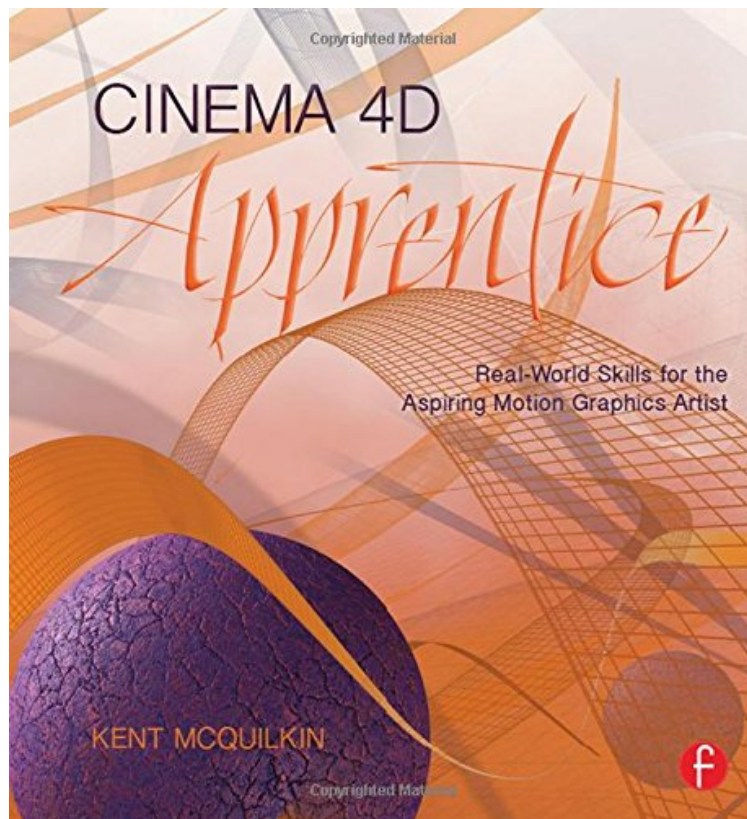


(Download free ebook) Cinema 4D Apprentice: Real-World Skills for the Aspiring Motion Graphics Artist (Apprentice Series)

## Cinema 4D Apprentice: Real-World Skills for the Aspiring Motion Graphics Artist (Apprentice Series)

*Kent McQuilkin*

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**Kent McQuilkin : Cinema 4D Apprentice: Real-World Skills for the Aspiring Motion Graphics Artist (Apprentice Series)** before purchasing it in order to gage whether or not it would be worth my time, and all praised Cinema 4D Apprentice: Real-World Skills for the Aspiring Motion Graphics Artist (Apprentice Series):

7 of 8 people found the following review helpful. Disappointing.By CKHThis is probably the harshest review I've ever left, which is a shame. I've just bumped into the world of C4d, and for me these traditional print books that start you at square one and work you through the basic tools and exercises to get familiar with the interface and workflow have always been great. I of course hop around on tutorials online for various things, but the hard reality for me and probably many others is that a program this complex really takes walking through the basic building blocks of the software. I've had great success using this type of literature for most adobe software. This is my first foray into a 3d program, so this seemed like a logical first step.Now, I'm a graphic designer, so some of the comments here might seem extreme to you but I can assure you they aren't. The number one reason a book like this exists is to provide us with clear, concise, well documented and clearly presented information that lets us comfortably follow through

