

Motion Design School – 3D Lighting In Cinema 4D

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Through this class, you'll learn to create two stunning still-life compositions within Cinema 4D. We will go through the steps of each still-life - we will cover the form compositions as well as lighting and shading.

Gfx plugin details of Motion Design School – 3D Lighting In Cinema 4D

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What's this course all about?

In this masterclass, you'll learn to create two compositions. In each step of the process, and we will learn how to create a cloud using Houdini. Don't worry this will be incredibly simple! We will walk you through basic techniques for objects like fillets and Booleans Get to the work of Octane Render for our lighting, apply the textures to your lighting and make use of Skylight to get the look we'd like.

INCLUDED FILES

LESSON 1

Composition 1- Part 1: Let's begin to put together your scene with our objects!

LESSON 2

Composition 1- Part 2: We will begin working using Octane Render and begin the lighting of our composition. I will provide in-depth explanations of the necessary lighting tools required to create this scene. We will set up the camera effects!

LESSON 3

Composition 1- Part 3: Shading! Once we've finished lighting it's time to apply and create pastels to create the look we desire!

LESSON 4

Composition 1 - Part 4 / Composition 2 Start: We'll apply the necessary finishing touches to our previous creation and begin to compose elements for a new scene.

LESSON 5

Composition 2 - Part 2: We will then finish creating the objects within our environment. We will walk through basic methods of creating objects like fillets and Booleans.

LESSON 6

Composition 2 - Part 3
We will, again take on the task of working with Octane Render for our lighting. We will be applying the textures to your lighting and then using Skylight to achieve the effect we're looking for.

LESSON 7



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Composition 2 - Part 4: Materials! Apart from simple texturing, we'll apply noise patterns as well as gradients, smudges, as well as scratches on our material, so you will feel confident working with them in the near future!

LESSON 8

Composition 2 - Part 5: In this class, we will complete applying our knowledge base to the second part of the scene before we begin the VDB cloud.

LESSON 9

Composition 2 - Part 6: Let's start working using Houdini to build the VDB cloud. Following that, we'll paint our cloud with color. Don't be scared this will be incredibly simple!

LESSON 10

Composition 2 - Part 7: Let's conclude our story by adding the necessary finishing touches!

LESSON 11

Breakdown Scene - Bonus Video: In this bonus clip, I'll give you a complete description of a composition I made using the same techniques, principles, and tricks you learned in this masterclass.



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