

Table of Contents

Dedication	iii
Preface	vii
Chapter 1	
Exploring CINEMA 4D R14 Studio Interface.....	1-1
Chapter 2	
Working with Splines.....	2-1
Chapter 3	
Introduction to Polygon Modeling.....	3-1
Chapter 4	
Sculpting.....	4-1
Chapter 5	
Texturing.....	5-1
Chapter 6	
Lighting.....	6-1
Chapter 7	
Rigging.....	7-1
Chapter 8	
Animation.....	8-1
Chapter 9	
Introduction to BodyPaint 3D.....	9-1
Chapter 10	
Compositing 3D Objects.....	10-1
Chapter 11	
Rendering.....	11-1
Chapter 12	
MoGraph.....	12-1