



CINEMA 4D

Release 9.5

- :: Easy-to-use professional 3D
- :: Super-fast Quality Rendering
- :: Used by professionals in many industries
- :: Modular program concept
- :: Windows and Macintosh versions
- :: Unbeatable price / performance ratio

3D FOR THE REAL WORLD

MAXON



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www.museumoftheimprobable.com



Release 9.5

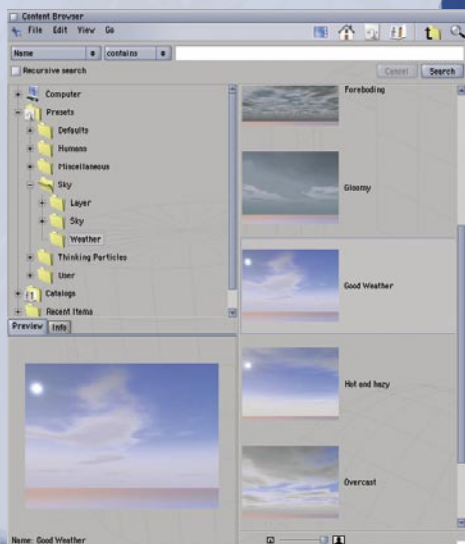
NEW!

Interface

Get your work done even faster in the easiest pro-3D package on the market.

CINEMA 4D's fast workflow is key to getting your 3D work done on time and under budget. CINEMA 4D's brand new Content Browser offers a complete overview of all 3D objects, scenes, textures, materials and presets on your network. The Content Browser reads and writes files on-the-fly, so changes to the content to a folder or file are updated in real-time. A single click activates CINEMA 4D's new full screen mode, hiding managers and icons to allow you the most workspace possible.

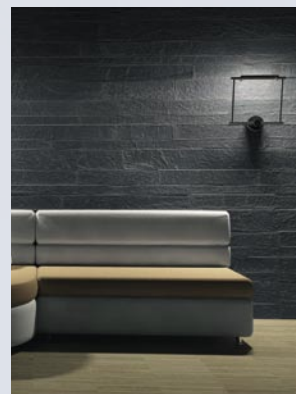
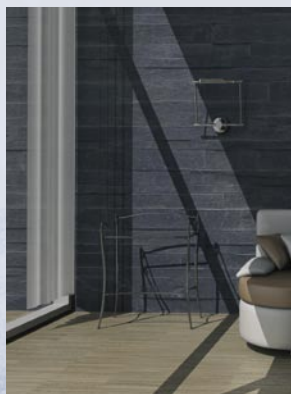
CINEMA 4D's Heads-Up Display allows you to easily manipulate your objects and view crucial scene data within the viewport, and new 2D sliders in both the HUD and the Attribute Manager double the power of a standard slider to make animating characters even easier.



Lighting

CINEMA 4D 9.5 illuminates your scenes with major lighting advancements.

Achieving realistic lighting is easier than ever before with the improved lighting control in CINEMA 4D R9.5. Lighting dialogs have been simplified, while the lights themselves have been enhanced to take the shape of any object or spline. Area shadows now render up to four times faster, making more realistic shadows faster and easier to achieve. Owners of the Advanced Render module can use Ambient Occlusion to simulate the shadowing of a radiosity render with dramatically reduced render times. The effect can be applied as a baked texture, or calculated live for immediate results.



© by Holger Schoemann

NEW!

in Advanced Render 2.5

SKY

You'll be on cloud nine with the realistic skies available through this new Advanced Render module feature.

Create realistic city skies or fantasy environs with SKY. With numerous presets, you can quickly generate any weather as well as accurate simulations of the sun, moon and stars over any latitude. Quickly produce, animate and render top-quality 2D and 3D volumetric clouds. Paint clouds over the sky and stars across the firmament, or create rainbows and sunbeams with a single click. With this powerful new tool, you can enjoy so much more than blue skies!



© SKY presets by Kai Pedersen

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NEW!

Rendering

Faster and higher quality rendering with more output options.

With CINEMA 4D R9.5, you'll enjoy faster calculation of soft reflections, transparency and edge smoothing. Output your renders in full spectrum 32-bit color using HDRI or OpenEXR format, and tweak your images with new multi-pass channels for normal maps, UV maps and straight alphas. In addition to support for After Effects, Final Cut Pro, Combustion and Motion, you can now open multi-pass renders directly within Shake. A completely re-engineered Baker makes it easy to generate maps based on the shading, illumination and normals of any object, allowing the creation of your own HDR textures or normal-mapped models.



