RELEASE 8

3D FOR THE REAL WORLD

CINEMA 4D

- EASY TO LEARN
- EASY TO USE
- EASY TO OWN
- CUTTING-EDGE FEATURES
- ROCK-SOLID STABILITY
- CROSS-PLATFORM

MAXON

3D for the Real World

Welcome

CINEMA 4D Release 8
We welcome you to the whole new world of CINEMA 4D's 8th generation. Filled with countless high end features, CINEMA 4D's outstanding price and performance make it the tool of your choice for broadcast animation, motion-picture special effects, medical illustration, classroom instruction or every other 3D modeling and animation application you can imagine – and even more.

CINEMA 4D R8 provides the core to a set of modules that will grow with your needs and ambition. With unparalleled speed, stability and workflow, the new generation of CINEMA 4D will help make your world come to life.


Pitticus © 2002 by Dieter Spannknebel

CINEMA 4D: Lighting

The Best Possible Light
Make your objects shine with CINEMA 4D's lighting tools, including 9 different light types and an astonishing number of parameters. You can easily adjust the color, cone, volumetric and shadow effects of each light. Light inclusion and exclusion lists help get the lighting right on each individual object. With CINEMA 4D, you can show off your models in the best possible light.

Church © by Thorsten Hary
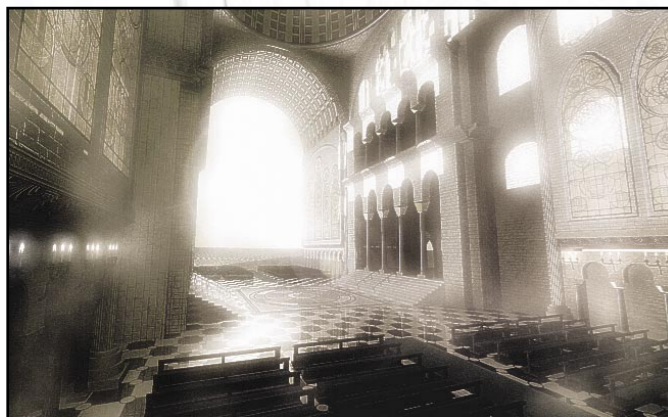
CINEMA 4D: Modeling

Real World Objects – Far-out Creations
CINEMA 4D's nonlinear parametric modeling and powerful subdivision surface tools provide you the ultimate flexibility to model anything you can imagine. Using a vast array of polygonal modeling tools, you can easily mold a lumpy cube into almost any object. Then use CINEMA 4D's improved HyperNURBS to interactively smooth out the model, while keeping a sharp edge with point, edge or polygon weighting. Whatever shape you can imagine - with CINEMA 4D's powerful modeling tools you can create it.

CINEMA 4D: Materials

Surfaces That Stand Out
Every 3D artist knows – the key to realistic and convincing images is the appearance of the objects' surfaces. Whether it's artificial or natural materials you're creating, CINEMA 4D's 13-channel material system gives you incredible control over the properties of your 3D objects. Materials can be layered and mixed, 3D-painted with the optional BodyPaint 3D, and generated from procedural shading engines like the included Smells Like Almonds set. CINEMA 4D's texture tools combine to create more realistic metals, stones, woods, skins, translucent, reflective and anisotropic surfaces – the texture tools you need for real world surfaces.

Wasp © by Andreas Calmbach

CINEMA 4D: Interface

Work Faster, Smarter, Easier
As a 3D artist you know that fast, easy workflow is the key to meeting deadlines and beating the competition. CINEMA 4D's completely customizable interface puts every tool within easy reach – so you can get the job done faster. You can create a variety of layouts to accomplish specific 3D tasks and switch between layouts with the click of a button. Non-modal dialogs allow you easy and quick adjustment of parameters without stunting workflow, and a powerful manager provides all the options for the currently selected objects right at your fingertips. Real world 3D artists need to work quicker and smarter to beat the competition – CINEMA 4D's interface makes it happen.

