CINEMA 4D
STUDIO R12

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Learn to make a
Simple Monitor
using a cube object

MAXON

I'm going to introduce you to a simple tutorial here using Cinema 4D Studio version 12. It is of course very simple however, it would create opportunities for you to learn some of the tools in C4D-R12. Follow along and you should learn something new. If you have any queries, pop me an email via the contacts on my website *http://www.artech.com.pg/*

As stated, I'll be using C4D-Studio-R12 for this tutorial and you should be fine with few earlier versions however there may be differences with later version 'coz some menus I use might not be available. You should also visit Maxon's (*creators of C4D*) website (*http://www.maxon.net/en/products/demo-version.html*) and get a trial version to give you a feel of this great App.
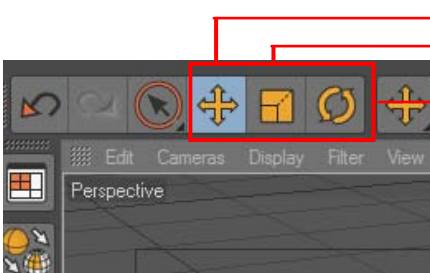
1. The Tools
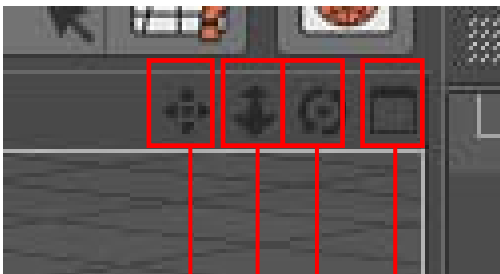
At the top right, within the main window you should see 4 icons similar to the one opposite (*left*). This would be the main tools you will use to **navigate around the object**.

Spend a few minutes getting to know them so you can easily go along with this tute.

move
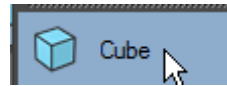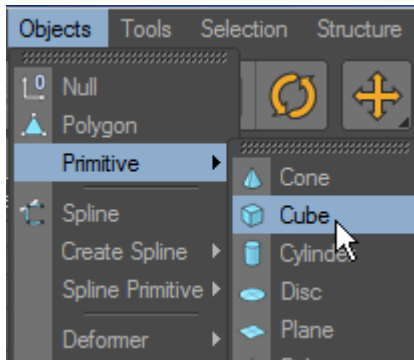Zoom (in/out)
Rotate
Views (switch between different views)

Move
Scale
Rotate

Apart from the navigation tools, you should also get yourself familiar with the manipulating tools, usually located just below the main menus, towards the left rear of the window. These are actually **manipulators** which you can use to model any object.
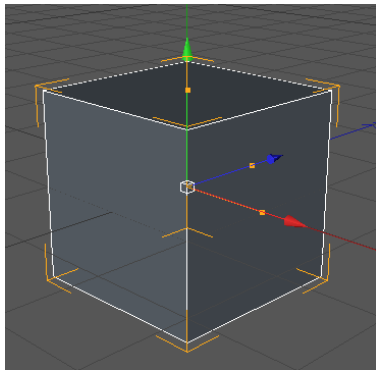
2. Modelling

2.1 Add a Cube Object

Add a cube object by going to the main **Menu** and clicking **Objects** > **Primitive** > **Cube**;
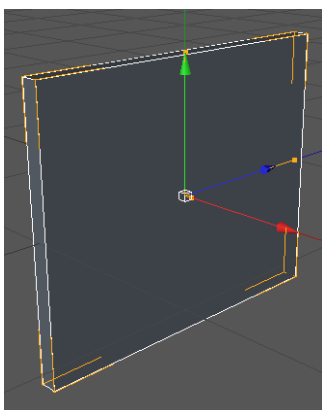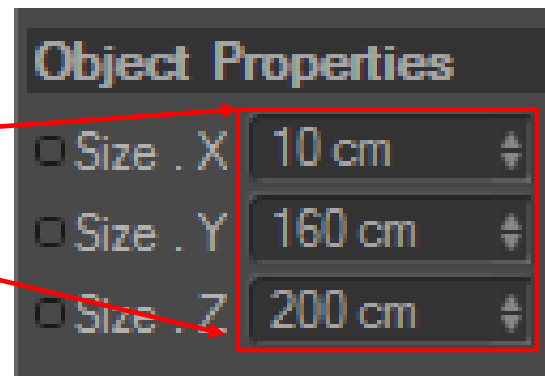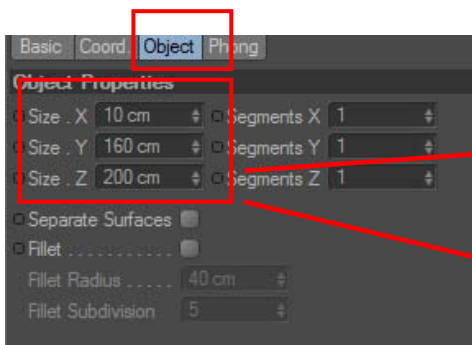
- ***Objects > Primitive > Cube***

This will add a *cube object* to the scene.

