Chapter 1

Exploring CINEMA 4D R16 Studio Interface

Learning Objectives

After completing this chapter, you will be able to:

- *Work with Viewport Navigation Tools in CINEMA 4D*
- *Understand various terms related to CINEMA 4D interface*
- *Work with tools in CINEMA 4D*

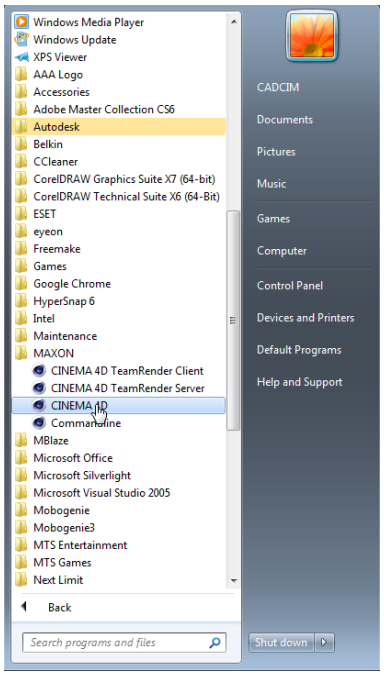

Figure 1-1 *Starting MAXON CINEMA 4D R16 Studio from the* ***Start*** *menu*

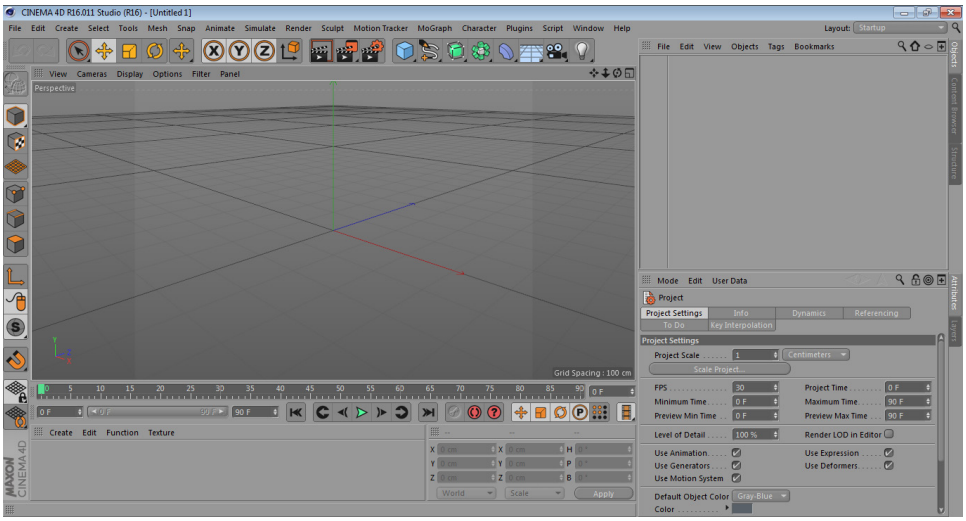

Figure 1-2 *The default interface of CINEMA 4D R16 Studio*

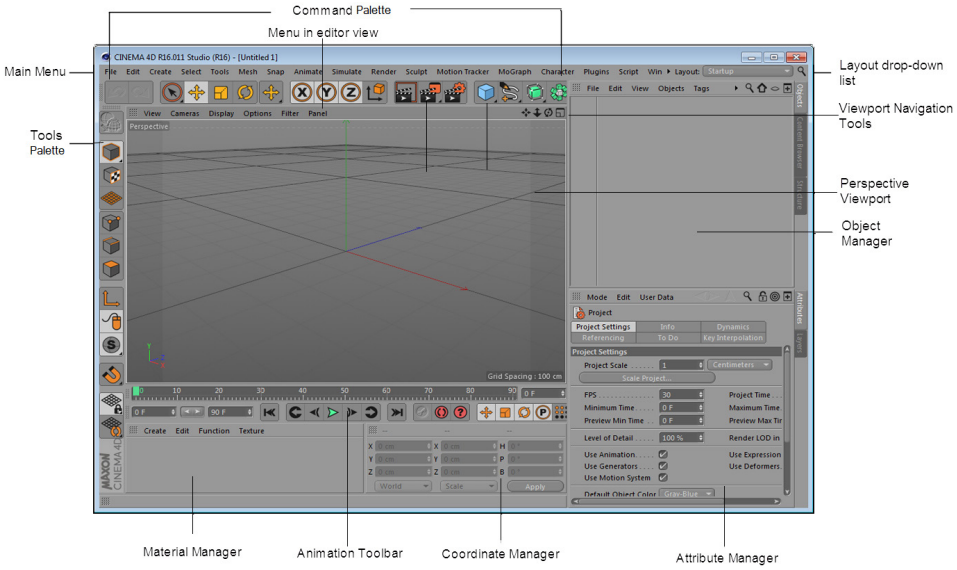

Figure 1-3 *Various components of CINEMA 4D R16 Studio interface*

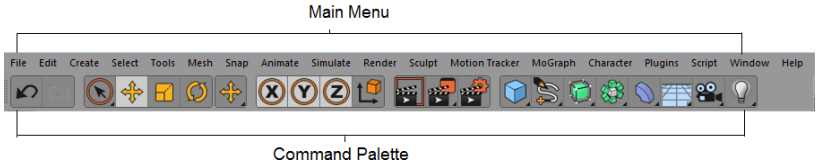

Figure 1-4 *The main menu*

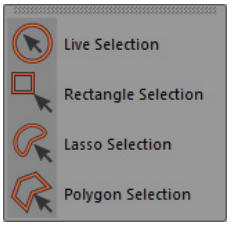

Figure 1-5 *Flyout displayed on choosing the* ***Live Selection*** *tool*

