



Greyscalegorilla +



What's Inside?

- In-depth guides.
- Project based lessons.
- Materials and downloads.

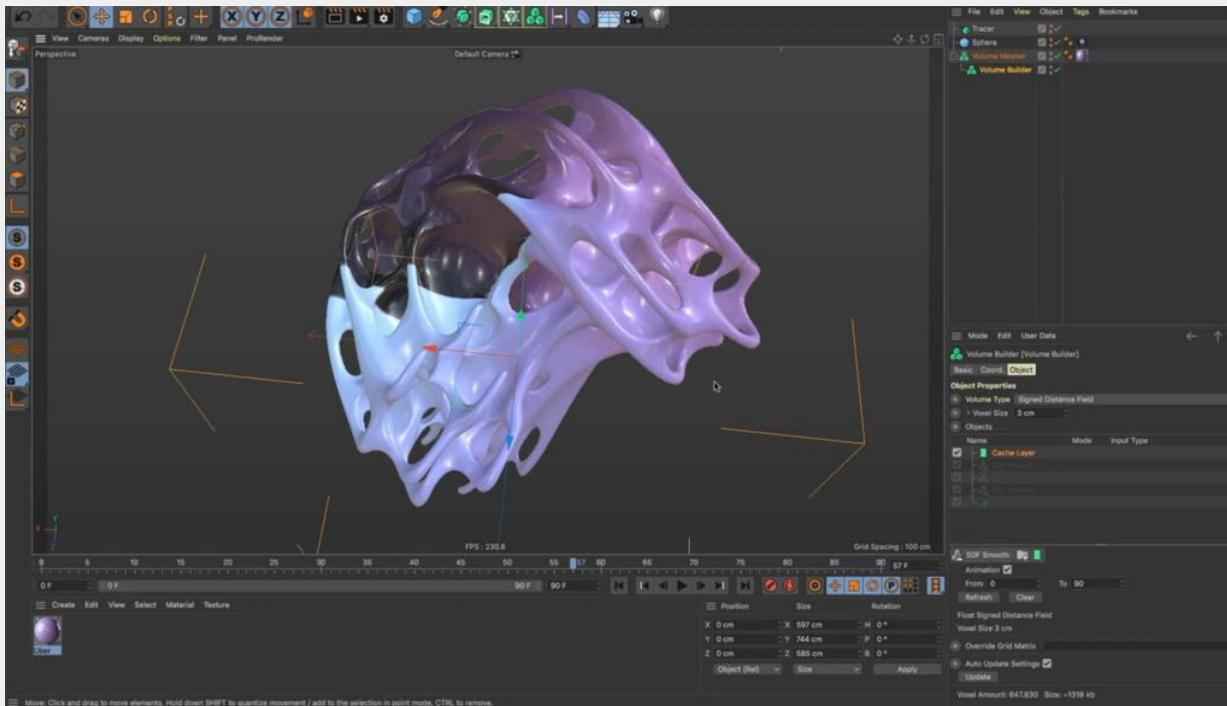


Guides

Training guides are *the* definitive source for comprehensive knowledge on a specific subject. The ultimate goal is that by the time you've finished watching a guide - you'll know the ins and outs of every aspect of what was covered.

Whether it's Cinema 4D, X-Particles, or Redshift, after watching the guide you'll know it like the back of your hand.

Guides range from 16-20 hours of lesson material each.



Guide To Cinema 4D R20/R21

With this newly updated guide (now including R21) you can learn everything you need to know to get fully caught up on Maxon's most recent C4D releases. This guide includes 12 hours of R20 training as well as an additional 5 hours of brand new R21 training.

Your instructors for this guide are **Matthew O'Neil**, **Nick Campbell**, **Chad Ashley**, **Andy Needham**, and **Chris Schmidt**.

What you'll learn

- Fields - Field Forces, Subfields, Masks, Channel Convert
- Nodes
- Volumes - Fields - Subfields, Masks, Channel Convert
- 5 in-depth projects utilizing new features
- Introduction to new interface
- Caps, Bevels and Modeling
- Field Force Animated Titles
- Particle Titles



Guide To Redshift

The Greyscalegorilla Guide to Redshift is a training series with nearly 19 hours of lessons.