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Additional Features in CINEMA 4D R9.5

- C.O.F.F.E.E. script manager for quick plugin creation
- Personalized defaults for object parameters
- Instantaneously switch between custom layouts
- Improved HUD operation
- Improvements to the standard particle system
- Icons match light sources
- Color mapping and gamma for optimized gradations
- BodyPaint 3D: Improved handling of texture layers
- BodyPaint 3D: Detach Projection Plane
- MOCCA: Particle modifiers work on Cloth
- MOCCA: Multiple cloth belts, improved belting
- MOCCA: Improved cloth interface
- MOCCA: Improved cloth cache management



CINEMA 4D

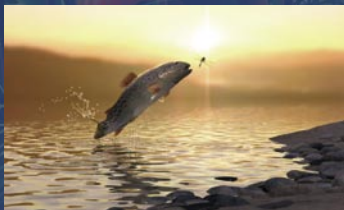
Release 9.5

Welcome...

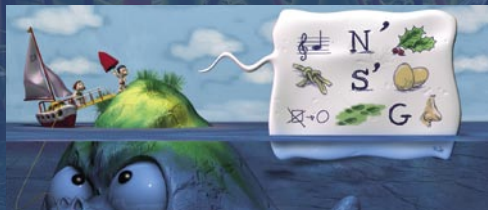
Filled with countless high-end features, CINEMA 4D's outstanding price and performance make it the tool of choice for broadcast animation, motion-picture special effects, medical illustration, classroom instruction and nearly any other 3D modeling and animation application you can imagine.

CINEMA 4D R9.5 is the core upon which you can add a set of modules designed to grow with your needs and ambition. With unparalleled speed, stability and workflow, CINEMA 4D Release 9.5 will help make your ideas come to life.

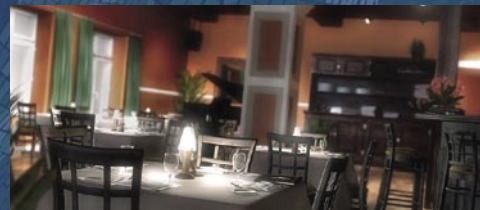
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Interface

Work Faster, Smarter, Easier.

As a 3D artist you know that fast, easy workflow is 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.

With the click of a button you can switch between different layouts and the full screen mode, and almost every function provides realtime feedback so your creative juices can flow freely. Real-world 3D artists need to work quicker and smarter to beat the competition – CINEMA 4D's interface makes it happen.

Modeling

Real World Objects – Far-Out Creations.

CINEMA 4D's nonlinear parametric modeling and powerful polygonal modeling tools provide the ultimate flexibility to model anything you can imagine. You can easily model any shape with n-gons and smooth it out using CINEMA 4D's weighted subdivision-surface technology. Your modeling tasks are never hampered, thanks to high speed OpenGL display of the scene. Whether it's real-world objects or far-out fantasies you want to create, CINEMA 4D's powerful modeling tools make it possible.

Animation

Putting it in Motion.

Bringing your 3D objects to life through animation can be the most rewarding aspect of any 3D project. Animating in CINEMA 4D is easier with one-click keyframing of almost any parameter. For more complex animation, an extensive timeline allows easy organization and manipulation of animation tracks, while F-Curves provide even deeper control over the acceleration of an object. From simple fly-throughs to stunning character animations, CINEMA 4D provides the tools to achieve almost any animation effect.

Lighting and Materials

Just Add Realism.

The key to realistic and convincing images is object surfacing and lighting. Make your objects shine with CINEMA 4D's lighting tools, including even more light and shadow type combinations than ever before. For surfacing, CINEMA 4D offers an extensive 13-channel material system with over 50 built-in shaders. You can easily layer images, shaders and effects using the filter and layer shaders, while other procedural options create anisotropic, backlight and electron microscope effects. Game artists can easily create Normal- and UV-Maps or generate image maps from object shading and illumination using the Baker. The depth of CINEMA 4D's lighting and material options gives your imagination the freedom it's always needed.

Rendering

Renders for the Real World.