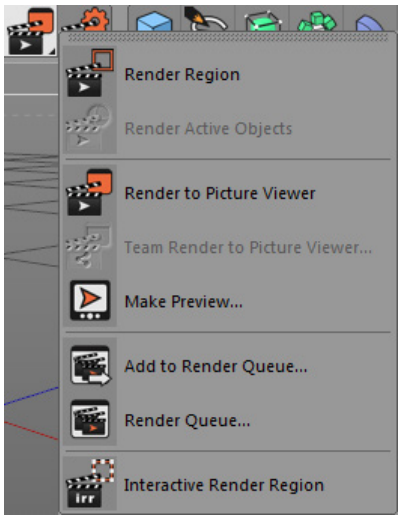

Figure 1-6 *The rendering options displayed in the flyout*

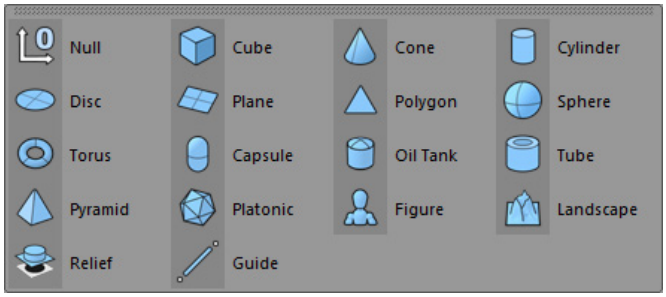

Figure 1-7 *The tools to create the parametric objects displayed in the flyout*

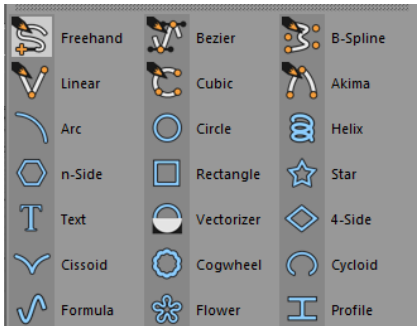

Figure 1-8 *The spline modeling tools displayed in the flyout*

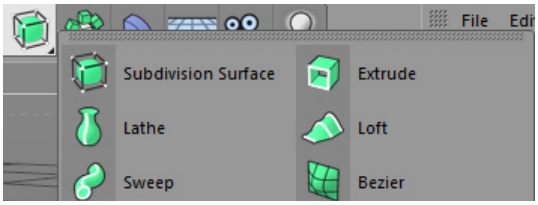

Figure 1-9 *The generators displayed in the flyout*

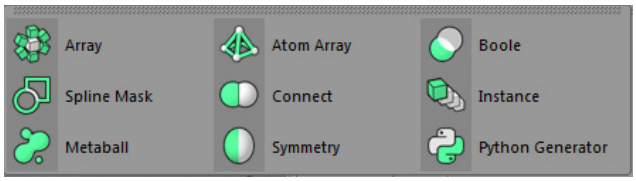

Figure 1-10 *The special modeling tools displayed in the flyout*

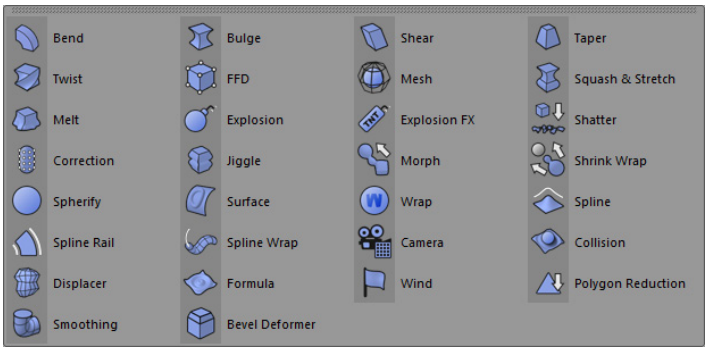

Figure 1-11 *Various deforming tools displayed in the flyout*

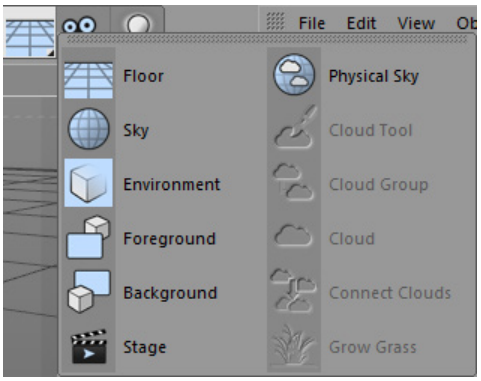

Figure 1-12 *Various tools displayed in the flyout*

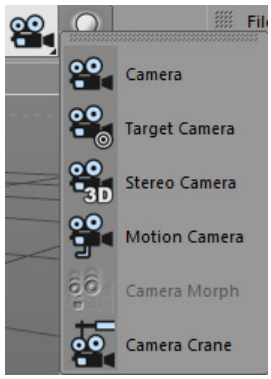

