources. How This Book Is Structured? This book is divided into following units: Unit C11: Introducing CINEMA 4D R18 Studio Unit C12: Tools of the Trade Unit CM1: Spline Modeling Unit CM2: Polygon Modeling Unit CBM: Bonus Hands-on Exercises

CRC Press  
The Beginner's Guide series returns to focus on character creation in Autodesk's industry leading 3D animation software, Maya.

[Maya Studio Projects](#) Taylor & Francis

Step-by-step instructions with guiding screenshots will help new users to create a photorealistic interior scene with an animated camera. Users will also learn how to use the MoGraph module to create dynamic motion graphics, how to link parameters with Xpresso (Cinema 4D's node-based programming language), and are guided through mini-projects to explore additional tools for non-photorealistic illustrations, hair creation and cloth rendering. Designers and artists with a basic proficiency in animation or computer graphics, as well as professionals who are familiar with other 3D animation software.

[Exploring 3D Modeling with Cinema 4D R19](#) Packt Publishing Ltd

This book teaches how to produce commercial-quality 3D animation using Cinema 4D. It is written for animation students, teachers, and 3D animation professionals. Using hands-on tutorials and an interactive DVD, users learn the entire production process beginning with modeling photorealistic objects and progressing all the way to creating custom materials and animating the objects with C4D. A variety of objects are covered, including a shampoo bottle, a 2002 Mitsubishi Eclipse, a cartoon character, a simple human, and a photorealistic human. The custom materials are created from within C4D as well as real-world techniques such as mapping a person's face onto a 3D character. In addition, the book teaches various ways of producing motion graphics by integrating Adobe Photoshop, After Effects, and C4D. Throughout the book, users learn a highly efficient workflow for 3D character animation with C4D. And they learn how to create an artificial, intelligent dynamic human character with C4D by integrating Alias? Motion Builder and Natural Motion? Endorphin. The final part of the book covers a complete animated short production. It is assumed that readers have some experience with 3D animation, but all levels of users will be challenged to expand their skills.

[Beginner's Guide to Character Creation in Maya](#) CADCIM Technologies

Adobe After Effects 2017 is all about collaboration and streamlining workflow especially with the addition of Live Text templates. The new updates include 3D rendering, real-time playback, GPU-accelerated effects and more. There are many other subtle features that make your everyday use of Adobe After Effects CC 2017 easier and more efficient.

[3D Motion Graphics and Visual Effects Using CINEWARE](#) Createspace Independent Publishing Platform

The Beginner's Guide to Create Models With CINEMA 4D R18 Studio textbook offers a hands-on exercises based strategy for all those digital artists who have just started working on the CINEMA 4D [no experience needed] and interested in learning modeling in CINEMA 4D. This brilliant guide takes you step-by-step through the whole process of modeling. From the very first pages, the users of the book will learn how to effectively use CINEMA 4D for hard-surface modeling. A bonus chapter has been included in this edition containing six additional hands-on exercises. What are the main features of the book? The book is written using CINEMA 4D R18 Studio in an easy to understand language. Polygon and Spline modeling techniques covered. All deformers explained. 17 Hands-on exercises and 13 practical tests to hone your skills. Detailed coverage of tools and features.

Additional tips, guidance, and advice is provided. Important terms are in bold face so that you never miss them. Support for technical aspect of the book. CINEMA 4D files and textures used are available for download from the accompanying website. Bonus hands-on exercises. You will also get access to a ePub file that has the color images of the screenshots/diagrams used in this book. These images will help you to understand the HOEs and output. The ePub file is included with the resources. How This Book Is Structured? This book is divided into following units: Unit C11: Introducing CINEMA 4D R18 Studio Unit C12: Tools of the Trade Unit CM1: Spline Modeling Unit CM2: Polygon Modeling Unit CBM: Bonus Hands-on Exercises

[Modeling Techniques With 3ds Max 2016 and Cinema 4d R17 Studio](#) - Taylor & Francis

MAXON CINEMA 4D R20 Studio: A Tutorial Approach is a tutorial-based book and aims at harnessing the power of MAXON CINEMA 4D R20 Studio software for modelers, animators, and designers. The book caters to the needs of both the novice and the advance users of MAXON CINEMA 4D R20 Studio. Keeping in view the varied requirements of users, the book first introduces the basic features of CINEMA 4D R20 Studio And then progresses to cover the advanced techniques. In this book, two projects based on the tools and concepts covered in the book have been added to enhance the knowledge of users. This book will help you unleash your creativity and transform your imagination into reality with ease. Salient Features: Consists of 13 Chapters and 2 Projects that are organized in a pedagogical sequence covering various aspects of modeling, sculpting texturing, lighting, rendering, and animation. The author has followed the tutorial approach to explain various concepts of modeling, texturing, lighting, and animation. The first page of every chapter summarizes the topics that are covered in it. Additional information is provided throughout the book in the form of notes and tips. Self-Evaluation Test and Review Questions are given at the end of each chapter so that the users can assess their knowledge. Table of Contents Chapter 1: Exploring CINEMA 4D R20 Studio Interface Chapter 2: Working with Splines Chapter 3: Introduction to Polygon Modeling Chapter 4: Sculpting Chapter 5: Texturing Chapter 6: Lighting Chapter 7: Rigging Chapter 8: Animation Chapter 9: Introduction to UV Mapping Chapter 10: Compositing 3D objects Chapter 11: Rendering Chapter 12: MoGraph Chapter 13: Working with XPresso Project 1: Creating an Indoor Scene Project 2: Texturing an Indoor Scene Index

[MAXON Cinema 4D R20: A Detailed Guide to Texturing, Lighting, and Rendering](#) CRC Press

Get to grips with a new technology, understand what it is and what it can do for you, and then get to work with the most important features and tasks. This book is written in a friendly, practical style with lots of screenshots and help that will ensure you grow in confidence chapter by chapter. This book is recommended for artists that have experience in other 3D software packages, and who want to learn Cinema 4D. That being said, dedicated readers without experience in other 3D software should not be discouraged from reading this book to learn the basics of Cinema 4D as their first 3D package.