CINEMA 4D: Animation

Putting it in Motion
Bringing your 3D objects to life through animation can be the most rewarding and challenging aspect of any 3D project. CINEMA 4D provides the animation tools to achieve almost any animation effect. An extensive timeline allows easy organization and manipulation of animation tracks, and all object properties can be automatically keyframed as you make changes. The powerful new F-Curves window provides even deeper control over the animation of an object, while real-time sound scrubbing helps sync animation perfectly to any soundtrack. Individual parameters can even be drag'n'dropped into the timeline and keyframed for an even greater degree of control.
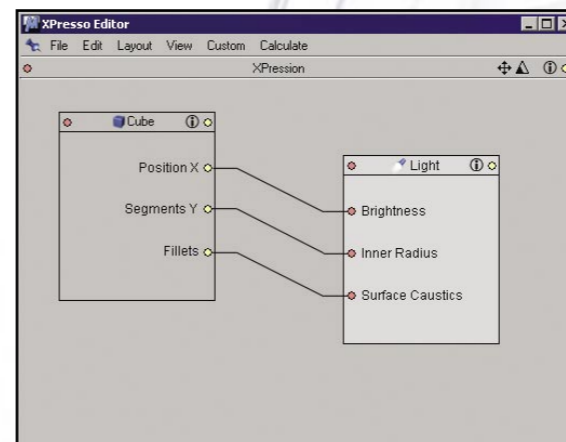
CINEMA 4D: Exchange

Plays Friendly with Others
CINEMA 4D supports most popular 2D and 3D file formats because real-world 3D artists don't work in a vacuum. Output your 3D creations to the web in Shockwave 3D, Viewpoint Experience Technology (VET), or Quicktime VR formats. You can even render your 3D stills or animations into a vector-based Macromedia Flash file. Special plug-ins can be programmed using CINEMA 4D's versatile SDK to support unique applications of the software.

Aphid © by Fluke, Alec Syme

## CINEMA 4D: XPresso

Making Connections
You can take advantage of XPresso, CINEMA 4D's new node-based expressions editor, to create impressive animations based on object an parameter interaction. Driving the brightness of a light based on the distance of an approaching object is as easy as making simple connections in the XPresso window. Preset XPresso Groups can be created, shared and mixed with other nodes to perform common tasks and recreate outstanding effects.

CINEMA 4D: Rendering

Renders for the Real World
CINEMA 4D packs the power to create renders that will leave clients and coworkers asking if your render is actually a photograph. Adaptive antialiasing keeps your images crisp and artifact free while smoothing edges perfectly. Gain the ultimate control over your renders with superb multipass rendering options, including direct exchange with Adobe's industry-leading compositing applications (Photoshop and AfterEffects) for still or motion graphics. CINEMA 4D creates renders for the real world that look great, render fast and adapt easily to the clients whim.

Knijn © by Bunk
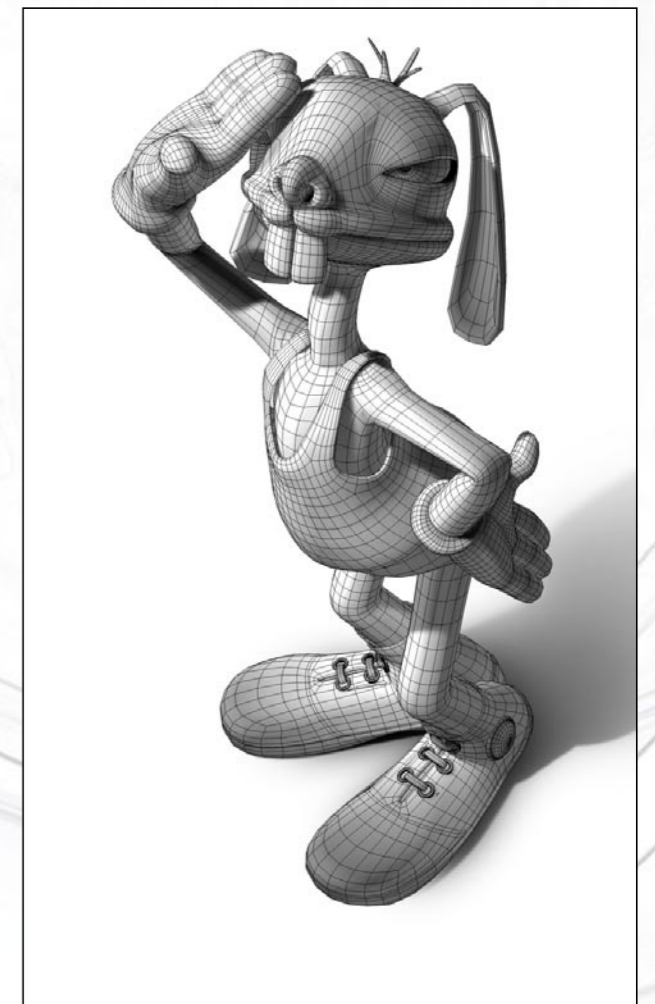
CINEMA 4D Module: MOCCA

Part of the XL and Studio Bundles
MOCCA includes advanced tools to achieve outstanding control over character animation. Creating complex, custom character rigs and skeletons is made simple with these powerful tools. You can create and edit preset poses, and quickly create elaborate character animations by mixing these poses. A new IK system with built-in dynamics and constraints allows more fluid motion.