Figure 1-13 *Various camera tools displayed in the flyout*

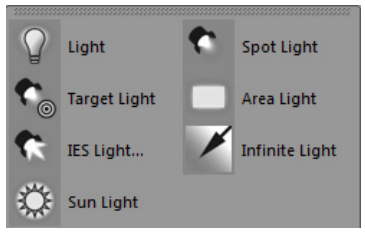

Figure 1-14 *Various light tools displayed in the flyout*

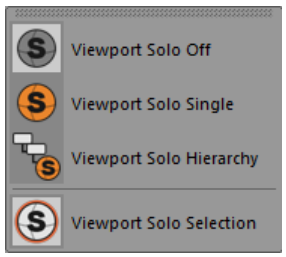

Figure 1-15 *Various options displayed in the flyout*

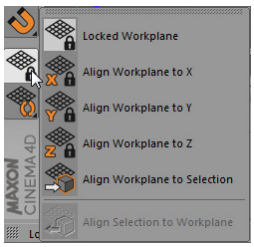

Figure 1-16 *Flyout displayed on choosing the* ***Locked Workplane*** *tool*

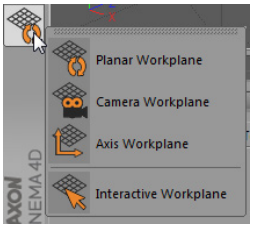

Figure 1-17 *Flyout displayed on choosing the* ***Planar Workplane*** *tool*

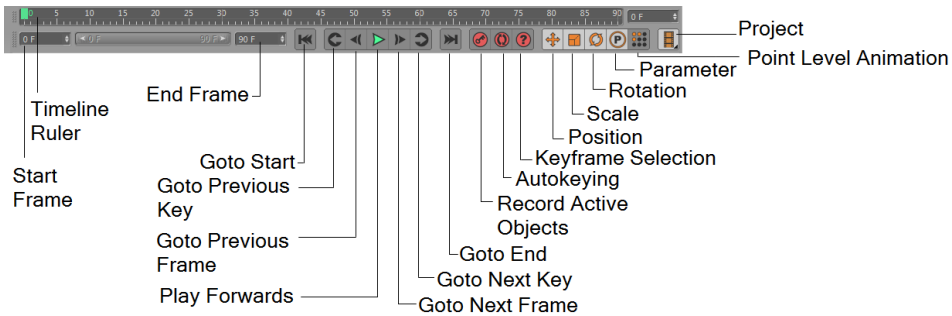

Figure 1-18 *The Animation toolbar*

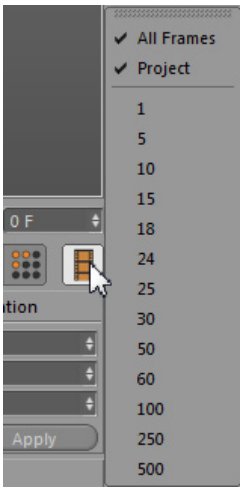

Figure 1-19 *The flyout displayed on choosing the* ***Project*** *button*

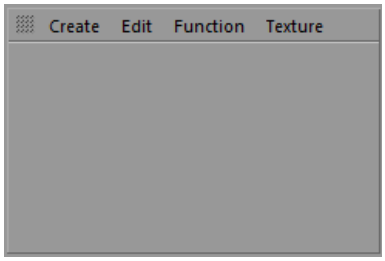

Figure 1-20 *The Material Manager*