After completing this series, you'll have a complete understanding of Redshift's features and capabilities. You will also pick up real-time workflow tips for completing an entire project using Redshift and Cinema 4D, as well as compositing and touch-ups using Blackmagic Fusion and Adobe Photoshop.

This guide is led by **Trevor Kerr** from [Man vs. Machine](#) and **Chad Ashley** from [Greyscalegorilla](#).

What you'll learn

- Redshift render settings
- Volumes, VDBs, Fog
- Redshift Proxies, Rendertime Geometry
- Proper linear workflow
- Displacement map techniques
- AOVs and outputs
- So much more...



Guide To X-Particles

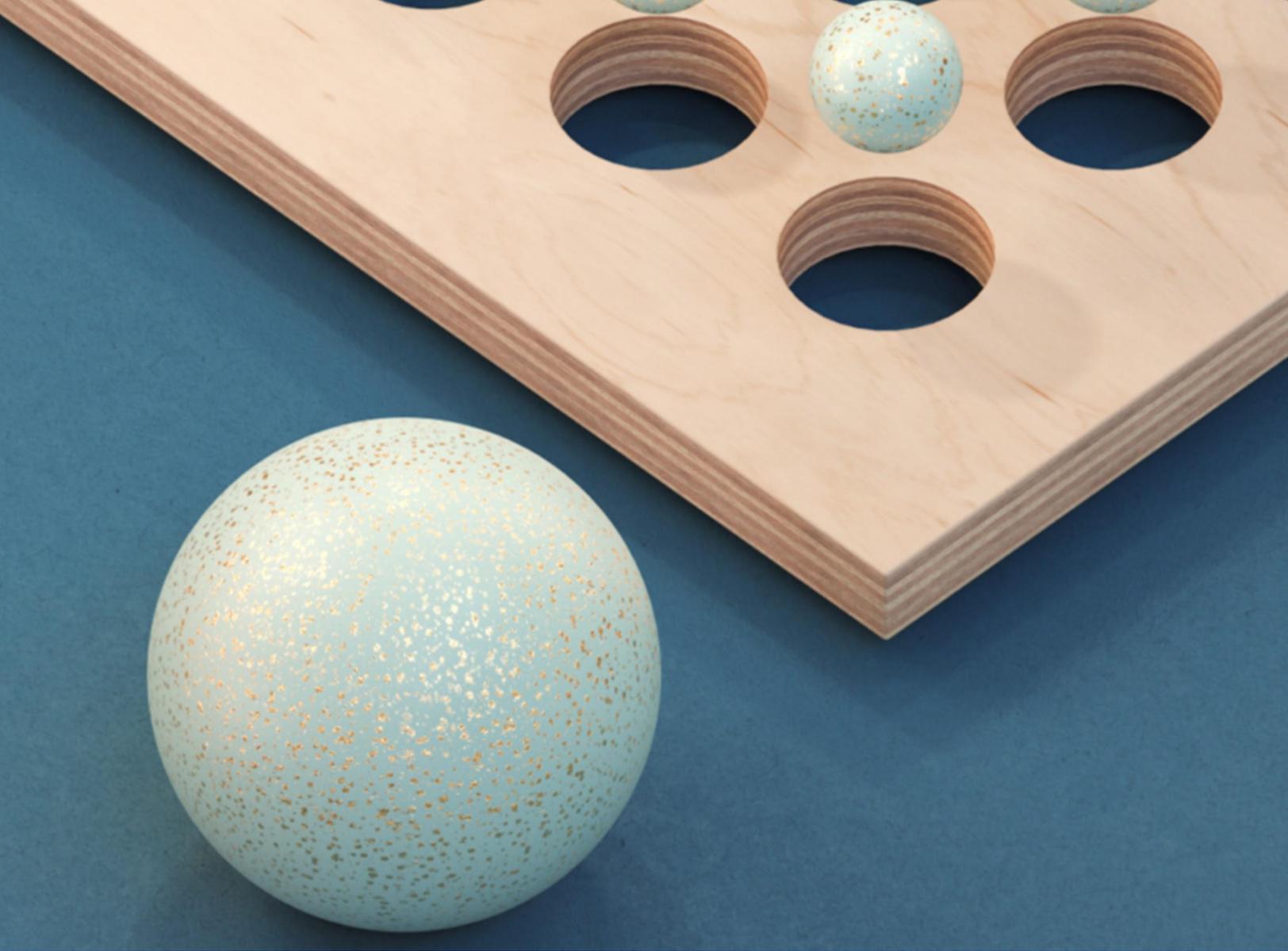
Learn the settings and features within XP to finally add X-Particles to your daily workflow. This production focused guide will give you context on how this amazing plugin can be fully utilized. Most training consists solely of defining settings or features; this is why we went with a project-based approach. Real production scenarios make for better training.