Combined with XPresso, you can easily add secondary motion to your characters or gain even more control over animation parameters. With MOCCA you'll make characters dance and clients smile.
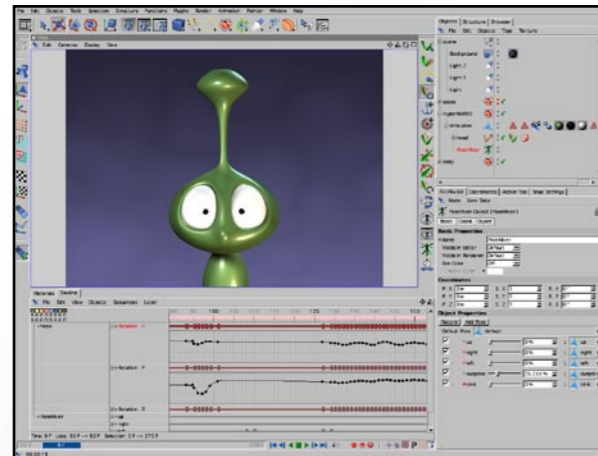
Kosmotroniks – Theo © by Happy Ship, Naam

"The integration of CINEMA 4D with Adobe After Effects really rocks. It puts the combination of both apps on a whole new level. We have won certain pitches for TV-spots against bigger companies as we were able to offer the best price-perfomance." Ole Peters, LaborTV, Germany

CINEMA 4D Module: Advanced Render

Part of the XL and Studio Bundles
For the ultimate realism, the advanced render module includes sophisticated features like global illumination (Radiosity), caustics, enhanced depth-of-field, and post-effect filters for glow and highlights. Global illumination simulates the natural distribution of light, including color bleed between adjacent surfaces. This technique leads to new levels of realism, because areas of a scene which would normally receive no light are lit indirectly when rendered. Caustics allow you to achieve the light reflections and refractions like you would see on the bottom of a swimming pool or through a crystal glass. Landscapes look more realistic with enhanced depth-of-field, which simulates the blur experienced on objects that lie further from the camera's focus. All of the advanced render module features combine to make your renders look more realistic than ever before.

Lichtspiel © by Thorsten Schröder

CINEMA 4D Module: Thinking Particles

Part of the XL and Studio Bundles
Thinking Particles provides highly advanced particle effects that can be controlled through object and particle interaction. This event-based particle system provides detailed control over particle behavior, and can be used to create very complicated particle effects by making simple connections in XPresso. Thinking Particles provides object-based collision and emission, and can spawn additional particle streams based on events in the scene. Thinking particles are independent, stand-alone 3D particles, so individual particle groups can even interact with each other to create high-end studio-quality particle effects. When you're thinking of creating a dynamic scene involving particle effects, Thinking Particles is a necessity.
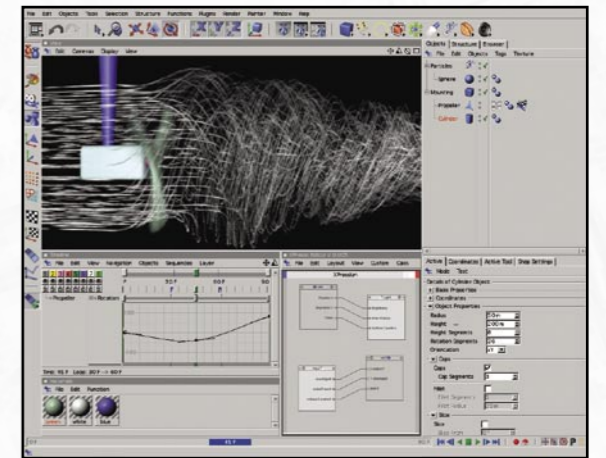
PyroTwister © by Medienbunker

