



Greyscalegorilla +



Your Plus Membership Includes...

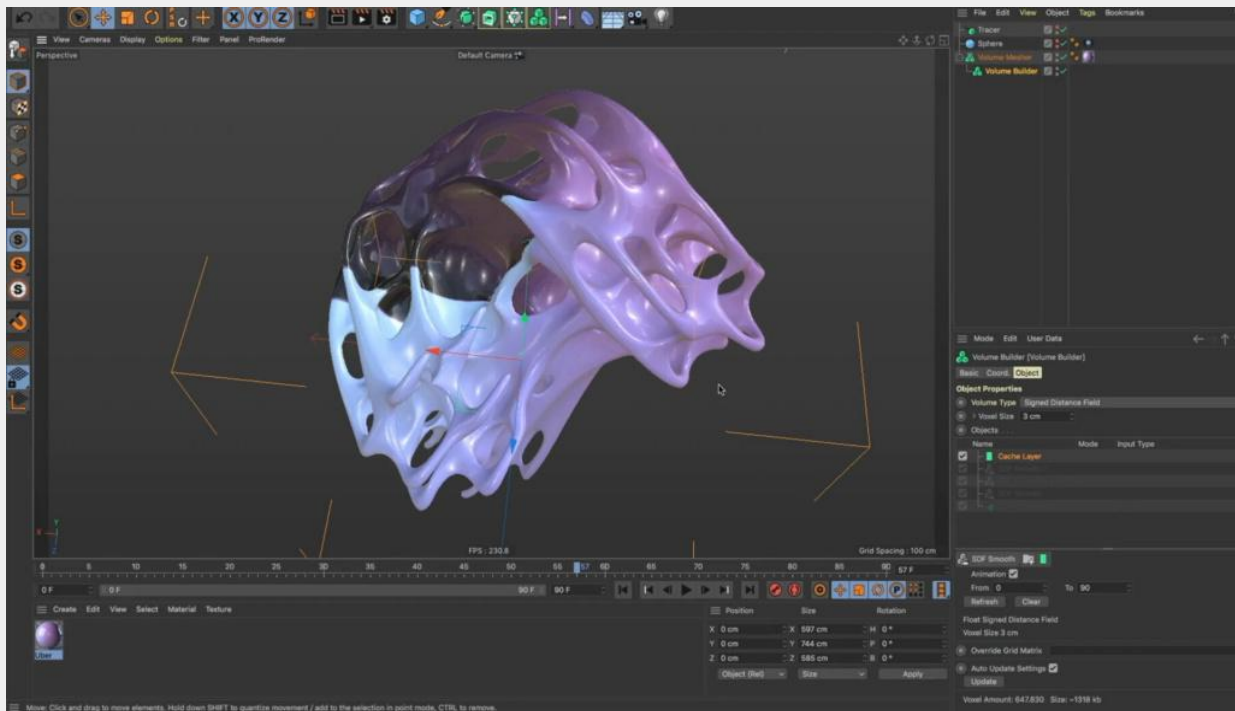
- 250+ Hours Of Training
- 1200+ Hand Crafted Materials
- 662 Videos
- Pro Training guides
- Project based lessons
- Everything you need to step up your 3D Career



Pro Training Courses

These courses 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, Redshift, or Arnold after watching one of these courses you'll know it like the back of your hand.



Guide To Cinema 4D R20/R21

Learn the latest C4D tools 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 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
- The New Node System
- 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