This course includes over 20 hours of training, over 20 scene files, and over 70 videos of great content to teach you the ins and outs of X-Particles.

This guide is taught by renowned X-Particles expert **Jon Bosley**.

What you'll learn

- Weather FX, build on FX, swarming, morphs, and texture-based emissions
- Fundamentals
- Control with XP Modifiers
- Generating particles from geometry or splines
- Geometry Collisions
- XP Groups
- Data Mapping, Questions and Actions
- Faster XP Renders
- Caching Workflows
- Emission 101: Using different sources to drive your particle simulations. (polygons, edges, points, volumes, and textures)

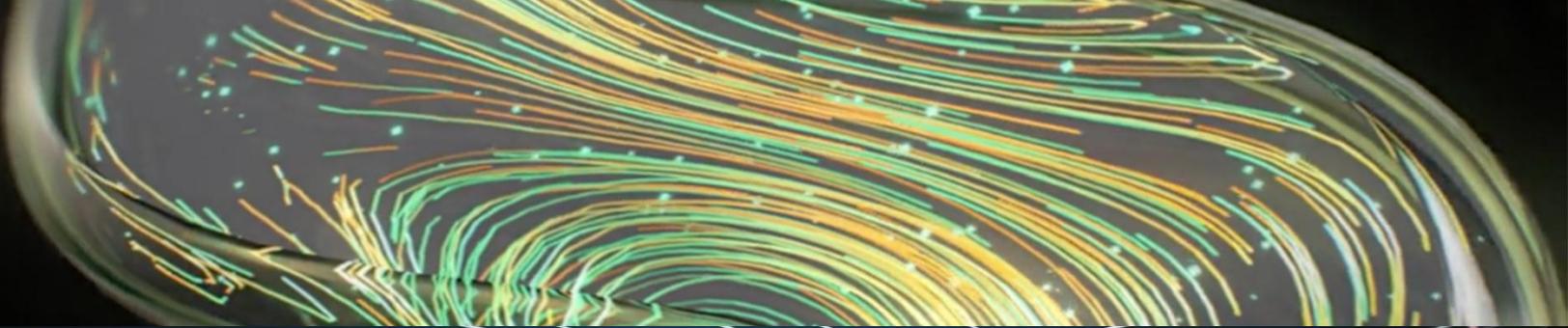


Project Breakdowns

With these follow along style project breakdowns, you can study the basics, brush up on the fundamentals, and learn new skills with hundreds of hours of streamable project-based content. Many of these projects also include downloadable projects and scene files so you can hop in and make them your own.

This is the best place to stay sharp on the new things you've learned or pick up expert tips and tricks.

These videos range from 7-12 hours of lesson material each.



3D Titles

With these excerpts from the Guide to Cinema 4D, you can quickly reference and re-learn useful techniques for creating impressive 3D titles. These lessons are taught by Andy Needham, Nick Campbell, and Chris Schmidt.

