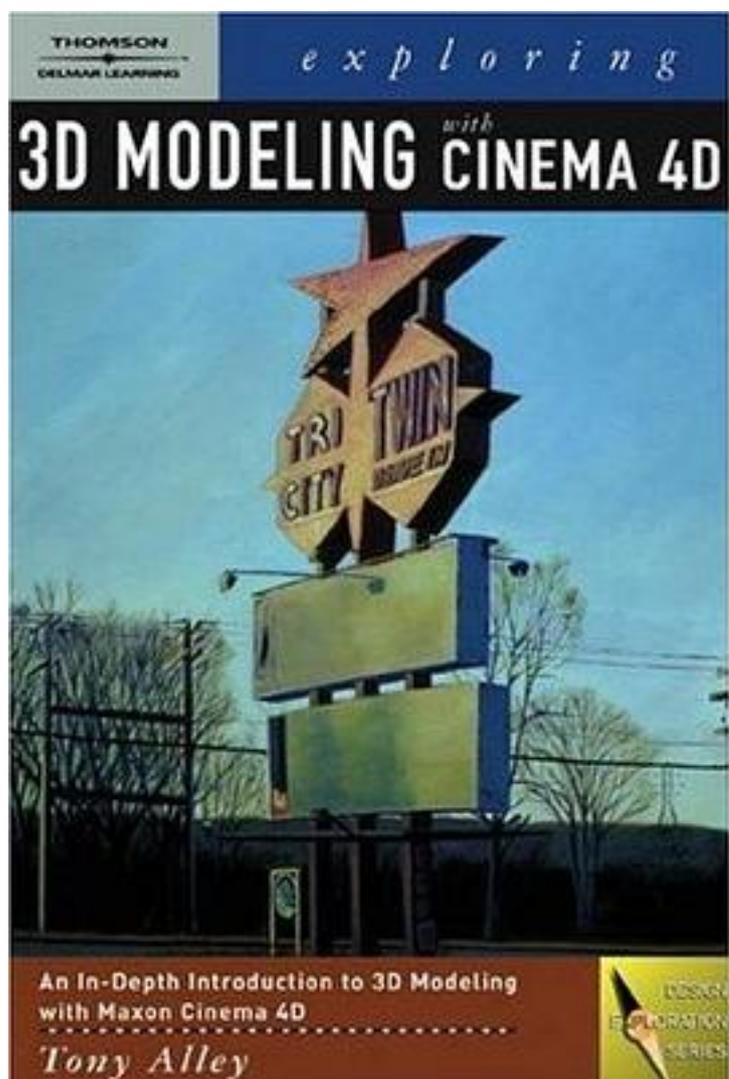


Exploring 3D Modeling with Cinema 4D R9 (Design Exploration)



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In his much-anticipated new book, veteran 3D modeling and animation expert Tony Alley introduces the key concepts of building scenes and models using the latest release of Maxon's Cinema 4D, a 3D program embraced by the design community for putting the focus on creative production rather than on learning complex software. Explaining the technology in clear, design-oriented terms, Exploring 3D Modeling with Cinema 4D V9 covers basic modeling techniques, working with materials and textures, lighting, and, rendering. Throughout, the emphasis is on how designers can use Cinema 4D to meet client needs with eye catching scenes and models while exploring their own artistic impulses. Cinema 4D continues to grow in power and popularity in the design community. Its highly customizable graphic user interface is especially easy to learn and makes the software a solid choice for 2D designers making the transition to 3D and for those individuals new to graphic design, computer graphics or 3D.

作者介绍:

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