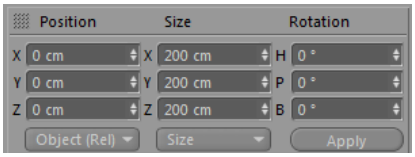

Figure 1-21 *The Coordinate Manager*

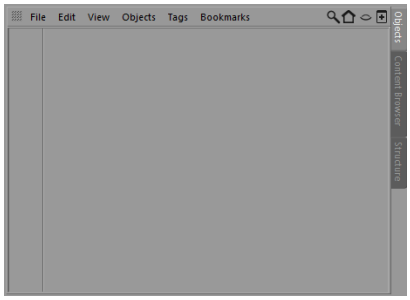

Figure 1-22 *The Object Manager*

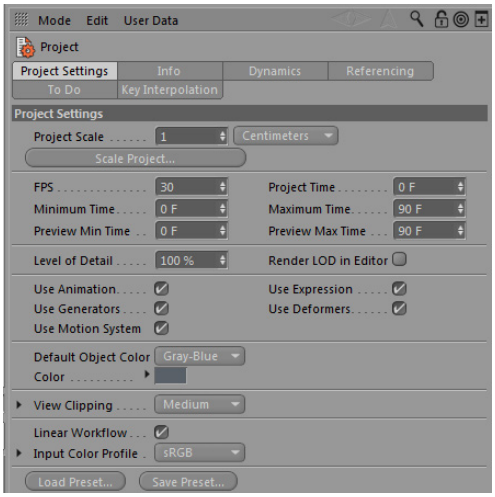

Figure 1-23 *The Attribute Manager*

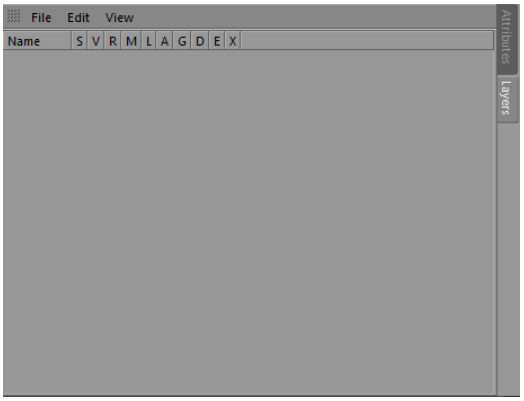

Figure 1-24 *The Layer Manager*

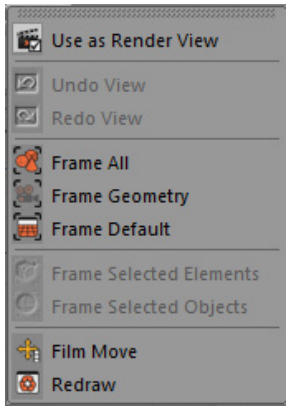

Figure 1-25 *The flyout displayed on choosing the* ***View*** *menu*

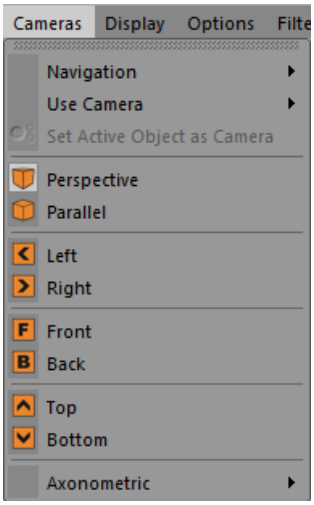

Figure 1-26 *The flyout displayed on choosing the* ***Cameras*** *menu*

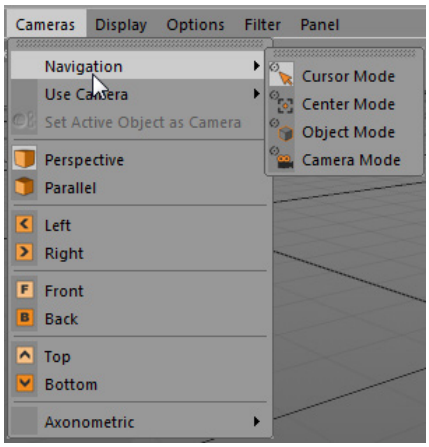

Figure 1-27 *The cascading menu displayed on choosing the* ***Navigation*** *option from the* ***Cameras*** *menu*

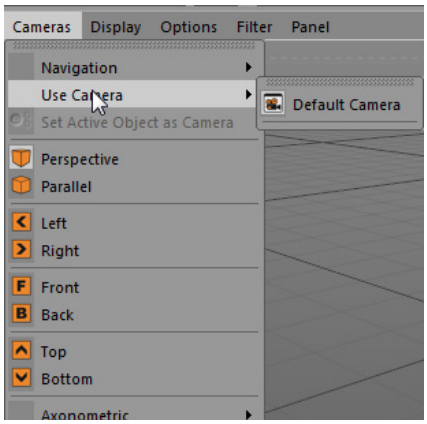