2.2 Adjust settings of the coordinates

Under the Attributes panel, click the object tab and adjust the parameters of the X, Y and Z axis as shown below;

Once you set up the properties, this will scale your object to something similar to the image on the left.
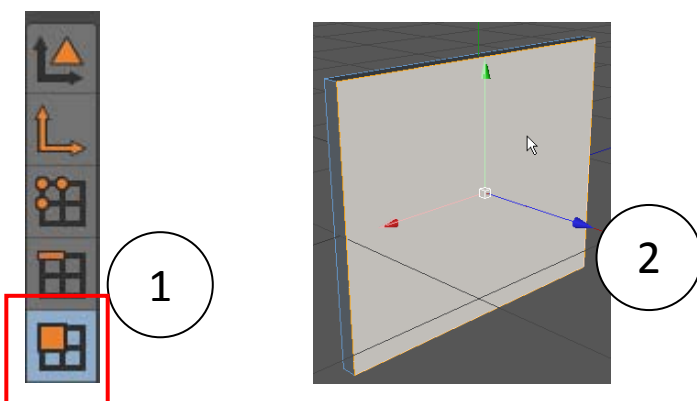
2.3 Making the Object Editable

You'll have to make the cube editable so you can manipulate parts of it. Press the shortcut **C** to make the cube editable.
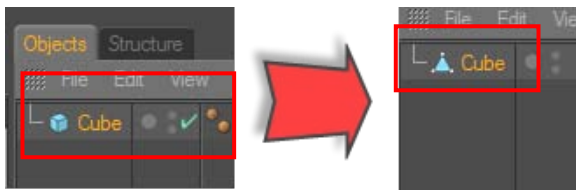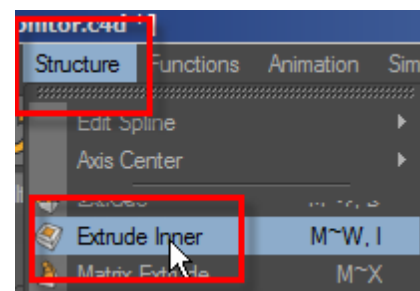

2.4 Extruding the face

Now, on the left rear, switch to the polygon tool (**1**) and click the face of the cube (**2**).
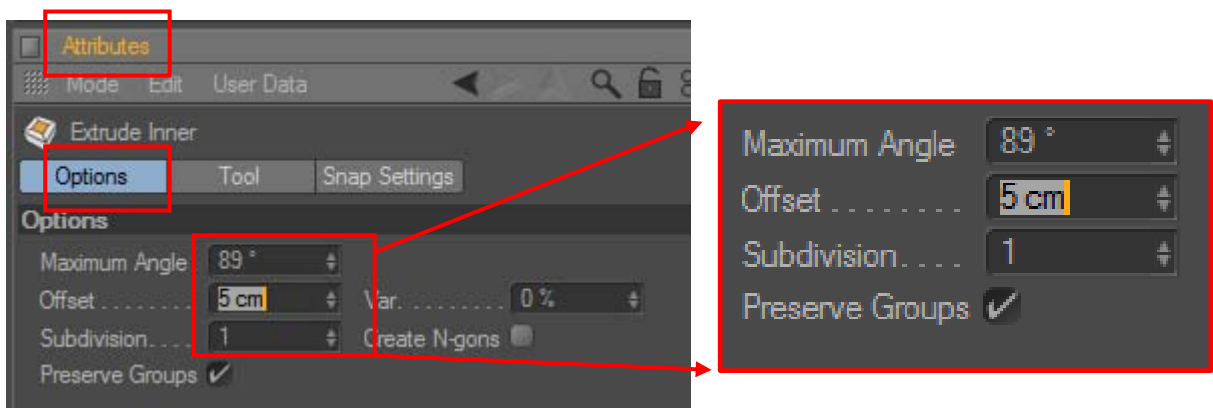

Once the face is selected, go to the *main menu*, under **Structure**, click the **Extrude Inner** option;
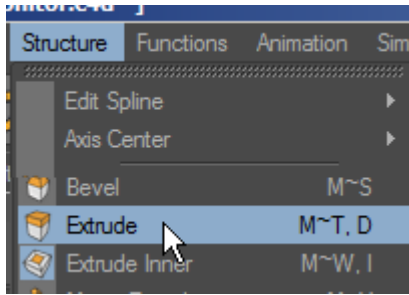
- **Structure > Extrude Inner**