CINEMA 4D packs the power to create renders that are truly amazing. With one of the fastest raytracers on the market and available network rendering, you won't be kept waiting long for quality renders. With features such as Global Illumination and Caustics included in the Advanced Render Module, you can achieve the ultimate realism for your images, while the Sketch and Toon module makes it easy to create non-photorealistic renders. Full 32-bit color multipass rendering, with exports to popular 2D imaging and video applications provides the ultimate control over final output. CINEMA 4D creates renders for the real world that look great, render fast, and adapt easily to the client's whim.



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Formats

Plays Nice with Others.

Real-world 3D artists don't work in a vacuum, so CINEMA 4D provides support for the most popular 2D and 3D file formats. You can easily exchange 3D data using FBX, OBJ, 3DS, DXF and other standard formats. You can output 3D creations to the web with Shockwave 3D, Quicktime VR, UZR and Macromedia Flash export options. Or take advantage of direct support for Photoshop, After Effects, Final Cut and Shake to tweak or composite 3D with Architects can make available eXchange Allplan, Vectorworks ArchiCAD. Pro, Combustion Multipass renders other elements. use of the plugins for and

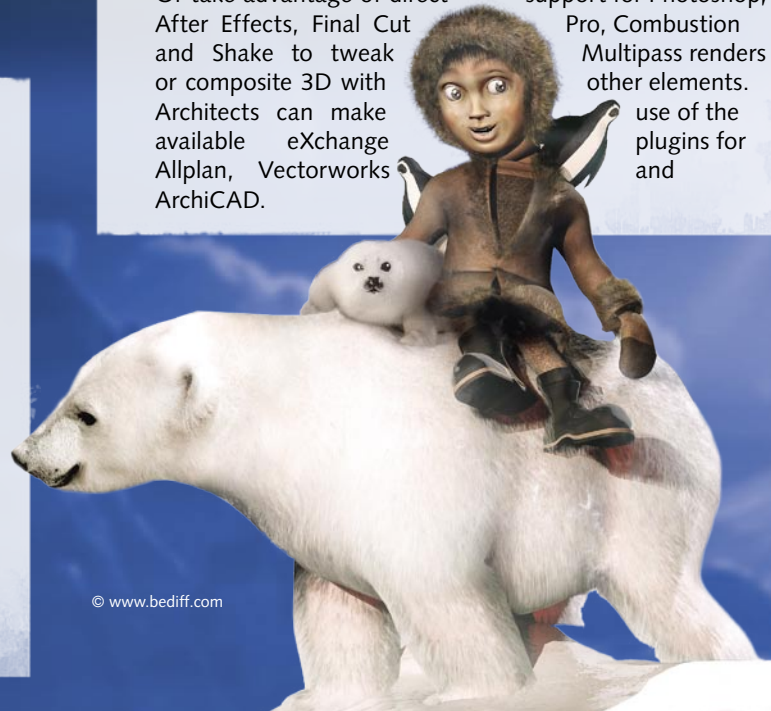
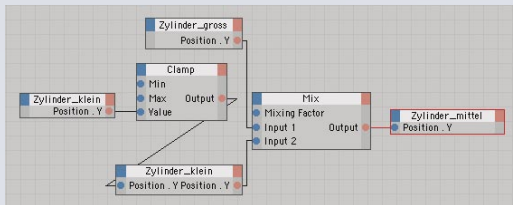


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XPresso

Making Connections.

CINEMA 4D's node-based expressions editor helps you create impressive animations based on object and parameter interaction. Within a simple graphical interface, you can easily add nodes and drag wires between them to build expressions to control object dependencies. XPresso groups can be created, shared and mixed with other nodes to perform common tasks and recreate outstanding effects. With the power of XPresso, simple constraints and complex character rigs are just a few mouse clicks away!



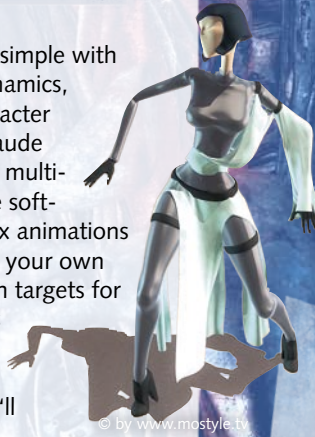
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MOCCA 2

Achieve Outstanding Control over Character Animation.