tutorials that while difficult have been expertly prepared for us. That is why I paid over \$50 for this book. First impression, the book is larger than most I've seen of this type and the pages are filled with dense text as opposed to visual examples. Bottom line, the author's writing style is verbose and sort of like telling you a story. While this could be nice in some settings, it's terrible here. The pre-roll section of the book is rushed in terms of helpful explanation, and could have spared us pages of content through intelligent layout choices. Rather than giving us a story like explanation of tools, bouncing from one tool to the next within the same paragraph, bullet points with image illustrations in a strictly followed regiment of tool-by-tool information would be greatly beneficial and preferable. This kind of book doesn't need to read like a technical manual dry from top to bottom, I like a nice instructor voicing, but we lost our way on this one. Also, one the online companion site, the entire preroll section is missing as a folder. Basically, if you were interested in following the example as stated on the last line of page 21, "Check out this sign in the Pre-Roll assets folder. It is named align\_to\_spline.c4d" you're out of luck, because they don't seem to exist. Also, generally speaking, video companions to books would be much more accurate and useful if they presented you with either the same materials you are working on at that time in the book, or something very similar requiring a subtle but user-initiated leap towards applying the learned principles in a slightly new fashion from what they are learning in the book. Still, we really just want to follow the example we are reading to get a better grasp for how these things should be looking, working, etc. The images are atrociously small. Whoever laid out this book is a maniac. I'm not pushing 90 with bifocals here, either. This type of resource needs large images with intelligent use of focus to let users know exactly where we should be looking on the interface you have screenshot for us. Rather than hoping we will find the right place in your tiny, 2 inch image covered in cm sized selection boxes, perhaps give us a hint? Use shadowing, or colored selections. Really just terrible here. The first project chapter starts to at least warm us with better guidance, but I ran into the same sloppy writing and poor direction (the sole reason for this book to exist is for exceptional direction.) in the first examples. The author expects us to be able to follow along with him as if we were watching his overhead projector move the mouse for us, and we would do the same alongside him. This is simply not the case, and there needs to really be an exacting didactic accounting of where we are going, what clicks it takes to get there, all the basics of a good written/visual instructional dialog. For instance, the first assignment is a teacup project. Early on, I ran across this gem. "to see how this shape is going to progress, switch to Model mode and with the cube selected (wait... what is Model mode with a capital M again? where should I be clicking? We are novices.) add a subdivision surface to the scene." No example of where these tools are, just the expectation that the user now intimately knows the interface and recalls where a subdivision surface lives in the UI. Now, I like having to learn it a bit and thus know it better by having found it myself, but this is a pretty poor approach to writing a tutorial. The next stage of this tutorial has use scaling down a piece of a shape that has been inner-extruded to change the shape of a cube into a tapered cup shape, big at the top, small at the bottom. In the images accompanying the book, the rounded cup shape magically becomes a beautiful taper at the bottom. However, it was only by inspecting his images closely and googling did I realize that he had in fact switched tools to select only the points, not the planes of the shape. Also, he had used what appears to be another tool entirely, and never before mentioned, the lathe tool, to add a cut shearing clear through the bottom of the cup in order to accomplish a squared bottom as opposed to a rounded one similar to a hanging water balloon. How on earth could this kind of thing be acceptable in a tutorial book? Does anyone even really care if we are learning the basics or did the publishers and author pretty much throw up their hands and say "ah, well there's not much money left in these these days anyway, everybody just uses free online tutorials." Yeah, no kidding! At least we can follow along! Before we really have any idea what we are doing or what this means, he throws in, "In our case, we want a cup that is more squared or we would just build this using a spline and lathe NURBS combination." Wait... so there was a lathe in here? Is that what you screenshot for us on this tea cup taper? Where am I? Where's the light switch? I don't know my name. It's great to throw in that comment so people who know what they are doing can nod and go, "Oh yeah of course we would do that and use the spline and lathe NURBS, but this is for a tutorial for people who don't know anything." But THOSE PEOPLE DON'T NEED YOUR BOOK so why am I reading it on the 4th page of the first tutorial I've ever seen from you? All in all, just really poorly planned and poorly executed. Seems as though it was culled from class notes and presentations and while it's nice to have a book like this for this software, frankly paying somewhere else to learn this stuff, maybe GreyScaleGorilla or something, would probably be much more efficient. I may update this review once I get through the entire book. I'm sure that comment could cause so tsk tsk, but I've done plenty of these types of books and ouch... this one is a doozy. I can get through it, but it could do with some intelligent design, editing, and layout choices. Also, the entire ethos behind putting a book like this out could use some polish. If you're going to put it out, put it out right.

- 1 of 1 people found the following review helpful.

Missed Opportunity  
By F. Anderson  
Alas, this book was shipped before the editor finished their job. There are some good points as the author covers some important features of Cinema 4D, but the editing is sloppy, the screen shots too small to read and the examples very often are missing a critical step or two. There is a crying need for good Cinema 4D training materials but sadly this one doesn't step up to the plate.

1. Proof read the material before printing.
2. User testing to make sure the examples work.
3. Bigger screen shots that are readable.
4. Don't assume that the reader knows where to find things.
5. Don't be in a hurry

0 of 0 people found the following review helpful. C4D Must Have!  
By

Capgoat6Great book which can always be used for reference. This Is an informative as well as practical skill building data base. You will definitely use it constantly.

New to CINEMA 4D and looking for an accessible way to get up to speed quickly? Do you already know the basics of the software but need to know the new features or take your skills and understanding a little deeper? If so, look no further than CINEMA 4D Apprentice, your one-stop shop for learning this powerful application. With guidance that takes you beyond just the button-pushing, author Kent McQuilkin guides you through 10 core lessons, starting with the basics before moving onto more complex techniques and concepts and then tying it all together with a final project. CINEMA 4D Apprentice walks you through the software with a project-based approach, allowing you to put lessons learned into immediate practice. Best practices and workflows for motion graphics artists that can be applied to any software application are included. A companion website ([www.focalpress.com/cw/mcquilkin](http://www.focalpress.com/cw/mcquilkin)) features project files and videos of the techniques in action. Topics covered include: creating basic scenes, modeling, texture mapping mograph in-depth integration with After Effects via CINEWARE lighting, animation, rendering and more motion tracking with the new tools included in R16

If youre an aspiring 3D motion graphics artist, Cinema 4D Apprentice should be your first resource to get started. Kent does an incredibly thorough job of covering the essentials in a clear and concise manner. Inside this book is the knowledge motion designers need to succeed in a production environment.-Paul Babb, President/CEO at MAXON Computer, Inc. CINEMA 4D Apprentice gets you up and running quickly. Having a resource that is easy to reference is important when tackling a program that has the breadth and scope of MAXON CINEMA 4Ds R16. Kent McQuilkin does an excellent job of keeping you on track with enough to help you find your footing as you begin to design and animate in 3D. -Ko Maruyama, CreativeMac "This book is a very comprehensive teaching aid for any 3D Motion Graphics Artist about to use, or is struggling with, the Maxon Cinema 4D combined with Adobe After Effects software packages... I don't earn my living as a Graphics Artist - but the book explains each step so clearly and I was so thoroughly intrigued that I couldn't put it down, flicking back and forth to check explanations in previous lessons which I'd skipped over but really needed to understand - I was thoroughly hooked! Definitely a 'must-have' for everyone who works in this area of production." -Wendy Laybourn FBKS - Network Nine About the Author Kent McQuilkin is an award-winning animation producer, college instructor, 3D designer and consultant for broadcast studios. Kent has been a user of CINEMA 4D for over a decade and has used it to produce films, television spots, product labels, product previsualizations as well as theme park and holographic theatrical productions. Much of his work and information can be found at [www.mcq3d.com](http://www.mcq3d.com).