Included Projects

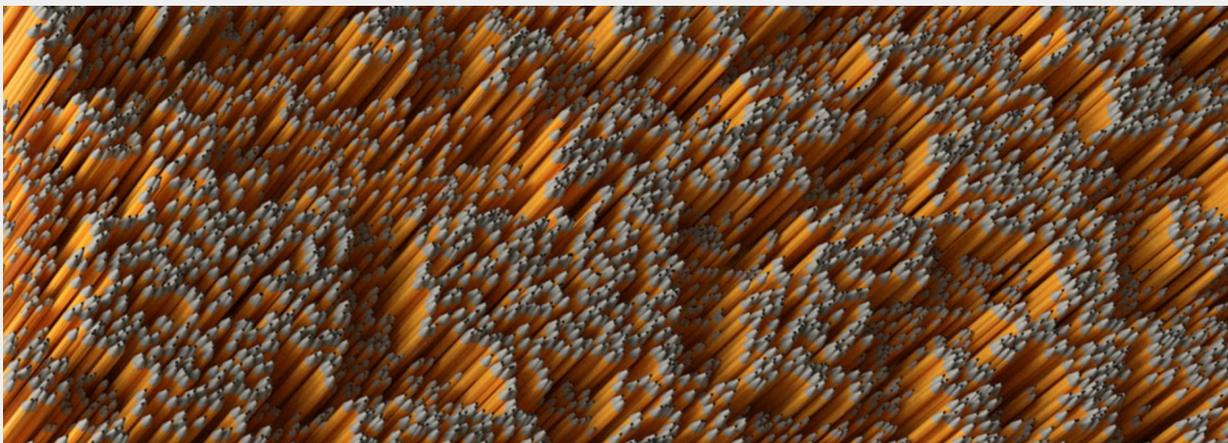
- Particle Filled Titles
- Field Force Animated Titles
- Oozing 3D Titles



Product Visualization

This nearly 10-hour long course led by Chad Ashley covers the entire process of building a high-end render for a beverage client from start to finish.

In this course, Chad shows us a step-by-step method for creating a highly photorealistic render of a beer can using Redshift and X-Particles (for an impressive condensation look) - as well as lighting, texturing, using takes for versioning, and how he handles the client side and final deliveries.



Multi Instances

In this video series, you'll dive into the multi-instance tool in order to create thousands and thousands of clones in a much more efficient way than was previously possible.

Learn this really exciting and popular effect and learn how to use it in your own work with a few different looks in this series taught by Nick Campbell.



Material Training

In this training included with the Modern Surface Material Collection by Chad Ashley (*full collection included with your Plus subscription*) - you'll learn everything you need to know to use this material collection the way you want.

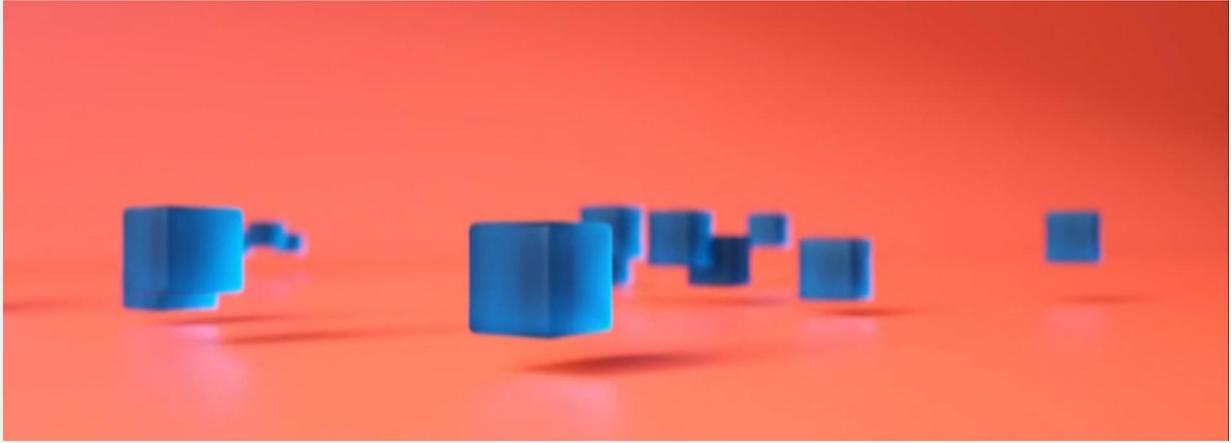
In this series you'll learn ceramic looks, changing colors, and organizing and labeling color palettes among many other things. This series covers Redshift, Octane, and Arnold techniques.