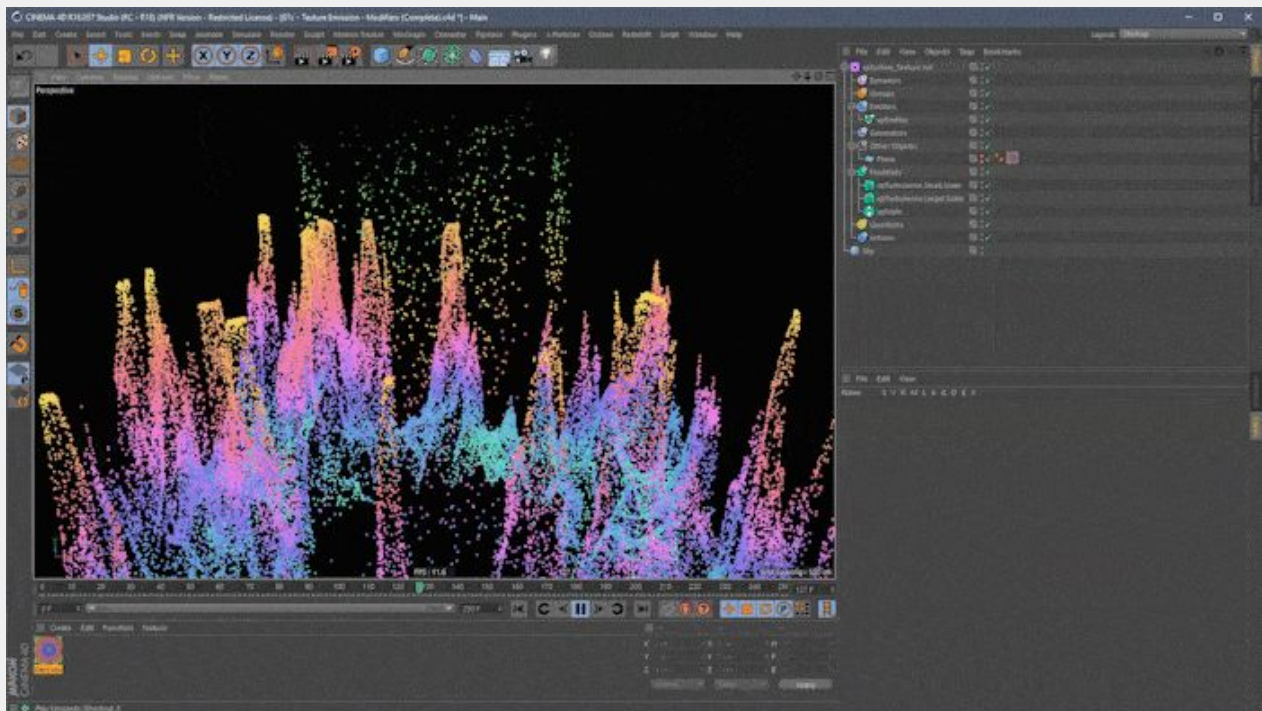
Create realistic renders in no time with this exclusive Guide to Redshift Rendering.

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

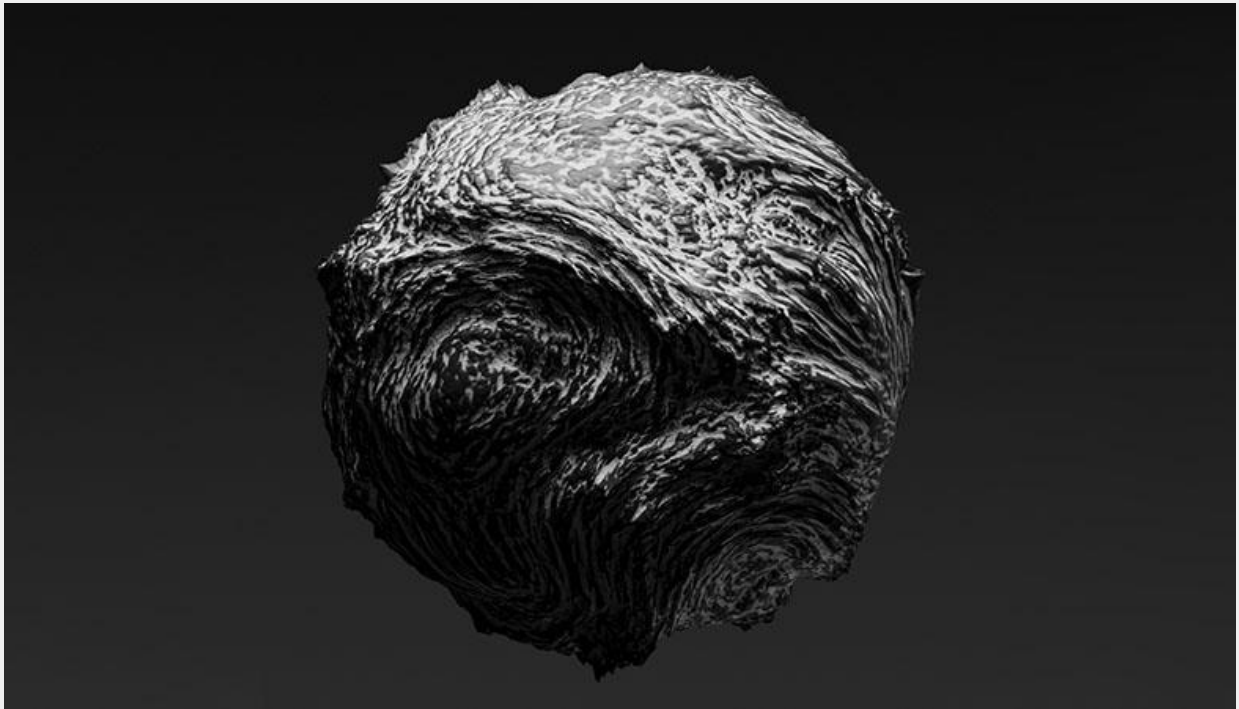
Learn the settings and features within XP to finally add X-Particles to your daily workflow. This production focused guide will give you context on how this amazing plugin can be fully utilized. Most training consists solely of defining settings or features; this is why we went with a project-based approach.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



Guide To Arnold (Part 1 and Part 2)

Start learning this industry standard renderer today. This will get you up to speed with Arnold and teach you everything you need to know to be making great renders in Arnold.