After you click the **Extrude inner** icon, go to the **Attributes**

Editor/ panel and under the **Options** tab adjust the settings

to match the ones provided below. Press Enter when done to apply the setting;
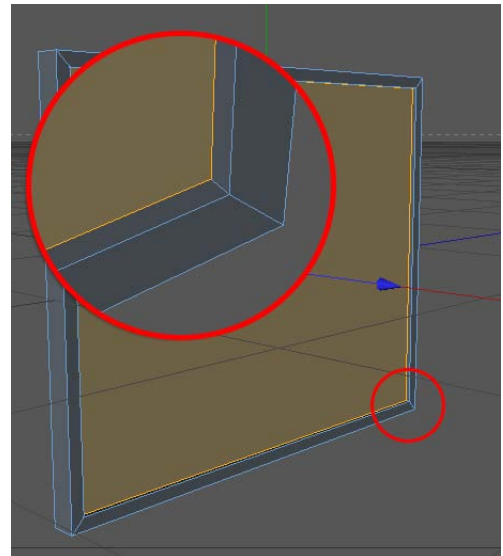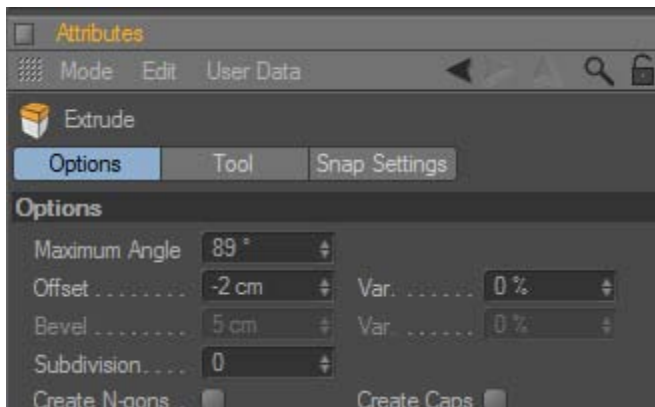
Go back to the main menu, under menu **Structure**;

- **Structures > Extrude**

Under the **Attributes** *editor/ panel*, click the **options** *tab* and adjust the settings to the one below;
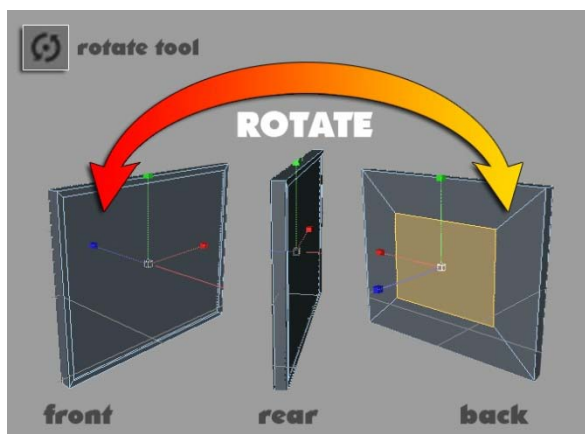

Applying an **extrude** would give a depth to the screen creating some sort of face for the monitor.

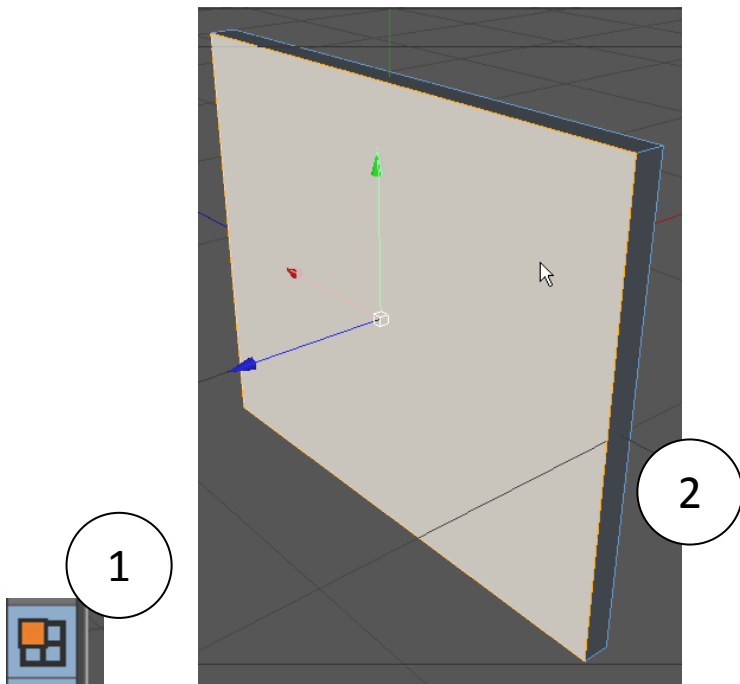Now click on the model tool [ ]and the move tool [ ]

2.5   The Back of the monitor

Now that you've done a basic modelling of the monitor's face/ front, you are going to rotate to the

back. Use the rotation tool [ ]

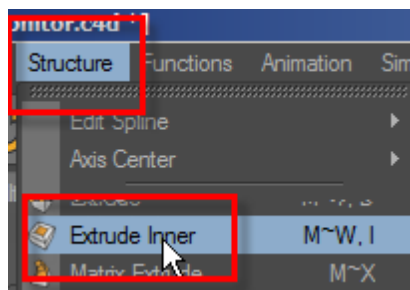and go to the back of the object/ monitor.