Learning How To Use Nodes

In this course Chad Ashley will teach you how to use the power of Cinema 4D nodes to your advantage.

After watching this series, you'll have a good base of knowledge to build from when it comes to using the node system in Cinema 4D.



Animation Fundamentals

In this class taught by David Brodeur, we're jumping deep into the fundamentals of animation.

This series features over 9 hours of animation training, this includes animation inside of Cinema 4D using the curve editor and other tools to get the right animation for your scene. You'll also jump into compositing and have lots of scene files to download and have a look under the hood.



Ask GSG Archives

On Greyscalegorilla Plus we've compiled and archived every single episode of Ask GSG. This is seasons 1-4 of the series that is packed from wall to wall with tons and tons of comprehensive Cinema 4D knowledge and experimentation.

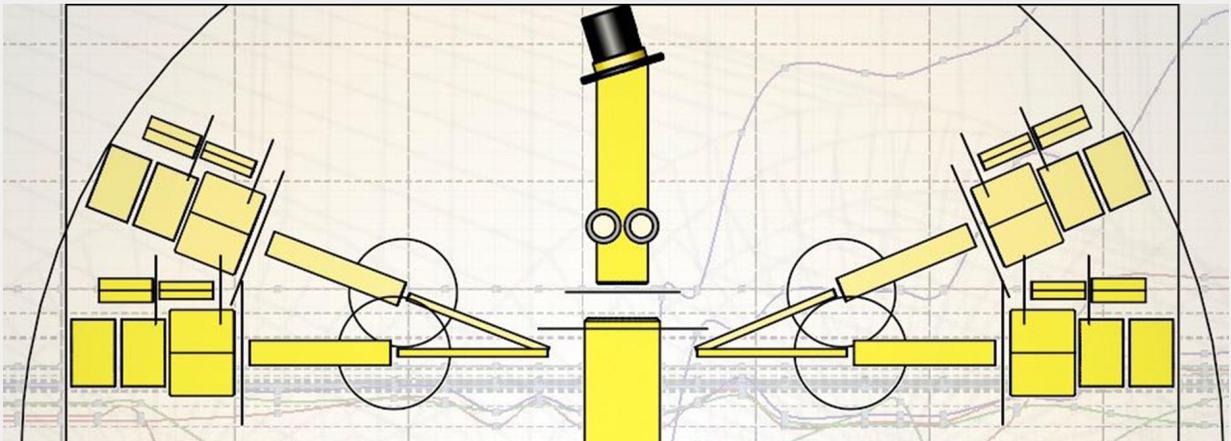
With each season and hundred of hours of content logged and broken down with moment to moment guides, you'll be able to find the sections and episodes that are relevant to you and your work.



Introduction to Cinema 4D

In this Greyscalegorilla classic, take a deep dive into the fundamentals and basics of Cinema 4D.

Adding 3D to your workflow has never been easier than today. We created this tutorial series to introduce you to the power of Cinema 4D and to get you comfortable with these fun tools.



Intro to Character Rigging

In this course, Chris Schmidt shows us how to model, rig, and animate a character for your own projects.

Rigging and character animation is one of the most complicated aspects of Cinema 4D, and by the time you've watched this course, you'll have a good understanding of how to get started.



Modern Surface Material Collection

In addition to pro training, inside Plus you'll find member exclusive perks and downloads.

Members have access to the Modern Surface Material Collection as part of the subscription. This gives you 250+ elegant drag and drop materials for Redshift, Octane, and Arnold.

For more information on this pack, check out the [product page](#).

Thank You.

Ready to Join?

greyscalegorilla.com/plus