Figure 1-28 *The cascading menu displayed on choosing the* ***Use Camera*** *option*

Figure 1-29 *The perspective camera projection mode*

Figure 1-30 *The parallel camera projection mode*

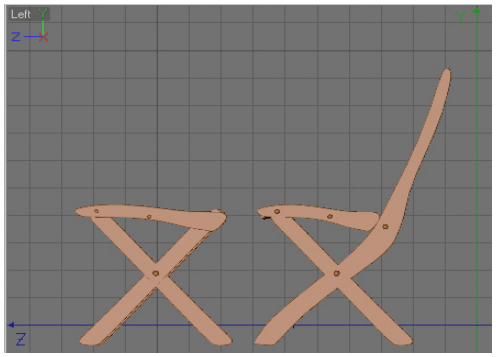

Figure 1-31 *The left camera projection*

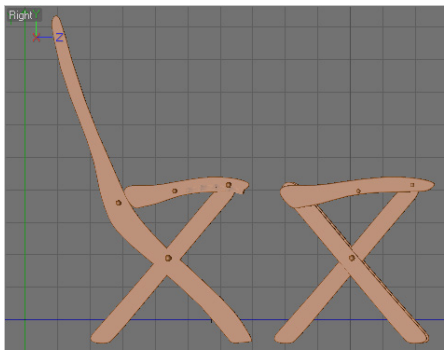

Figure 1-32 *The right camera projection*

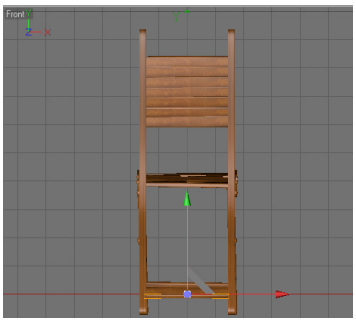

Figure 1-33 *The front camera projection*

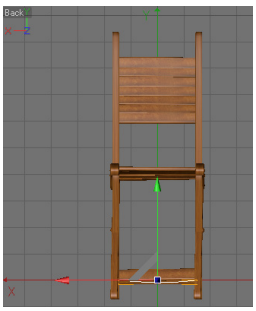

Figure 1-34 *The back camera projection*

Figure 1-35 *The top camera projection*

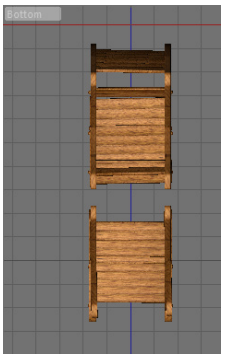

Figure 1-36 *The bottom camera projection*

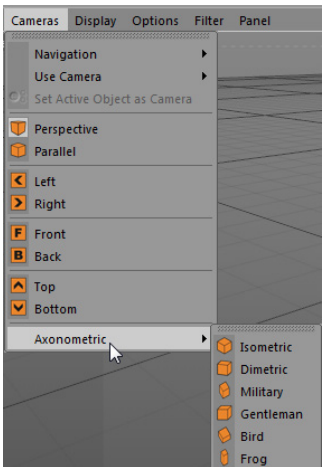

Figure 1-37 *The cascading menu displayed on choosing the* ***Axonometric*** *option from the* ***Cameras*** *menu*