Satin Ice © by www.hollowpointdigital.com

CINEMA 4D Module: PyroCluster

Part of the XL and Studio Bundles
If you've ever wanted to create amazing explosion, cloud or smoke effect, PyroCluster is a must. This particle-based volumetric shading engine integrates seamlessly with CINEMA 4D's standard particle system as well as Thinking Particles and supports all features of the render engine. PyroCluster-shaded particles cast and receive shadows and clouds of particles can receive and dissipate light. Because PyroCluster is a true 3D shader, CINEMA 4D calculates full reflection and refraction of your particles. The possibilities of PyroCluster are unsurpassed, with a variety of possible effects from light or heavy clouds to dust smoke, waterfalls or snowblasts.
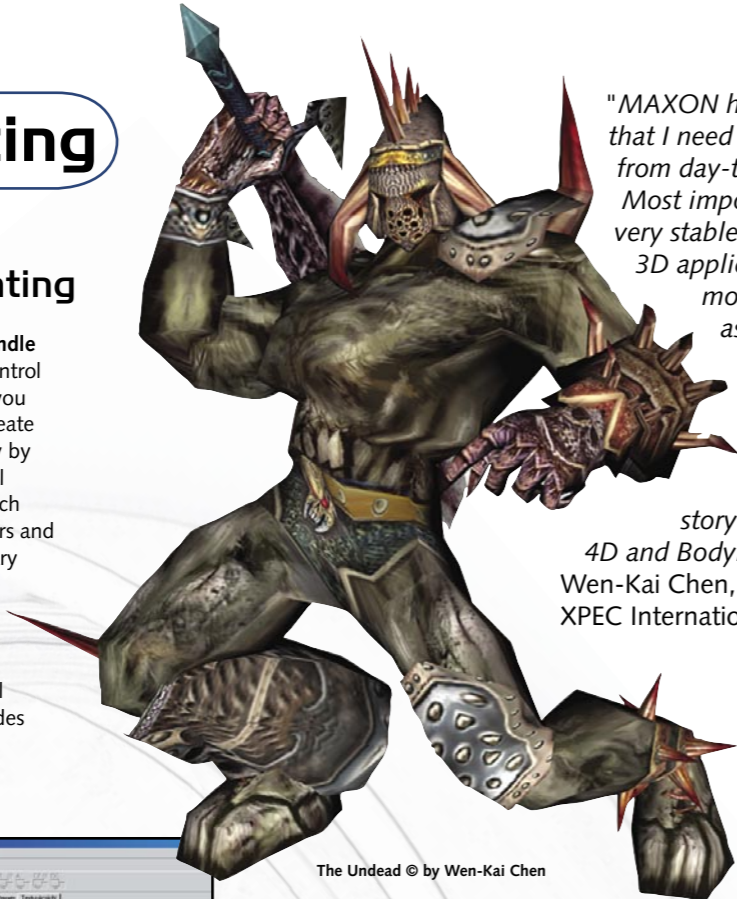
Dogfight © 2002 by Daniel Flax

Refinery © by Janine Pauke

Realtime Painting

The Undead © by Wen-Kai Chen
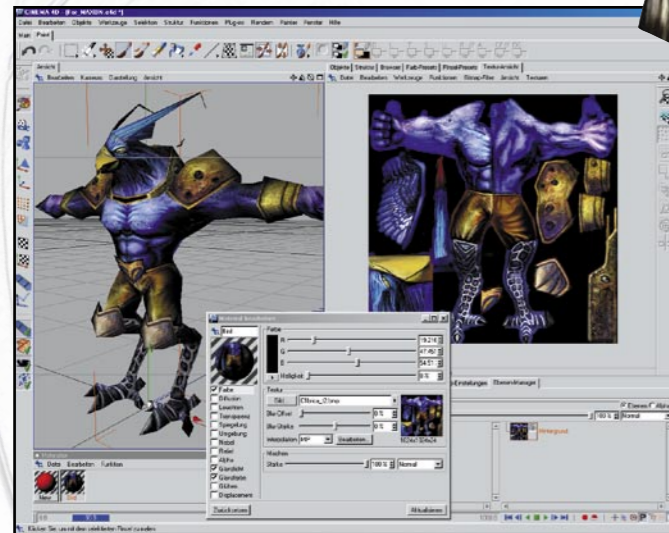
BodyPaint 3D: Painting

BodyPaint 3D is Part of the Studio Bundle
BodyPaint 3D provides the ultimate control over the surfaces of your 3D object – you can paint them right on the model! Create complicated surfaces easily and quickly by painting on up to ten different material channels with a single brush stroke. Each channel can even include multiple layers and layer masks. Thanks to our revolutionary RayBrush technology, you can even paint in a rendered image and see transparency and reflection, as well as color, diffusion, luminance, environment, bump, alpha and specular in real time! This one-of-a-kind feature provides the ultimate control over your finished materials.

