Course Syllabus

Cinema 4D

FROM SCRATCH TO ADVANCED

3d Motion Graphics

Visual Fx

BECOME MASTER IN 3D Motion Graphics

OFFLINE & ONLINE

WEEKDAYS & WEEKENDS

FREE DEMO SESSIONS AVAILABLE

LEARN FROM
PROFESSIONAL TRAINERS

NEW BATCHES STARTING SOON

ADMISSIONS OPEN

Why TGC?

Master 3D motion graphics and visual effects using Cinema 4D in one course.
Learn from industry pros with hands-on experience in broadcast and film design.
Project-based learning focused on real-world VFX and motion workflows.
Includes showreel development and creative portfolio guidance.

DELHI/ NCR: SOUTH EXTENSION I PREET VIHAR I PITAMPURA
JAIPUR I DEHRADUN

CALL: 1800 1020 418

Cinema 4D
3D Motion Graphics & VFx

Course Syllabus

Modules	Module Description	outcomes
Essentials & Workflow Setup	Getting Started with Cinema 4D Object Hierarchy & Coordinates Working with Splines & Shapes Extrude, Lathe, Sweep for basic 3D objects	Create a 3D logo using spline + extrude tools with basic lighting and render setup
MoGraph Tools & Animation Fundamentals	MoGraph Cloner & Effectors Keyframe Animation & F-Curves Text Animation & Procedural Motion	Animate a typo-graphic motion loop using MoGraph and effectors
Materials, Lighting & Rendering	Standard & Node-Based Materials Lighting Techniques for Motion Graphics Rendering with Redshift / Standard Renderer Frame sequences and alpha channel	Render a 5-second animation with lighting and textured 3D text in a motion style
Dynamics, Effects & Compositing	Rigid Body & Soft Body Dynamics Emitters, Particles & Fields Camera Animation & Compositing Prep	Simulate and render a motion ad scene with physics or particle dynamics
Motion Graphics Showreel	Planning & Storyboarding Production & Assembly Rendering, Sound, and Final Presentation	A 10-15 sec. fully animated motion design piece using text, 3D, animation, lighting, and visual FX.