If you're already acclimated with Arnold 5 and want more, then you're in luck. Our in-house Arnold expert **Chad Ashley** will keep you updated on the changes and new features as Arnold grows.

What you'll learn

- Sampling and Ray Depth
- Lighting
- Shading
- Camera settings in Arnold
- Various render settings and capabilities
- Volumes and Particles
- AOV's and Arnold Driver Settings
- Using the light manager
- Quad Light Settings
- Display Filter Settings
- Cinema 4D Noises In Arnold
- Sheen textures
- IPR tricks and tips



Getting To Know ACES

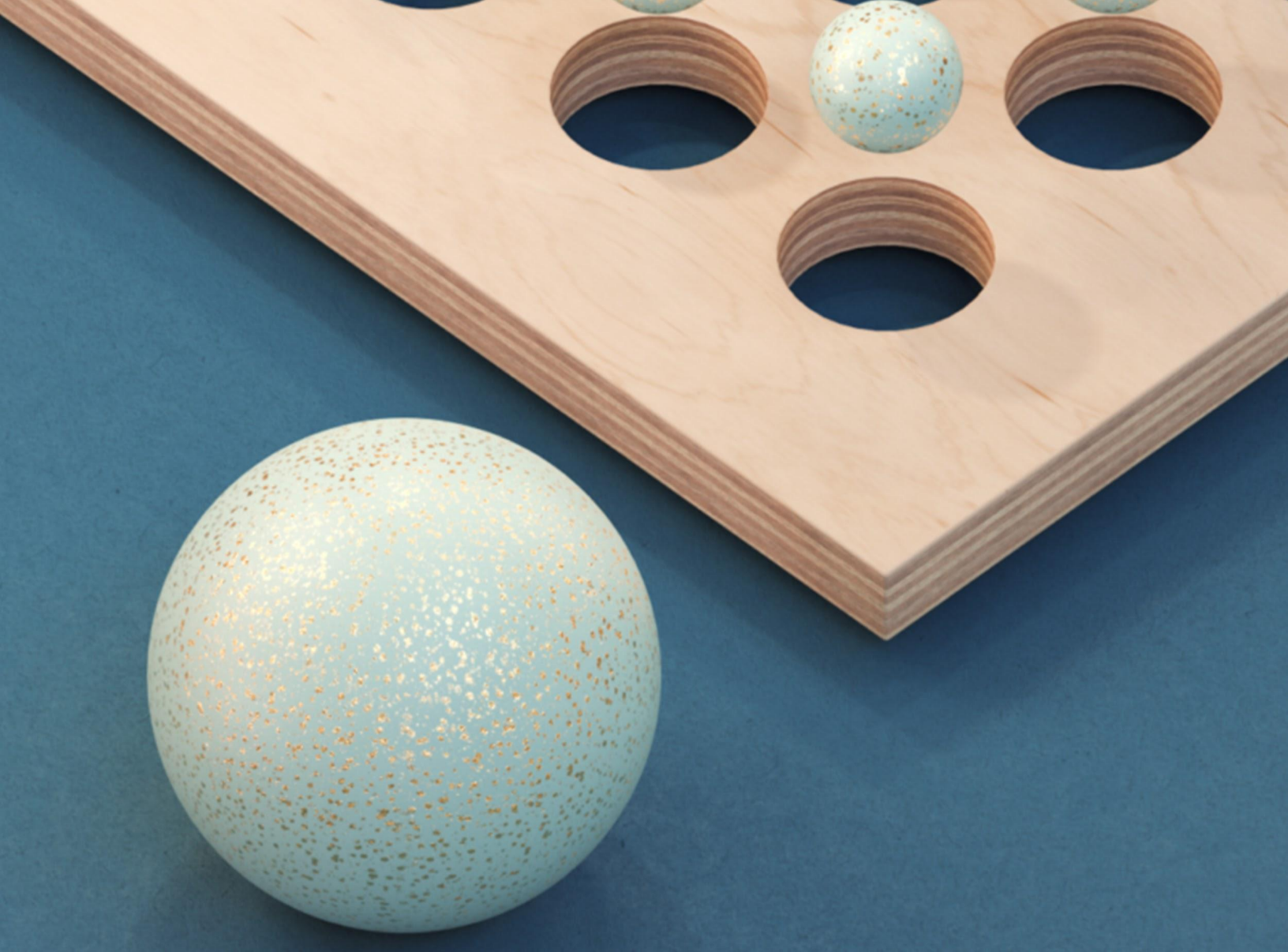
In this course, Chad Ashley gets you up to speed with the new industry standard color space, ACES.

