Motion Design School - 3D Generalist

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Learn the complete 3D character animation process from beginning to end! Modeling, Rigging, and Animation Cloth Simulation Lighting, Texturing, and rendering.

How to use Modeling, Body Topology in a Tutorial?

You can use Motion Design School - 3D Generalist.

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LESSON #1

Modeling: Blocking

In the initial lesson, we'll look over the necessary tools and construct a base of the character with the standard primitives. We will focus on the overall form and outline of our character.

LESSON #2

Modeling: Head Topology

Designing an ideal rig and animating it without a solid topology is challenging.

We'll simplify the process by breaking the model down into areas of focus and creating a topology over the block model. You'll learn to think through polygon loops and know where they should be and why they are crucial.

LESSON #3

Modeling: Body Topology

In this course, we'll go over various modeling techniques. We'll look at how each topology works and how to deal with some of the issues with topology that you'll encounter in real-world scenarios. In the end, you'll get your final model of characters.

LESSON #4

Rigging: Joints. Skin. Weights

To make the character animated, we must create a skeleton that we'll attach the model of the character. You will be taught how to build joints and attach different pieces of geometry to joints with the skin deformer and weight painting.

LESSON #5

Rigging: Controllers. Xpresso. IK/FK

We'll teach you how to build complex dependencies with Xpresso to speed up the animation process. It allows you to control the joints with customized controllers. In addition, we will learn how to design an IK/FK switch system from scratch.

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LESSON #6

Rigging: Controllers. Forearm Twist. Bendy Bones

In this class, we'll build an individual rig. It is packed with techniques and tips on constraints, such as Xpresso, constraints, and more. Learn how to solve this "forearm twist" problem and one of the ways to build a "Bendy bones" system.

LESSON #7

Rigging: Face Rig. Pose Morphs

You know how to join geometry to joints and how it helps in the animation process. In this class, you will discover techniques to rig facial features, such as pose morphs, and how to work with Skin deformers.

LESSON #8

Animation: Walk Cycle. Key Frames. Curves

The rig is now complete! Now it's time to create the character. You will be taught the fundamental technique to create walks within Cinema 4D using your rig.

LESSON #9

Animation: Gimbal Lock. Rotation Order. "Knee Popping" fix

We'll deeply dive into the most common and nebulous issues encountered in real-world projects and ways to resolve them, like "Gimbal Lock" and "IK Knee Popping." We'll complete your walk-cycle animation and create the perfect loop

LESSON #10

Cloth Simulation

Many motion designers are scared of simulations due to it being too complicated,

However, the reality is that it's not as complicated as it appears. The cloth simulation can take your animations to a new level of quality and sophistication. When you have nailed the cloth simulation, you can use it worldwide.

LESSON #11

Assembling. Shading. Lighting. Render

You've made lots of technical and complex stuff; now it's time for you to put together the entire picture and then make it look stunning! Learn how to set up lighting and modify materials based on physical properties. Additionally, you'll receive lots of information on optimizing your project, parametric materials, volumetric rendering, and more.

Are you looking to design 3D characters from scratch but do not know precisely where to begin? This course will walk you through the complete traditional 3D pipeline from beginning to end.

The first step is to model characters with traditional modeling techniques and metrology. Learn how to rig your character using a single joint to elaborate custom Xpresso systems. As you become familiar with the basic animation of the walk cycle by using a customized rig, you will gain the skills to connect the rigging and animation stages.

Additionally, you can enhance your animations with a realistic cloth simulation. In the last step, you'll assemble the complete scene, make the necessary lighting and materials, and render it as an animated video.

What is Motion Design School - 3D Generalist?

"Motion Design School - 3D Generalist" likely refers to a course or program offered by Motion Design School, an online educational platform specializing in motion design and related fields. A 3D Generalist course typically focuses on equipping students with a broad range of skills and knowledge related to 3D graphics and animation.

Motion Design School's courses are typically created by industry professionals and experts in their respective fields. They often feature a combination of video lessons, assignments, projects, and access to a community of students and instructors. These courses are designed to help students develop practical skills and knowledge in motion design and 3D graphics.