

Forum:[Hack Forums](#)

Thread: [\[TuT\] Simple Animation in Cinema 4D for beginners.](#)

LightBlue - February 13, 2012, 7:21 am

I decided to make a Tutorial for all the beginners at Cinema 4D, or short C4D.
I, myself, am also a beginner and just started a week ago with using C4D.

If you really didn't use C4D before shoot me a PM and I will help you a bit where all the basic tools are. This program can be very confusing if you open it for the first time. I was like "dafuq is this, so many options", but after making some noob stuff I figured out most of the tools that can be used. I will update this thread very soon with a video or large image about all the basic tools you need to understand to make something cool.

GSG Tool video ([Click to View](#))[Video: <http://vimeo.com/4023723>]

Anyways, I'm a beginner myself and just figured out how to make a short animation. Therefore I was planning on sharing this with you all as I haven't seen much tutorials about C4D, and if I did they were a bit complicated.

C4D is an awesome program to make par example YouTube intro's and other animations. You can combine C4D with Photoshop and Illustrator. I haven't done this yet but I'm planning on doing it soon, just to make my creations look better.

Here is the Tutorial, very big image. So you are hereby warned.

End Product ([Click to View](#))[Video:

<http://www.youtube.com/watch?v=wogDs61iOhc&feature=youtu.be>]

(Just a quick example of what you can do with this)

Tutorial ([Click to View](#))[img]<http://i.minus.com/iCyP8yq4lnNzK.png>[/img]

Sorry for some images and the video to be a bit blurry, just didn't feel much for making it all HD. And yes the images are a bit messy but I tried my best to make it as good and understandable as possible.

I hope you like this Tutorial <3

KarSticx - February 13, 2012, 7:23 am

Can I Have The Tools :D

First Comment ;)

Thanks

LightBlue - February 13, 2012, 7:26 am

(Feb 13, 2012 08:23 AM)thanas17 Wrote: [\[CITE\]](#) Can I Have The Tools :D

First Comment ;)

Thanks

What tools? All you need is C4D and use the basic tools of C4D :)

Ryuuji Takasu - February 13, 2012, 12:06 pm

Hey lightblue looks cool but you know that you also can use trace spline for the animation. You can make them move how you want and ofc you can set up speed of it.

Sometimes it will look like their random but you setted them up like you want.
If you need anny help with trace spline just pm I'll see what i can do for you.
Also i can help trough team viewer if you want.

LightBlue - February 13, 2012, 12:24 pm

(Feb 13, 2012 01:06 PM)XMA-46 Wrote: [\[CITE\]](#) Hey lightblue looks cool but you know that you also can use trace spline for the animation.

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If you need anny help with trace spline just pm I'll see what i can do for you.
Also i can help trough team viewer if you want.
Sure send me your Skype and we will talk about this ^^
Really nice of you to help me with this, because like I stated I'm a beginner myself.

illogicalll - February 14, 2012, 2:07 am

nice to see some animations here. thanks

LightBlue - February 14, 2012, 10:47 am

(Feb 14, 2012 03:07 AM)illogicalll Wrote: [\[CITE\]](#) nice to see some animations here. thanks
Glad you liked this, I will update the tutorial soon because I found an easier way to animate ^^

Maybe I'll edit it tomorrow, not sure yet. I'll do it whenever I have time :)

Ryuuji Takasu - February 14, 2012, 12:56 pm

(Feb 14, 2012 11:47 AM)LightBlue Wrote: [\[CITE\]](#) Glad you liked this, I will update the tutorial soon because I found an easier way to animate ^^

Maybe I'll edit it tomorrow, not sure yet. I'll do it whenever I have time :)
The way i learn'd you?? :P
You know what im talking about xD

djent - February 14, 2012, 6:37 pm

Learn to use Global Illumination. Images rendered using global illumination algorithms often appear more photorealistic than images rendered using only direct illumination algorithms. However, such images are computationally more expensive and consequently much slower to generate.

Ryuuji Takasu - February 15, 2012, 12:17 am

(Feb 14, 2012 07:37 PM)djent Wrote: [\[CITE\]](#) Learn to use Global Illumination. Images rendered using global illumination algorithms often appear more photorealistic than images rendered using only direct illumination algorithms. However, such images are computationally more expensive and consequently much slower to generate.

Ye but a render that has GI on it will take 10 times longer to render.

Like some thing that renders 3min it will take half an hour.

Learn things before you go talk about it!

But GI will make the render looks way nicer espacially when you use the GSG light kit and texture kit.

djent - February 15, 2012, 5:21 am

(Feb 15, 2012 01:17 AM)XMA-46 Wrote: [\[CITE\]](#) Ye but a render that has GI on it will take 10 times longer to render.

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kit.

Learn things before you talk about it? Images rendered using global illumination algorithms often appear more photorealistic than images rendered using only direct illumination algorithms, and the scene would not be 10 times longer to render. If something is taking 3 minutes to render, then half an hour to render with GI, I think you aren't rendering properly.

madbra - February 15, 2012, 5:22 am

nice TUT. it seems like it could help a lot of people out

LightBlue - February 15, 2012, 5:22 am

Please stop fighting on my thread.

Djent, if you want to teach others something about I don't know whatever the hell you call it you can start with teaching me. I would highly appreciate it if you did.

Ryuuji Takasu - February 15, 2012, 8:04 am

(Feb 15, 2012 06:21 AM)djent Wrote: [\[CITE\]](#) Learn things before you talk about it? Images rendered using global illumination algorithms often appear more photorealistic than images rendered using only direct illumination algorithms, and the scene would not be 10 times longer to render. If something is taking 3 minutes to render, then half an hour to render with GI, I think you aren't rendering properly.

how I set my GI up is to get the best results and extra speed.

Just look at GreyscaleGorilla.com there is 1 tut faced to GI I use that settings.

Unless I want way better results then im ending up wit half hours renders.

(Feb 15, 2012 06:21 AM)djent Wrote: [\[CITE\]](#) Learn things before you talk about it? Images rendered using global illumination algorithms often appear more photorealistic than images rendered using only direct illumination algorithms, and the scene would not be 10 times longer to render. If something is taking 3 minutes to render, then half an hour to render with GI, I think you aren't rendering properly.

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LightBlue - February 15, 2012, 9:50 am

Updated it with an easier way to animate :)

djent - February 15, 2012, 11:29 am

(Feb 15, 2012 09:04 AM)XMA-46 Wrote: [\[CITE\]](#) how I set my GI up is to get the best results and extra speed.

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@Lightblue, this is my last comment.

XMA-46, then you have a computer that doesn't hold up to the render standards for C4D. At 2GB of RAM and a 2.4GHz processor, rendering anything with GI takes a very short amount of time.

DEMó??c xO?aTâ - February 16, 2012, 8:36 pm

It's actually a good tutorial, I gotta give you cred for that.

The AW actually did something good. I give you a clap on your shoulder.