If you'd like to learn how to implement ACES into your tool-belt, in this training series Chad Ashley gives a solid introduction to the system and the color space.

Learn how to use ACES properly in Arnold, learn how to convert and set it up in Fusion, and learn a workflow using captured live action footage and adding CG elements, all inside of Fusion.

What you'll learn

- What is ACES and how does it work?
- How to set up ACES in Arnold
- How to export ACES imagery in Arnold Driver and C4D and what are the differences
- How to set up ACES inside of Fusion
- How to use ACES in a LOG footage based project
- What's the difference between true ACES and tone-mapping

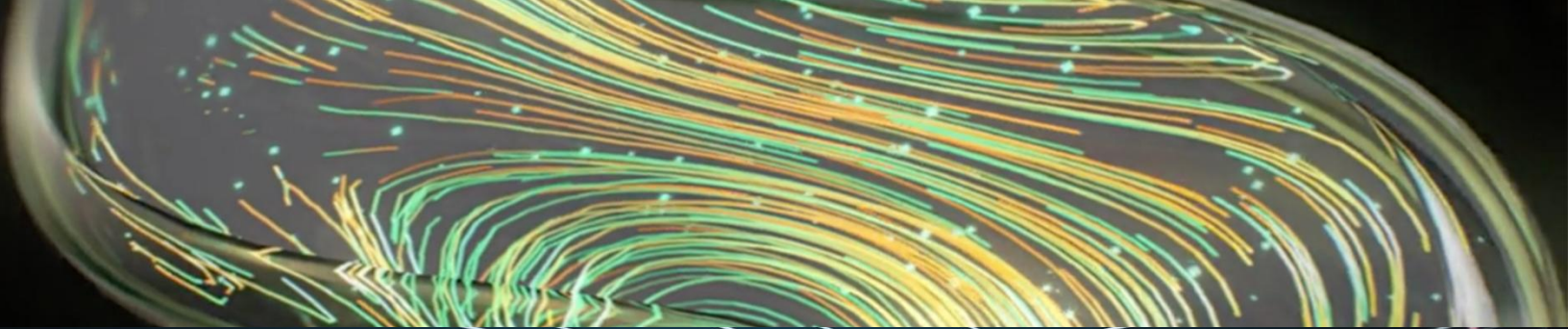


Project Breakdowns

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.