Select the polygon tool (**1**) and click the back of the monitor (**2**) to select.
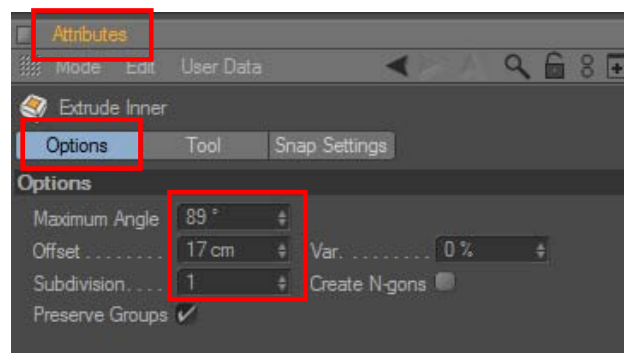

You are going to extrude the back inwards so you'll use Extrude Inner. To do that, follow these step;
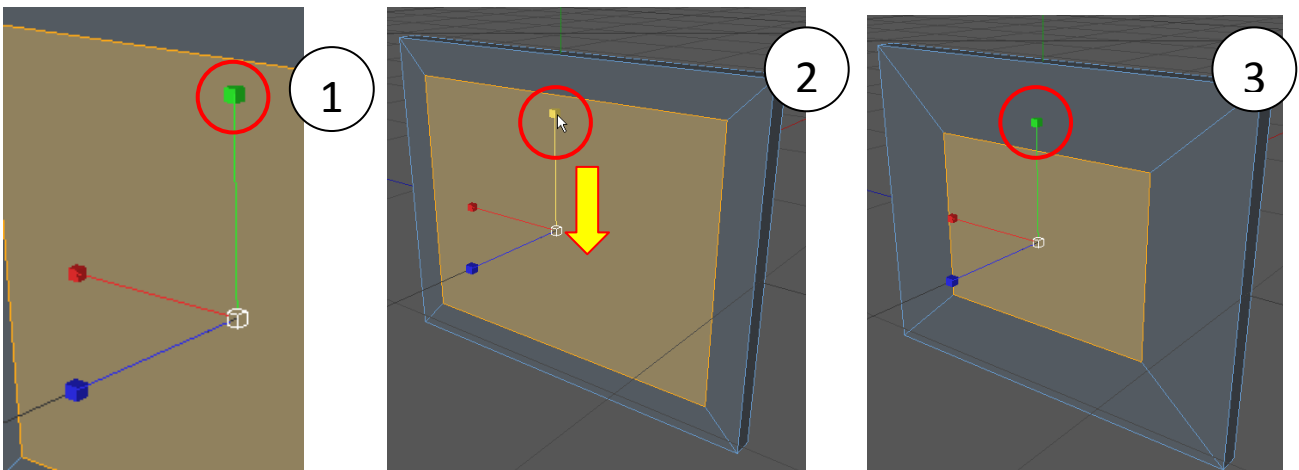
1. Under the Structure menu, scroll down to **_Extrude Inner_** and left-click.
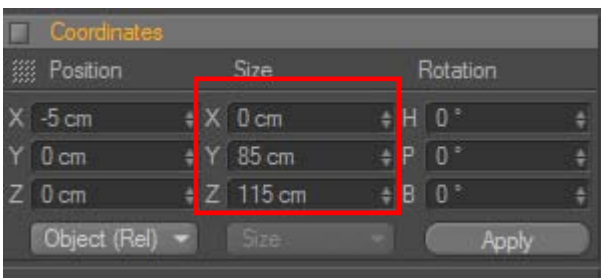

2. Then, go to the Attributes editor/ panel, modify the settings under the options tab to those given below. Press Enter once you finish entering the numbers;

Switch to the Scale tool, grab the Green handle (**1**) and pull it downward **(2)** to scale the height which will give you the result shown (**3**).
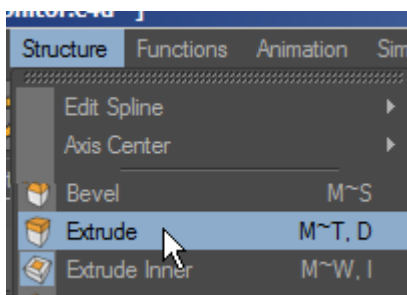

Alternatively, you may also use the coordinates' panel to adjust the size as shown below (*highlighted*) and click apply.
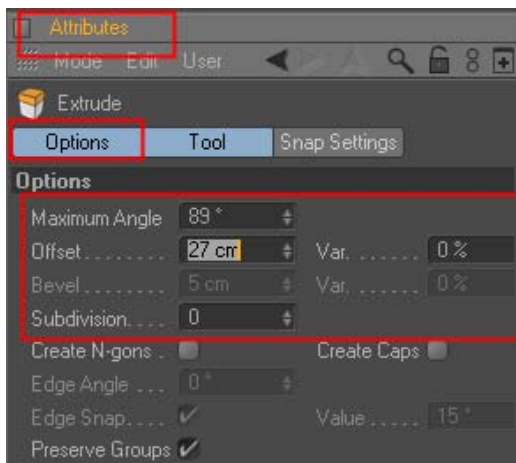

Go back to the main menu, under structure;
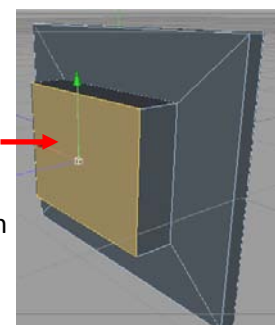
- **Structures > Extrude**

This step helps you create an extrude which will create some depth to the back portion of the monitor we selected.