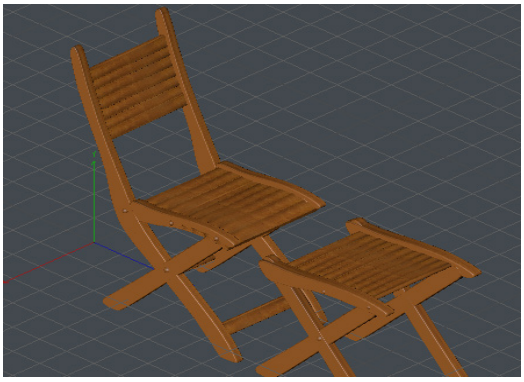

Figure 1-38 *The isometric camera projection*

Figure 1-39 *The dimetric camera projection*

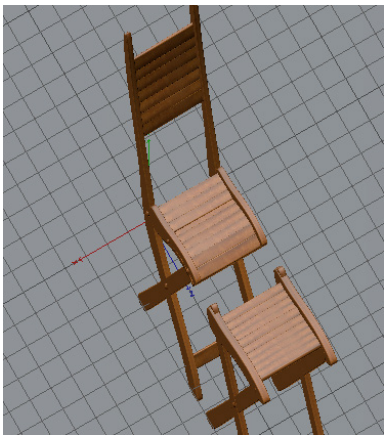

Figure 1-40 *The military camera projection*

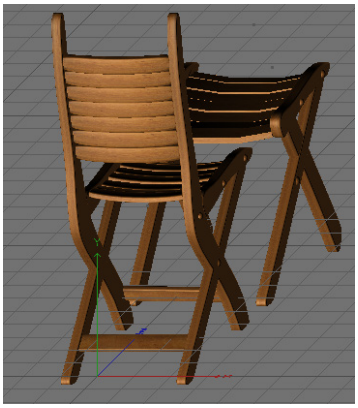

Figure 1-41 *The gentleman camera projection*

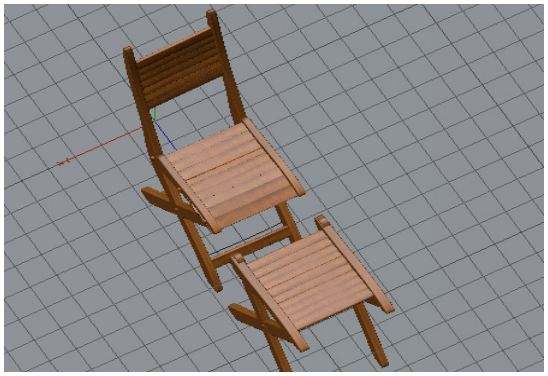

Figure 1-42 *The bird camera projection*

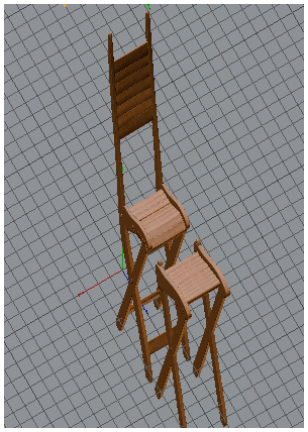

Figure 1-43 *The frog camera projection*

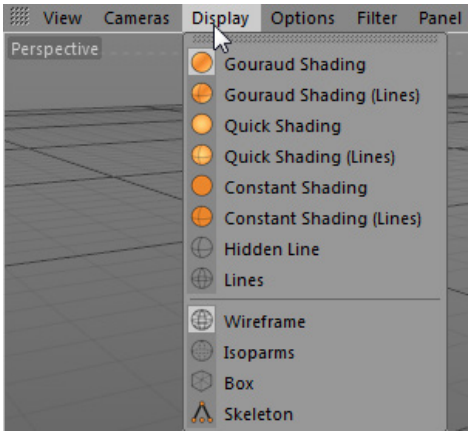

Figure 1-44 *The flyout displayed on choosing the* ***Display*** *menu*

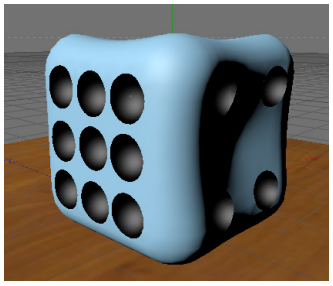

Figure 1-45 *The object displayed in the viewport on choosing the* ***Gouraud Shading*** *option*