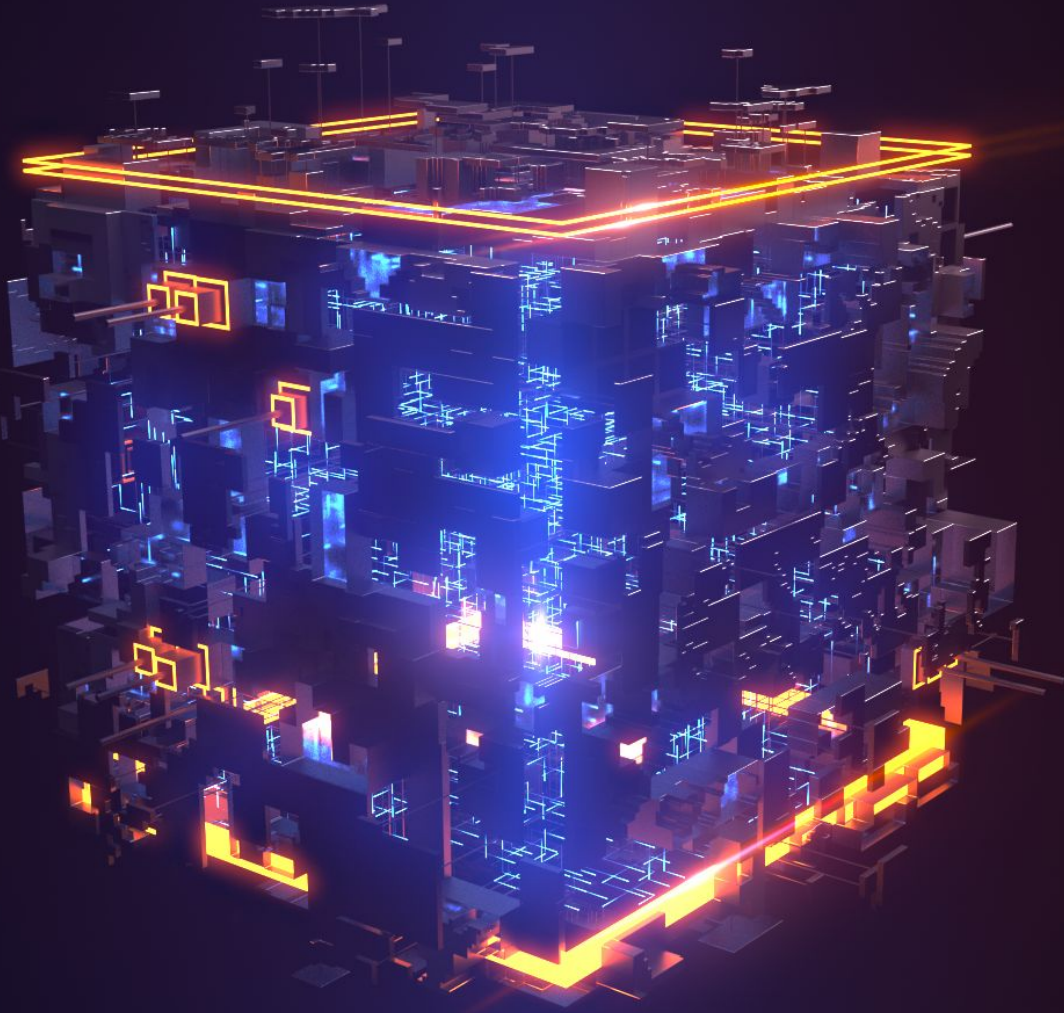


3D Titles

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

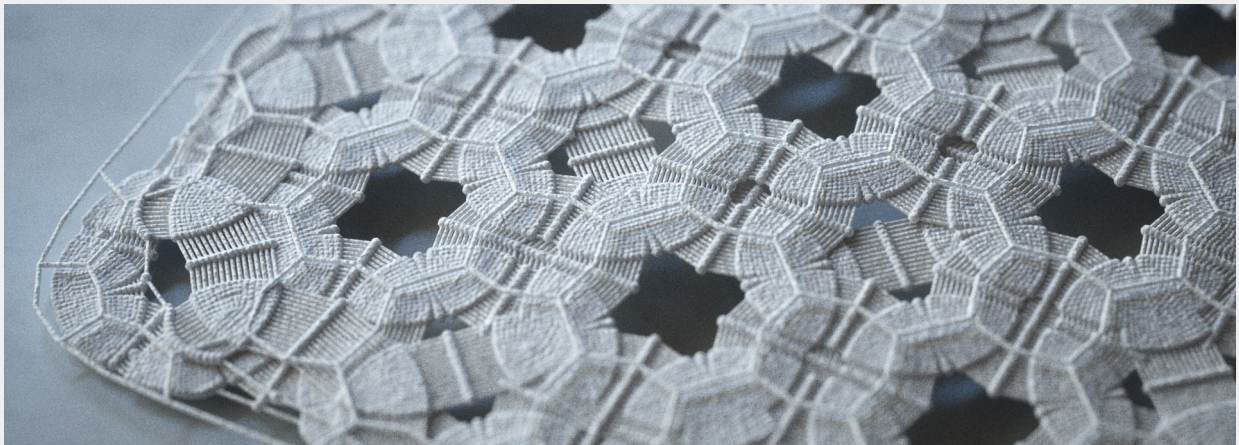


Introduction To Houdini

In this course consisting of nearly 6 hours of professional training, houdini expert **Russ Gautier** takes you through the how and the why of Houdini from a Cinema 4D artist's perspective. From the lingo and common tools, to exporting alembics for finishing in Cinema 4D, after watching this training you'll have a working understanding of how to start adding Houdini to your toolbelt.

