Table of Contents

Dedication iii
Preface vii

Chapter 1
Exploring CINEMA 4D R15 Studio Interface.....1-1

Chapter 2
Working with Splines..... 2-1

Chapter 3
Introduction to Polygon Modeling..... 3-1

Chapter 4
Sculpting..... 4-1

Chapter 5
Texturing.....5-1

Chapter 6
Lighting..... 6-1

Chapter 7
Rigging..... 7-1

Chapter 8
Animation..... 8-1

Chapter 9
Introduction to UV Mapping..... 9-1

Chapter 10
Compositing 3D Objects..... 10-1

Chapter 11
Rendering..... 11-1

Chapter 12
MoGraph..... 12-1

Evaluation Copy. Do not reproduce. For information visit www.cadcim.com

Chapter 13
Working with XPresso.....13-1

Project 1
Creating an Indoor Scene..... P1-1

Project 2
Texturing an Indoor Scene..... P2-1

Index **I-1**

Evaluation Copy. Do not reproduce. For information visit www.cadcim.com