BodyPaint 3D: Texture Tools

With BodyPaint 3D's flexible painting and editing tools, your days of modeling every last surface detail are over. Just paint stitching, screws, wisps of hair, spots, scars, wrinkles, dents, holes or any other surface detail right on the object. Over 200 presets are included to assist you, and you can create your own brushes and share them with other users. BodyPaint 3D also includes familiar 2D painting tools and translates them into the 3rd dimension. Textures can be easily manipulated with the benefit of a clone-tool, bitmap filters and other tools you'll recognize from popular 2D imaging applications. BodyPaint 3D is completely integrated into CINEMA 4D's interface, and you can paint in the 2D view, the shaded 3D view or in the raytraced 3D view. Changes you make in one view are immediately reflected in the other, so you can quickly switch between views and paint however it's most comfortable.

Warbird © by Wen-Kai Chen

BodyPaint 3D: UV-Tools

The Warrior © by Axel Ritter

BodyPaint 3D also includes an extensive UV editor with all the tools necessary to untangle your object's UV coordinates so they can be easily painted. The UV map can be edited manually, or using several automated techniques to easily split and group the flattened UV coordinates. BodyPaint 3D takes advantage of CINEMA 4D's capability to support a wealth of image and model formats for exchanging data with other applications. Models can be imported and exported using popular formats such as OBJ, 3DS, LWO, DXF, and VRML, among others. Most popular image formats are also supported, including TIF, BMP, QT, JPG, PICT, TGA and PSD (including layers). BodyPaint 3D even ships with plugins to automatically exchange data with Lightwave and 3DS Max. Used with other 3D applications or integrated seamlessly into CINEMA 4D, BodyPaint 3D provides specialized functionality that can't be missed.
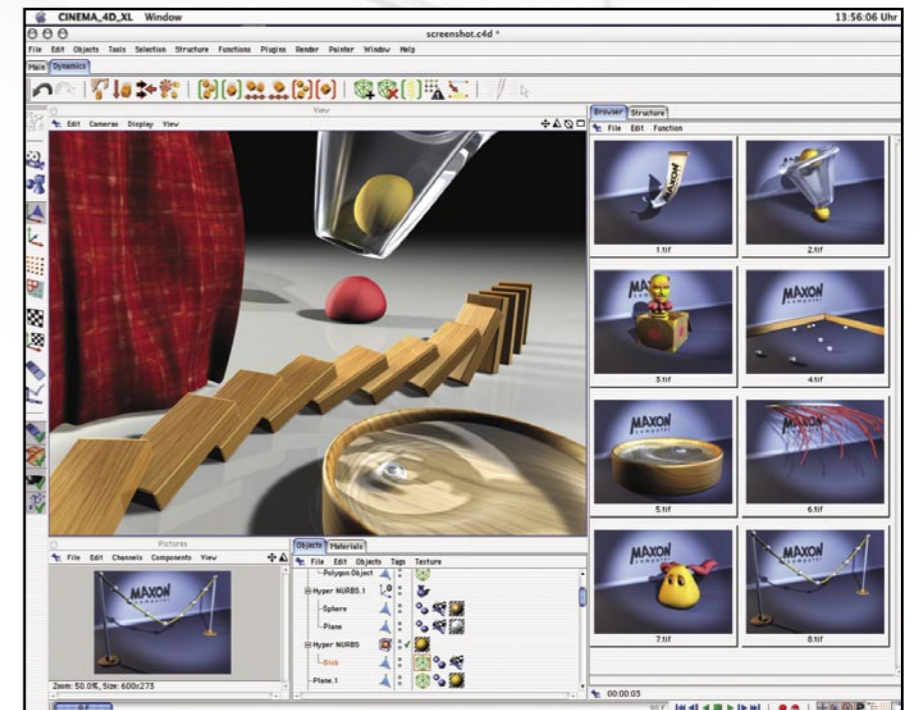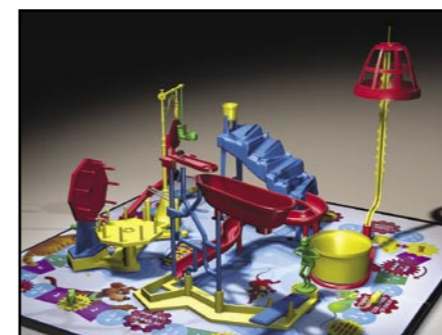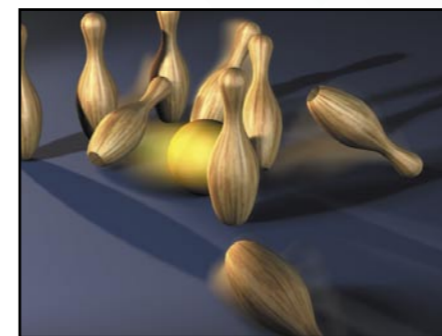
Modules of the Studio Bundle