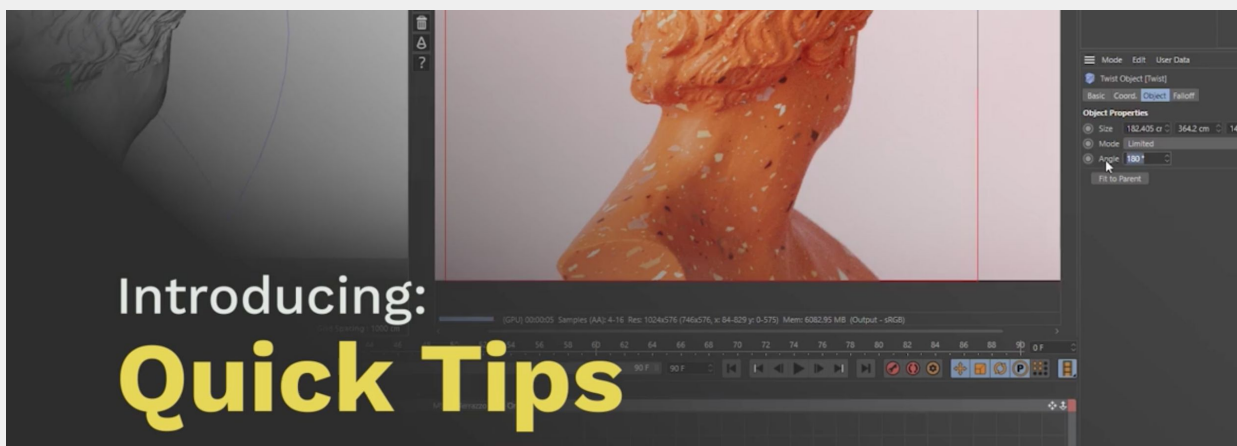
Included Files

- Starter cube alembic file
- Finished output alembic from Houdini for Cinema 4D



Procedural Systems

This training course from Zachary Corzine will expand the way you think about Cinema 4D and what it can do. In it, Zach shows you an entire workflow for a commercial client project involving procedurally generated looks and effects natively inside of Cinema 4D. From the creative conception, all the way through production and rendering, Zach shows you his process for these impressive effects.



Quick Tips

The Quick Tips page is a place that we added to Plus as a spot to quickly and easily share tips that we come across while we're working. There, you'll find videos and project files for tips that will take 5-15 minutes to learn. Shorter videos that you can watch on your lunch-break or on your commute.

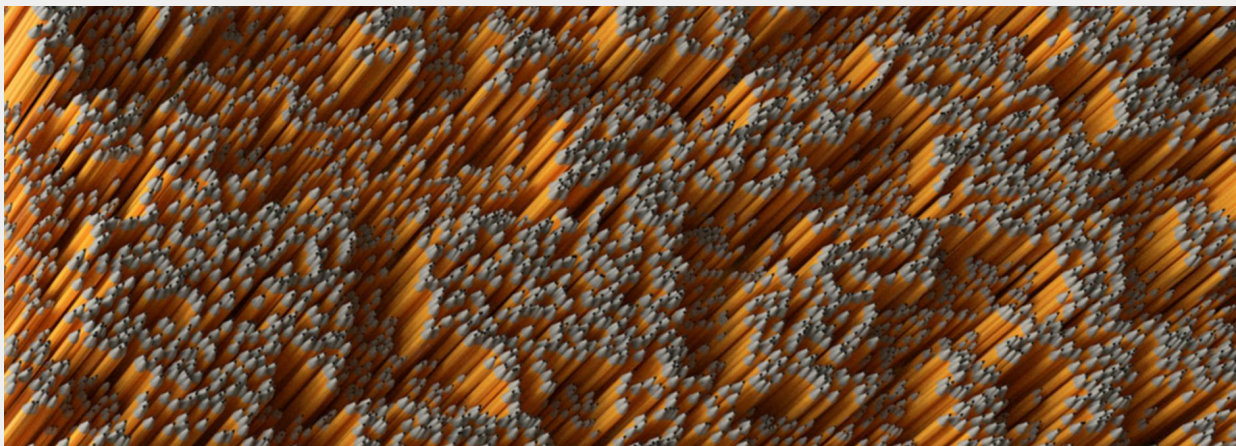
This is a constantly changing page that you'll want to check often for new content.



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.

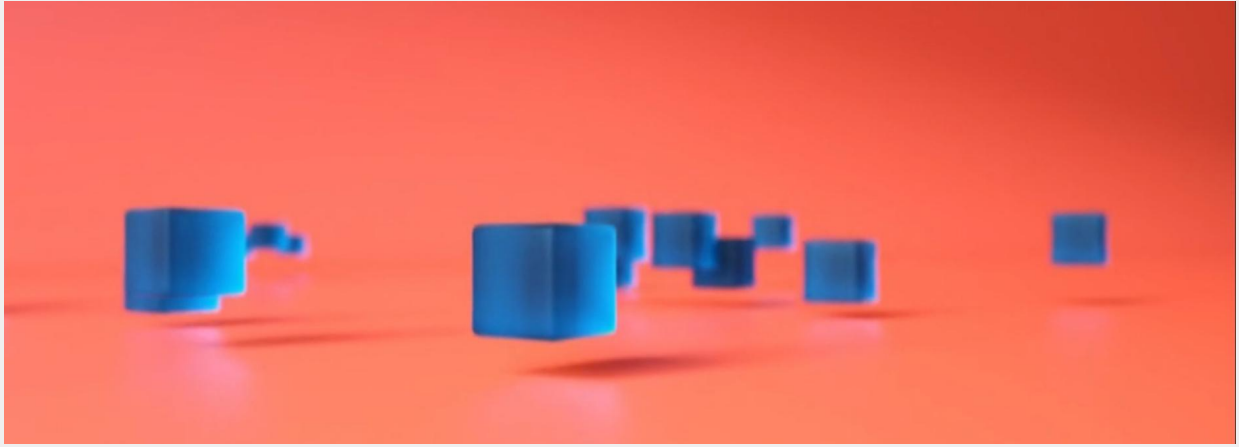
In this series you'll learn ceramic looks, changing colors, and organizing and labeling color palettes among many other things. This series covers Redshift, Octane, and Arnold techniques.