After you have selected Extrude, go to the attributes editor/ panel (*picture left*) and under the options tab, adjust the settings as shown.

This will push the selected polygon outward creating some sort of depth as shown.

Do further adjustments to the edges to get it ready for the next step which is to create the *monitor stand*. Continue with the following;

Now select the Edge tool [ ] and click the top edge of the extruded back (**1**). Under the Coordinates panel, adjust the setting of just the y-position to the one provided below (**2**) and press enter or click apply. This should give you the result shown in (**3**).
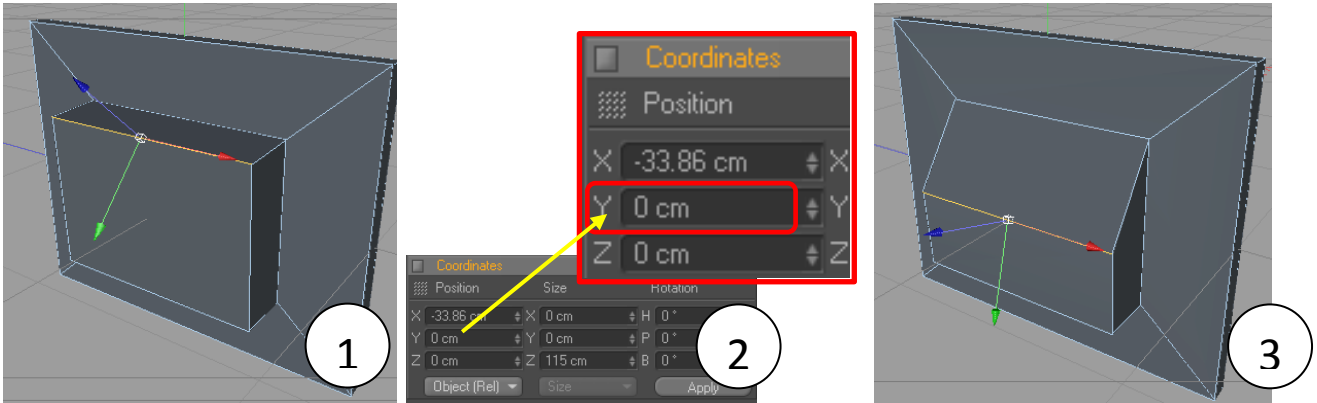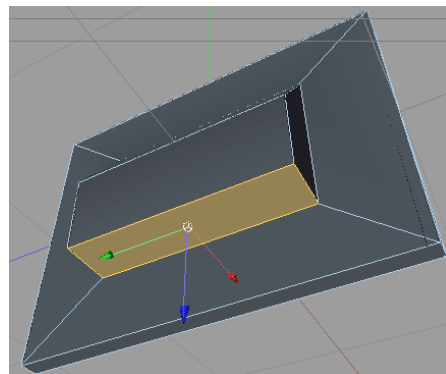

You can further adjust the bottom edge of the back of the monitor. We just did changes to the y position of the top edge. Feel free to do so.

Now rotate to the bottom of the extruded back.
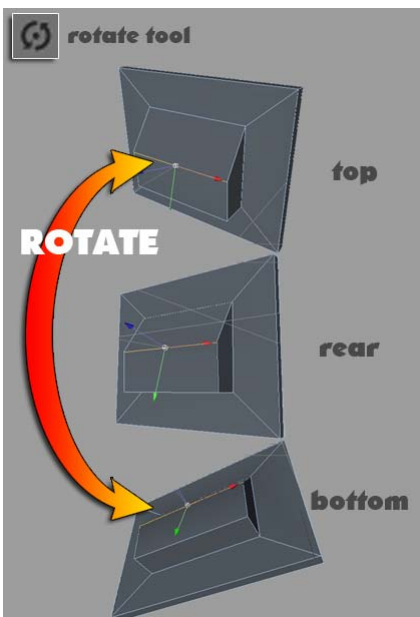
Use the rotate tool [ ] to rotate to the bottom of the monitor (*picture left*).

When you're done, select the polygon tool [ ] and click the bottom polygon of the monitor's back as shown below.