Module: Dynamics

Part of the Studio Bundle
Dynamics allow you to augment your animations with real-world dynamic forces including friction, gravity, collisions, springs, wind and more. The plugin's rich feature set offers a high degree of control – dynamics are applied to existing objects or the points of an object as a modifier. Solver objects complete the calculation of the dynamic effects, which can be baked into keyframes for better workflow.

Fast, robust collision detection and reaction combine with gravity, wind and friction to create impressive rigid-body dynamic effects. Collision detection can take advantage of proxy objects and can be set on a per-object basis. Dynamics also offers a powerful spring system with stiffness, damping, plastic and angular settings. Springs can even break under stress.

Dynamics also includes a soft body dynamics system that allows you to create soft bodies (such as cloth or rubber) from any mesh, with full control over its mass, friction and deformation. Stiffness can be set for individual vertices to achieve complex reactions. Any spline can behave like a rope or chain to create effects such as hair, ribbon, tassels, etc.

Module: NET Render

Part of the XL Bundle (3 Clients) and the Studio Bundle (Unlimited)
CINEMA 4D NET speeds up your renders even more by using computers on your local network or the Internet to help render your animations. NET uses TCP-IP to transport scenes and rendered frames to any client "tuned" to the NET server. Your renders will be worry-free thanks the CINEMA 4D NET's automatic handling of client additions and recovery. It's easy to manage your network render using any web browser. When the deadline's looming for a big animation job, CINEMA 4D is a lifesaver you can count on.
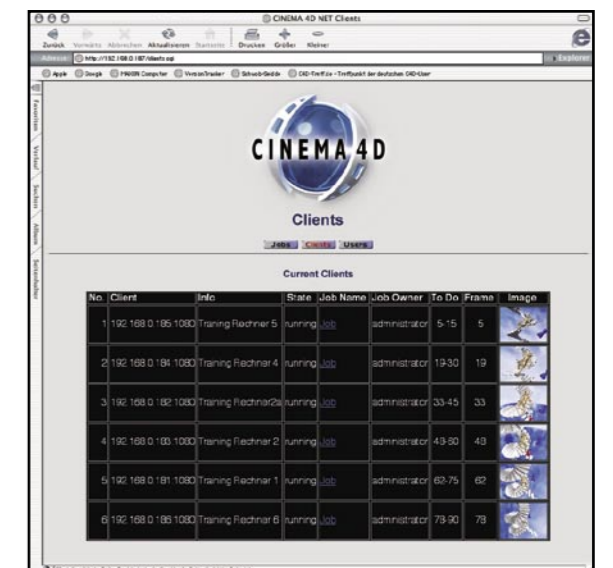
3D Software that fits...

...Your Needs – and Your Budget

CINEMA 4D Release 8 lies at the core of a modular feature-set designed to meet your needs. This core module CINEMA 4D is an ideal entry point to the world of 3D. You can also purchase the XL bundle including the most essential tools for professional users, or outfit your production environment with the complete Studio bundle including BodyPaint 3D, Dynamics and NET. To customize

