

Cinema 4D R17

- Chapter 1: Exploring MAXON CINEMA 4D R17 Studio Interface
- Chapter 2: Working with Splines
- Chapter 3: Introduction to Polygon Modeling
- Chapter 4: Sculpting
- Chapter 5: Texturing
- Chapter 6: Lighting
- Chapter 7: Rigging
- Chapter 8: Animation
- Chapter 9: Introduction to UV Mapping
- Chapter 10: Compositing in 3D Objects
- Chapter 11: Rendering
- Chapter 12: MoGraph
- Chapter 13: Working with XPresso