You'll do an inner extrude to that polygon so go to the main menus and under the *Structure menu*, scroll down to *Extrude Inner* (**1**) and left-click. Locate the Attributes editor/ panel, and adjust the settings (**2**)
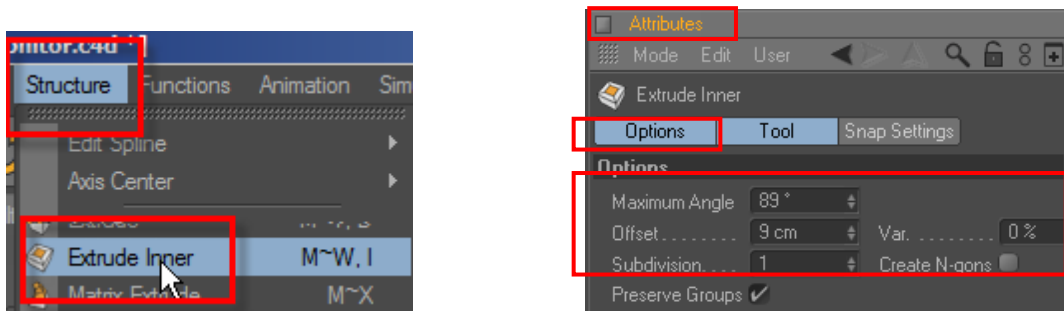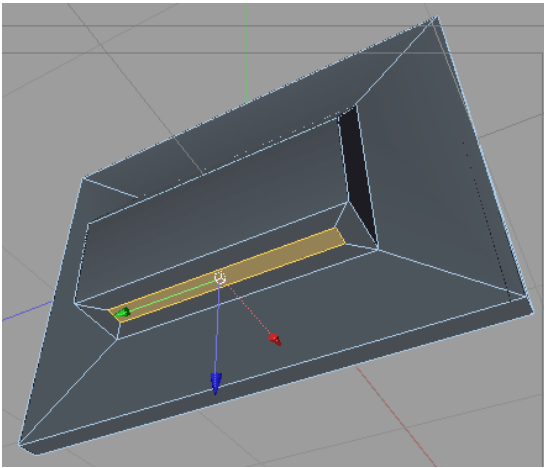
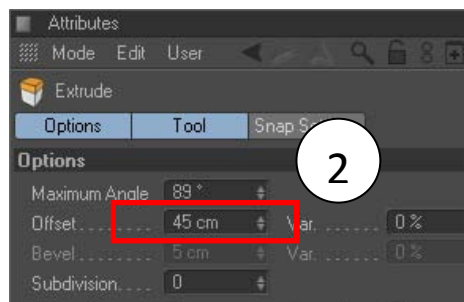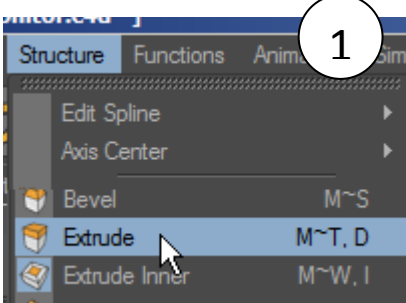This should give you the result opposite (*left*).

You will do a slight modification to the green handle by scaling it down to a proportionally fair width.

The next step tells you how.

Switch the tool to the **scale tool** [ ], then locate the *Coordinates* panel (**1**) and adjust the settings appropriately as shown below. Note, you will only adjust the **Size**. You should get the result similar to picture (**2**).
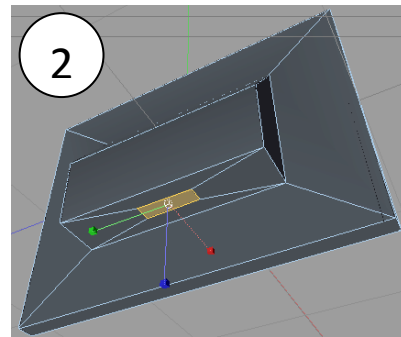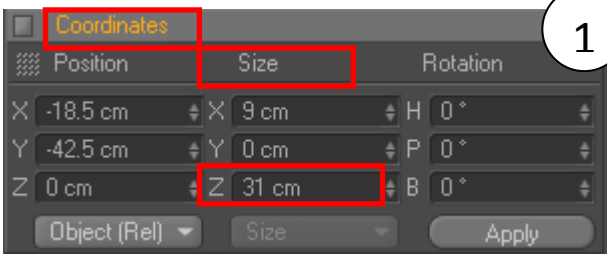
Next, you are going to again extrude the selected polygon outwards. Use the *Structures* menu (**1**) to *Extrude* the polygon and use the settings below to adjust the Attributes and the Coordinates. Note, for the settings, you will only change the offset (*under the options tab*) to a value of **45cm** (**2**) and the x-position under the coordinates to the value of **-45cm** (**3**);

This should give you the result on

The right;
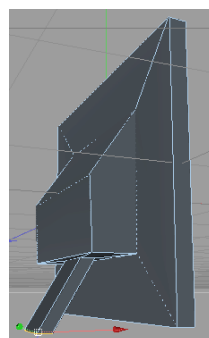
Perspective view
(F1)
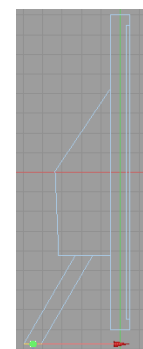
Side view
(F4)

