





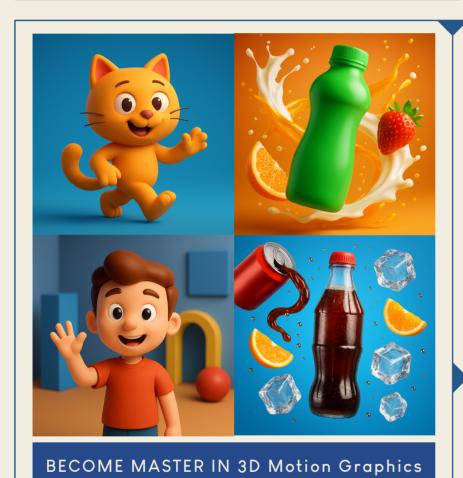
Course Syllabus

Cinema 4D

FROM SCRATCH TO ADVANCED

3d Motion Graphics

Visual Fx



OFFLINE & ONLINE
WEEKDAYS & WEEKENDS

FREE DEMO SESSIONS AVAILABLE

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.

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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.

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