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.

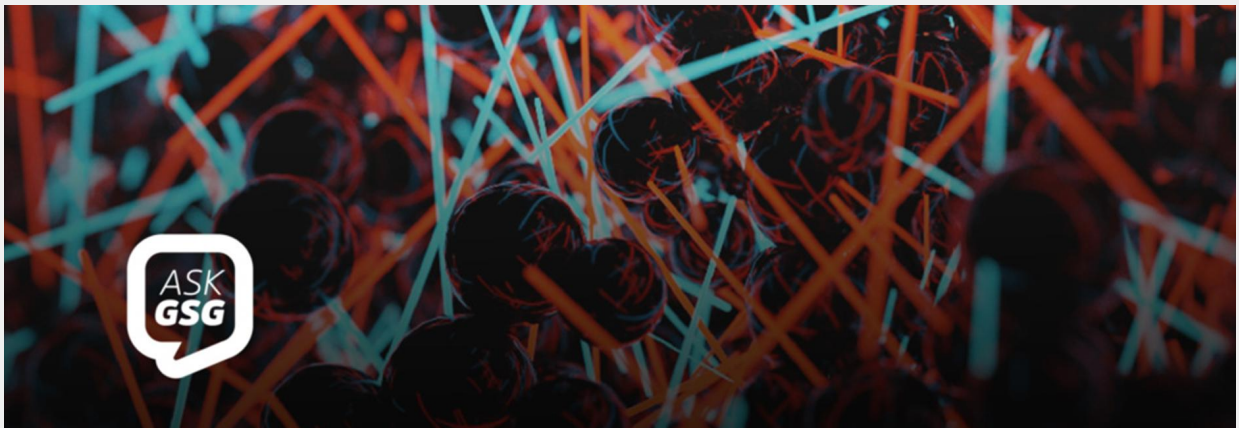
After watching this series, you'll have a good base of knowledge to build from when it comes to using the node system in Cinema 4D.



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.

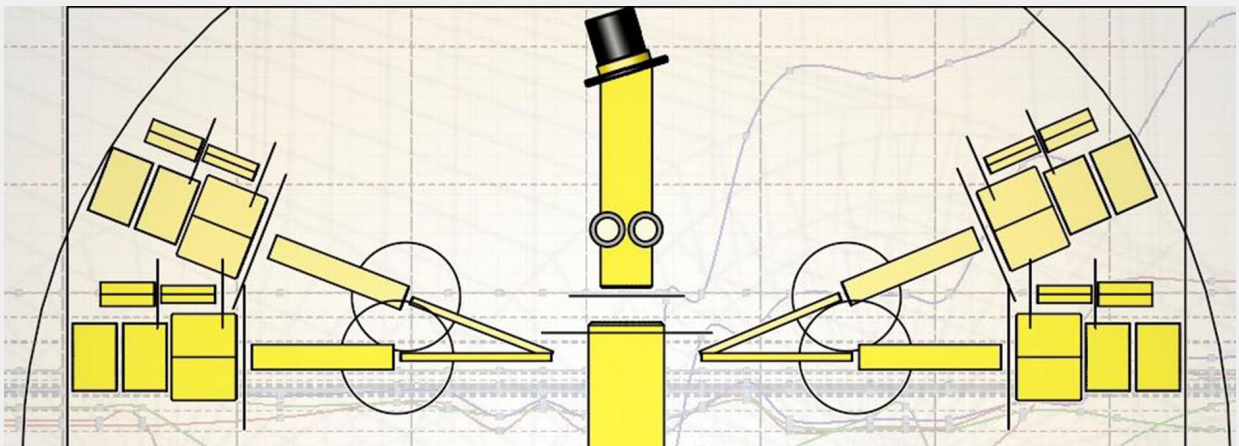
With each season and hundred of hours of content logged and broken down with moment to moment guides, you'll be able to find the sections and episodes that are relevant to you and your work.



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

Did you know that you also get ALL of our high quality material collections with your Plus Membership?

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](#).



Everyday Material Collection

Also get our best selling material collection with your Plus Membership

Members have access to the Everyday Material Collection as part of the subscription. This gives you 350+ drag and drop materials for Redshift, Octane, and Arnold that you'll find yourself using every day (hence the title).