Well, now while in the perspective view (F1) use the rotate tool and set your view as shown below. Simply with the rotate tool, rotate around the object in the viewport to an angle similar to the one shown or at least so that you can see the bottom of the stand.
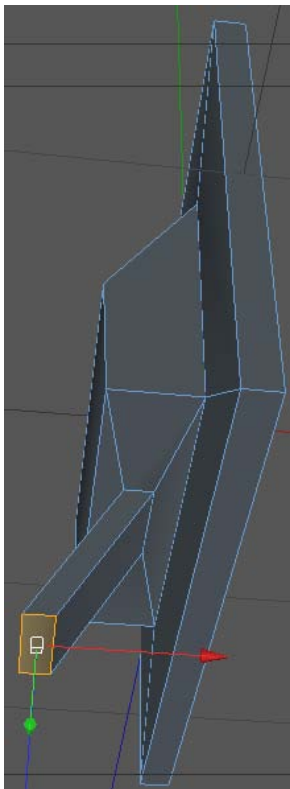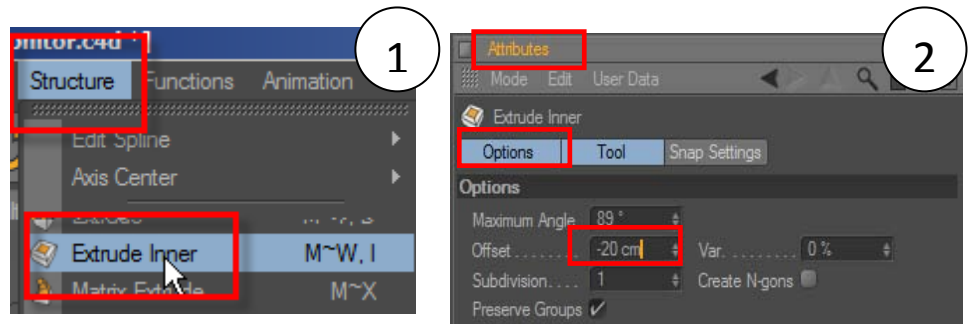
You are going to do an outer extrude using the extrude inner tool again to make the base of the stand which will hold the computer. To do this, follow the steps 1 & 2 below;

Steps Defined:

1. Go to *Structure* menu>*Extrude Inner*
2. In the *Attributes* editor, select the *options* tab and set the offset to *-20cm* then press enter

Following these, you would get the result below or similar (*presented in different angles through perspective view*);
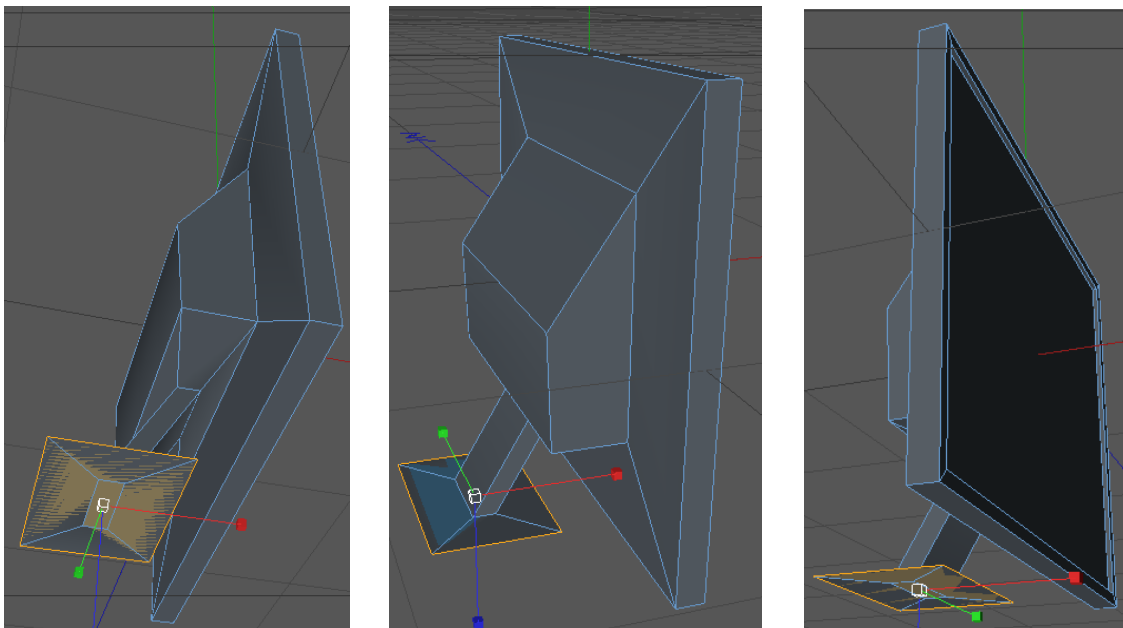
Finalising the base

Your are going to do further modification by extruding the base downward to create some depth to it. To do this, follow the steps below;

