

Forum:[Hack Forums](#)

Thread: [Ren & Cortz Graphics Help-desk](#)

lenaos - July 30, 2015, 7:57 pm

[Ren](#) & [Cortz](#) Graphics Help-desk

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Graphics help for those in need.

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Post your questions below.

Thanks.

Scymo - July 30, 2015, 7:58 pm

is cinema4d worth learning in your honest opinion

Agitator - July 30, 2015, 8:04 pm

great 2 fuck boys. And auction to answer your question, c4d is always worth learning, just don't use it so narrowly on 3d texts like most of the c4d populous

cortz - July 30, 2015, 8:05 pm

(Jul 30, 2015 07:58 PM)Auction Wrote: [\[CITE\]](#) is cinema4d worth learning in your honest opinion
That completely depends on what you do. I personally have no grasp in C4D at all but it doesn't hinder me as my work does not involve it. You can give it a try and if you like what you can do with it, then by all means learn the program.

Scymo - July 30, 2015, 8:07 pm

(Jul 30, 2015 08:05 PM)cortz. Wrote: [\[CITE\]](#) That completely depends on what you do. I personally have no grasp in C4D at all but it doesn't hinder me as my work does not involve it. You can give it a try and if you like what you can do with it, then by all means learn the program.

all i do is design minimalistic shit like phone apps and websites and stuff but i feel like that trend is going to die soon, do you think 3d will come back as popular again?

lenaos - July 30, 2015, 8:14 pm

(Jul 30, 2015 08:07 PM)Auction Wrote: [\[CITE\]](#) all i do is design minimalistic shit like phone apps and websites and stuff but i feel like that trend is going to die soon, do you think 3d will come back as popular again?

Cinema4D has nothing to do with mobile apps and websites.
It's more commonly used for modelling and 3D animation, etc.

cortz - July 30, 2015, 8:14 pm

(Jul 30, 2015 08:07 PM)Auction Wrote: [\[CITE\]](#) all i do is design minimalistic shit like phone apps and websites and stuff but i feel like that trend is going to die soon, do you think 3d will come back as popular again?

3D isn't exactly a dying trend, it's just not as obviously used these days in day to day design. In most cases they're used to help enhance the visuals of a normally flat looking design. You'll find yourself using 3D mostly for motion graphics/visual effects and rarely ever in websites and phone apps UNLESS your design incorporates 3D elements in it (such as globes, products,

banners/stuff..etc) that are just easier to do in 3D than some wicked perspective drawing.

iLoveBeagles - *July 31, 2015, 1:25 am*

3d modelers are probably the most paid artists these days. There is nothing for you in c4d and I dont think there is anything for anyone in c4d.

Lou_ - *August 3, 2015, 11:52 am*

C4D is great if you've already picked it up and are familiar with it, especially for motion gfx and other post-production you can do on the fly. Probably easier to learn as well.

But! If you're just starting out and have the leisure of choosing a package, I would suggest 3DS Max, because it is by far the best 3D package with the widest real world application.

- have been working as an environment artist for a while.