



## **C4D 9.5: Real-World 3D Animation Production (Charles River Media Graphics)**

*Larry Mitchell*

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Cinema 4D 9.5: Real-World 3D Animation Production teaches how to produce commercial-quality 3D animation using Maxon's, powerful and affordable, Cinema 4D. Written for 3D animation professionals, hobbyists, and students, this practical, hands-on book uses real-world projects to teach the entire production process. Beginning with a review of how to model photorealistic objects, the book progresses through creating custom materials, cloth simulation, and character animation, to video game and simulation techniques. The book takes a software-integrated approach to 3D animation production with a focus on Cinema 4D and how to use it in concert with several other applications. This Cinema 4D-centric approach shows how real-world 3D animation production challenges can be met, not only with a great tool, but with a great tool box. Throughout the book, you'll learn a highly efficient workflow for creating 3D character animation with C4D. You'll learn various ways of producing motion graphics by integrating Adobe? Photoshop, and After Effects?, with C4D. You'll explore projects that use BodyPaint to extend your ability to create fantasy and control the realism of how image maps relate to their objects. And you'll use Right Hemisphere Deep Creator 2 and Code Gardener's XPort 1.3 to explore methods for animating video games and simulations. Some experience with 3D animation is assumed, but all levels of users will be challenged to expand their skills.

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