1. Go to **Structure menu** > **Extrude**
2. Under the **Attributes** editor/ panel, select the **options** tab and set the offset to **5cm** and press enter
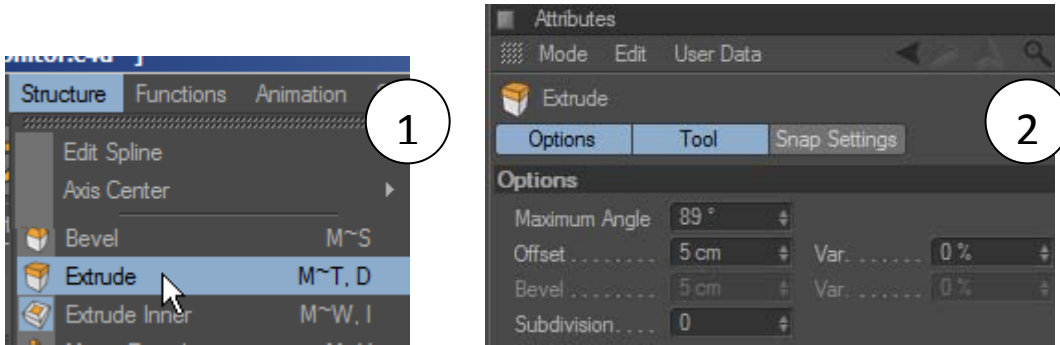
Your outcome should look something like the one below or similar (*presented in different angles through perspective view*).
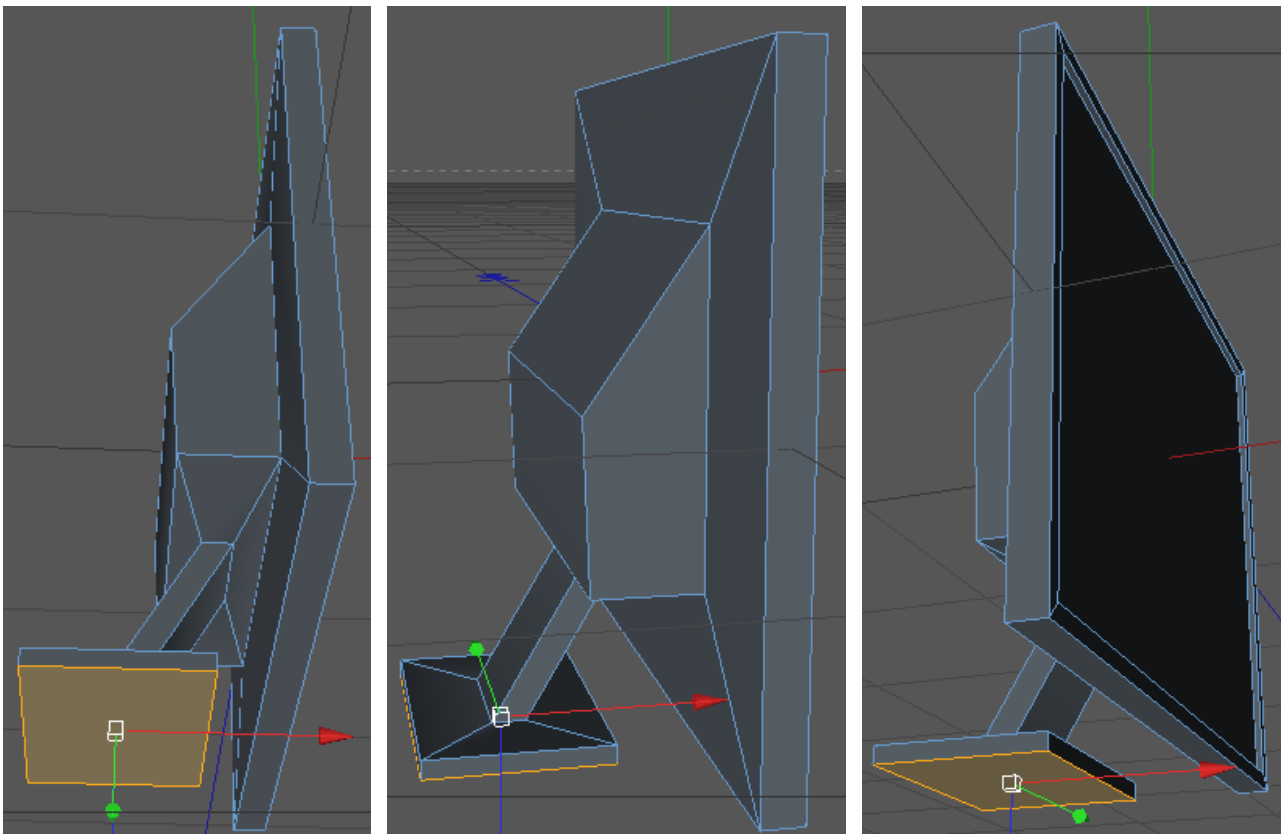
Well, there you have it. Another basics of using a 3D program but hope you've utilised some tools which I believe would be handy as you start getting your heads down on C4D.

You can try the tutorial again but this time, add detail along the way. You should see some improvements if you spend more time.

Anyway, this is another intro to get you started. For now, I'll leave it up to you to explore more. Please, if you think you've learnt something here, post me a comment via contacts from my website for me to post more tutorials.

You may also want to visit; http://pyalamu.blogspot.com or http://pyalamututes.blogspot.com

> **NOTE:** If you want the video versions of any of my tutorials, please go to the contacts page of http://www.artech.com.pg and send us an email.
>
> Direct link here: http://www.artech.com.pg/pages/contact.php
>
> **Good Luck**.