



Cinema 4D 9/9.1 Handbook (Charles River Media Graphics)

Adam Watkins, Anson Call

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If you are new to Cinema 4D ^ this is the book to get you started. Despite its ease of use Maxon,s Cinema 4D R9 is an incredibly powerful and diverse package. The Cinema 4D 9/9.1 Handbook teaches how to harness this power and flexibility through a project-based approach that allows you to create impressive projects as you learn C4D,s array of tools and functions. The book is best for beginners. It explores the most powerful and frequently used aspects of the program and explains how best to use them. Through intensive tutorials, you will learn ideas and techniques not covered in the manuals. You will also learn about the theory and why things work the way they do. Plus, if you have been using earlier versions of C4D, this volume will get you up to speed with the new tools and functions quickly. Cinema 4D R9/9.1 is a major upgrade, including updates to most facets of the program. The book has been updated to reflect these changes, including new chapters on NURBS, Polygon Modeling, Materials and Texturing, and Cloth. The organization of the book has also been reworked to provide a better workflow and all chapters have been updated to reflect any feature changes in R9/9.1.

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