CINEMA 4D even further, just purchase the core application and add the specific modules you need. Modules can be purchased and added at any time and all work together totally smooth and integrated, so CINEMA 4D grows with you as your needs and desires change. Within this modular strategy, you can design the 3D application that works best for you.
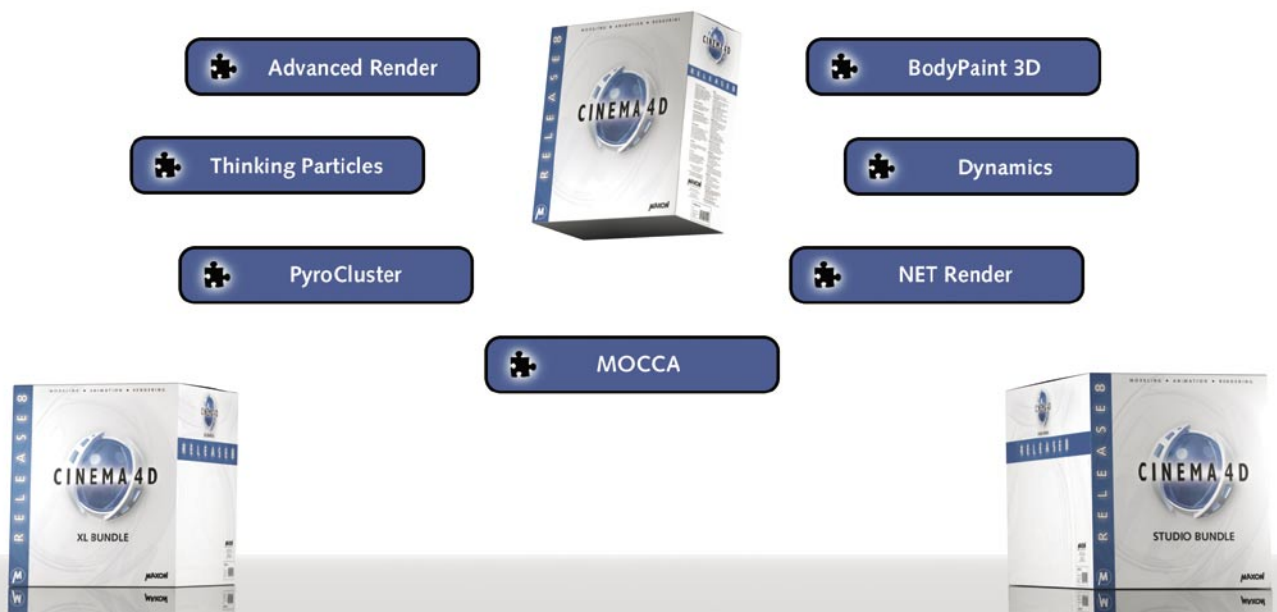
These modules are Part of the XL Bundle:
CINEMA 4D R8, Advanced Render, Thinking Particles, PyroCluster, MOCCA and NET Render (3 Client license)

These modules are Part of the Studio Bundle:
CINEMA 4D R8, Advanced Render, Thinking Particles, PyroCluster, MOCCA, BodyPaint 3D, Dynamics and NET Render (Unlimited Client license)

MAXON's philosophy

Since the mid 90's MAXON has become an important player in the worldwide 3D industry. MAXON's 3D applications have earned more than 70 international awards since 1996. The company's major focus has always been on three key ideas: speed, stability and ease-of-use. As a customer-oriented company, the artist's demand drives us to explore the cutting-edge in 3D technology. Our development strategy takes advantage of extensive market research, including input provided by the entire spectrum of real-world 3D artists, from individual freelance designers to big studios. With each release, MAXON leaps closer to the goal of providing 3D tools that everyone can use to redefine the real world - and make it their own.

About MAXON Computer

We are the developer of professional 3D modeling, painting, animation and rendering solutions. Our award-winning products have been used extensively in the film, television, science, architecture, engineering and other industries. MAXON Software has been used for and in Star Wars 2-The Attack of the Clones, Spiderman, The Mummy Returns, Gladiator, Tomb Raider, the new Columbia-TriStar Film Logo, the On-Air Packages for Comedy Central, Monday Night Football, Discovery Channel Canada, Inspector Gadget, The Emmys on CBS, TiVO, NBC, DirecTV, CBS NFL, Mad TV, Smart House, J.A.G., The WB, Fox Kids, and many more. MAXON has offices in Friedrichsdorf (Germany), Newbury Park (CA, USA), Bedford (UK) and Tokyo (JP).

"We believe that Maxon's market performance during 2000, and since, has been a major factor in the many computer animation software price reductions that the industry has experienced lately." Robi Roncarelli, author and publisher of the Roncarelli Report.