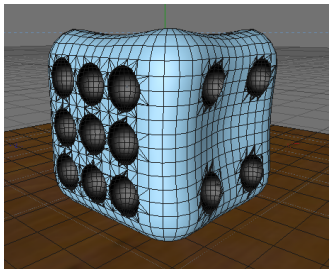

Figure 1-46 *The object displayed in the viewport on choosing the* ***Gouraud Shading (Lines)*** *option*

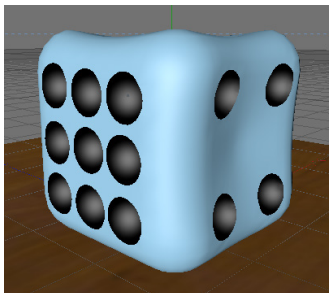

Figure 1-47 *The object displayed in the viewport on choosing the* ***Quick Shading*** *option*

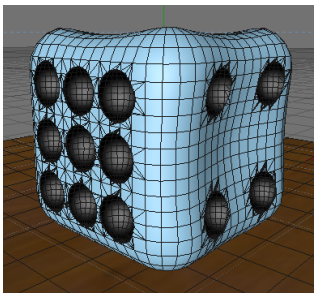

Figure 1-48 *The object displayed in the viewport on choosing the* ***Quick Shading (Lines)*** *option*

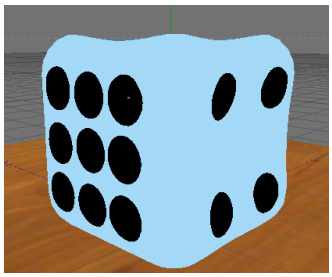

Figure 1-49 *The object displayed in the viewport on choosing the* ***Constant Shading*** *option*

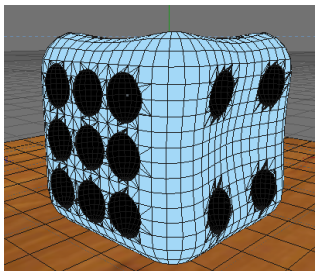

Figure 1-50 *The object displayed in the viewport on choosing the* ***Constant Shading (Lines)*** *option*

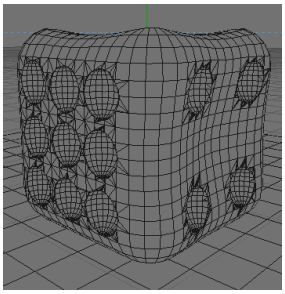

Figure 1-51 *The object displayed in the viewport on choosing the* ***Hidden Line*** *option*

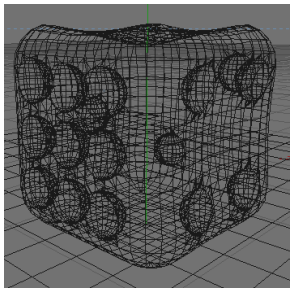

Figure 1-52 *The object displayed in the viewport on choosing the* ***Lines*** *option*

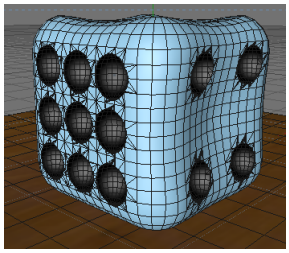

Figure 1-53 *The object displayed in the* ***Wireframe*** *and* ***Quick Shading (lines)*** *shading modes*

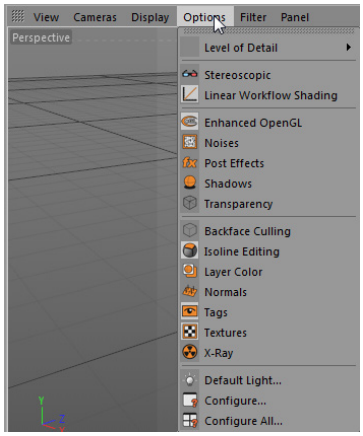

Figure 1-54 *The flyout displayed on choosing the* ***Options*** *menu*

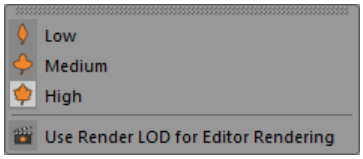

Figure 1-55 *The cascading menu displayed on placing the cursor on the* ***Level of Detail*** *option*