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

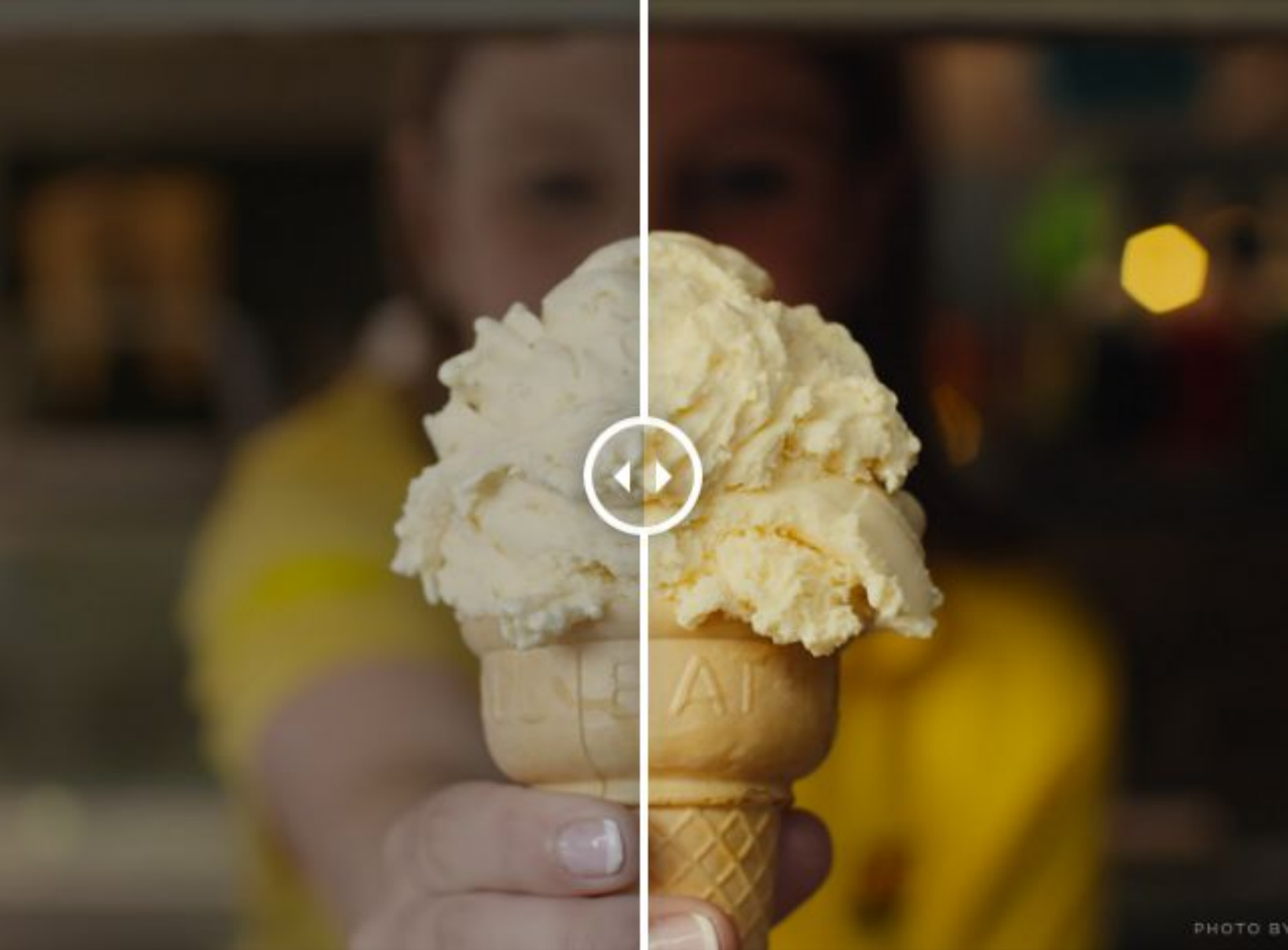


PHOTO BY

Gorilla Grade LUTs

Now included with a subscription, **Gorilla Grade LUTs**, a set of **100 different cinematic color grades** that you can easily apply to your footage or 3d renders.

You can load these LUT files into many leading digital content creation tools such as **Photoshop, After Effects, Adobe Premiere, Nuke, Fusion, and much more.**

Gorilla Grade LUTs can quickly and easily **color grade your 3D renders, motion design, live action, or even photos.**



Texture Kit Pro

Greyscalegorilla Plus members have access to Texture Kit Pro as part of their subscription.

This includes over **600 custom Cinema 4D Materials** for your next project. Choose from hundreds of unique textures and procedural materials to drag and drop into your next Cinema 4D scene.

These materials work in the C4D Physical and Standard renderer. Texture Kit Pro includes materials from four Cinema 4D artists. **Bepie, Pariah Rob, Chris Schmidt and Greyscalegorilla.**

Thank You.

Ready to Join?

greyscalegorilla.com/plus