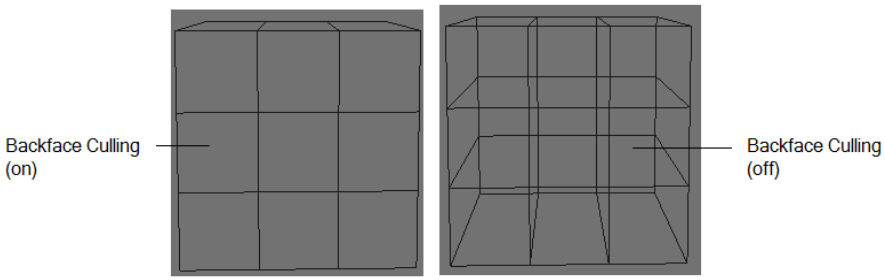

Figure 1-56 *The object displayed with the* ***Backface Culling*** *option on and off*

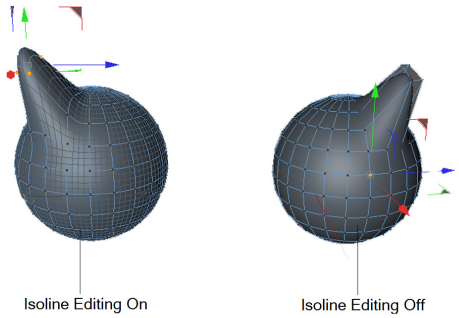

Figure 1-57 *The object displayed with the* ***Isoline Editing*** *option on and off*

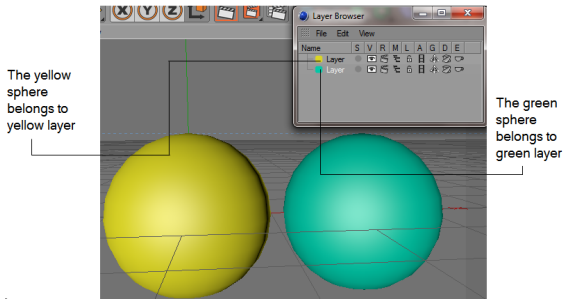

Figure 1-58 *The color of the objects displayed same as the color of layers on choosing the* ***Layer Color*** *option*

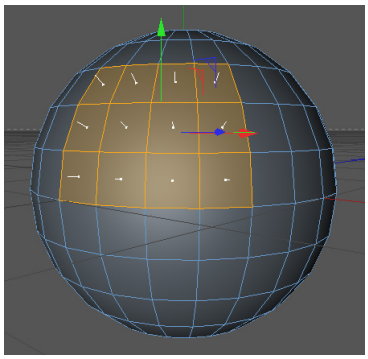

Figure 1-59 *Displaying the normals of the selected polygons*

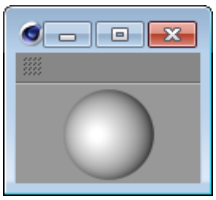

Figure 1-60 *The* ***Default Light*** *window*

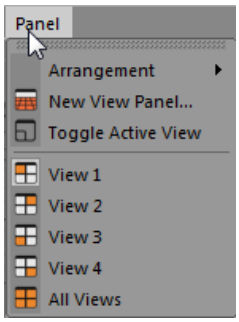

Figure 1-61 *The flyout displayed on choosing the* ***Panel*** *menu*

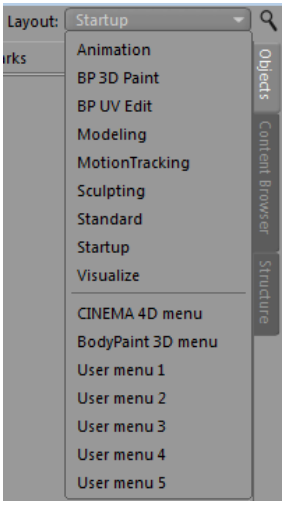

Figure 1-62 *The* ***Layout*** *drop-down list*