Creating complex custom character rigs and skeletons is made simple with MOCCA's powerful tools, including hard and soft IK, cloth dynamics, morph mixing and motion blending. You can easily define character skeletons with the bone tool and paint influence maps with Claude Bonet. MOCCA's hard and soft IK systems provide support for multi-target goals, up-vector constraints and IK / FK switching, while soft-ik's built-in dynamics create more fluid motion. Create complex animations by using MOCCA's powerful motion blending tool to combine your own animation with predefined motion in FBX format, or mix morph targets for lip-sync and facial animation with PoseMixer. A character of its own is MOCCA's cloth dynamics system "Clothilde", which allows you to dress your characters with style and realism. With MOCCA's comprehensive character animation tools, you'll make your characters dance and your clients smile.



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included in the XL and Studio Bundles

Dynamics

Add real-world dynamic forces to any animation.

This module's rich feature set offers a high degree of control – dynamics are applied to existing objects as a modifier. Solver objects complete the calculation of dynamic effects, which can be baked into keyframes to speed workflow. Fast, robust collision detection and reaction combine with gravity, wind and friction to create impressive rigid-body dynamic effects. Add dynamics to any spline so it behaves like a rope or chain, or use dynamics to represent soft bodies. Wield the power of nature by adding Dynamics to your toolset.

*included in the Studio Bundle*

Thinking Particles

Particles with Power.

With Thinking Particles, you can create advanced particle effects based on 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. A collection of presets help you getting started. Thinking Particles is a must when particle effects are a part of your scene.

included in the XL and Studio Bundles

NET Render

Share the Workload.

With NET Render, you can spread the rendering workload to computers across the office or across the world. NET Render uses standard TCP-IP networking to transport scenes and rendered frames across the network, and can be managed from any web browser. Your renders will be worry-free thanks to NET Render's automatic handling of client additions and recovery. When the deadline's looming for a big animation job, the NET Render module is a lifesaver you can count on.

included in the XL and Studio Bundles

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PyroCluster 2



Explosive Possibilities.

Create amazing explosions or smoke effects with PyroCluster. This particle-based volumetric shading engine integrates seamlessly with CINEMA 4D's standard particle system, as well as the Thinking Particles module. Because PyroCluster is a true 3D shader, CINEMA 4D calculates full reflection and refraction of your particles. With PyroCluster you can add smoke, waterfalls or snowstorms or satisfy your explosive urges with fiery blasts.

included in the XL and Studio Bundles



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Advanced Render 2.5



Reach the Next Dimension of Reality.

While CINEMA 4D's standard renderer produces outstanding results in little time, the Advanced Render module provides features like radiosity and caustics to achieve the ultimate in realism. Ambient Occlusion, Global Illumination, surface and volume caustics, highlights and glow all add realism and interest to your scene. Advanced depth-of-field and vector motion blur make your 3D camera a little less perfect and a lot more realistic. With SubPolyDisplacement you can add depth to texture maps without adding geometry to your scene, while subsurface scattering adds depth of a different sort to organic models. Use Sky to create amazing environments, complete with clouds and celestial bodies. All these features combine to help you easily achieve more realistic renders than ever before.

included in the XL and Studio Bundles



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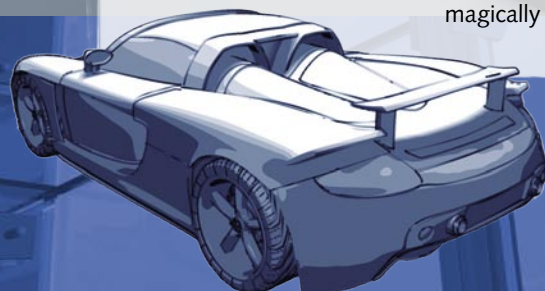
Sketch and Toon



Power to Draw On.

Create non-photorealistic renders easily with Sketch & Toon's line and shading tools. With this extensive module, you can easily define complex line styles to create renders ranging from technical illustrations to cartoon creations. Cel, Hatch and Art shaders complete the toolset, allowing you to surface objects with hand-drawn or animation-style appearances. Create almost any non-photorealistic effect and even animations that appear to be magically drawn on the screen with Sketch & Toon.

included in the Studio Bundle



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Modules

BodyPaint 3D R2.5

Paint Directly on Your 3D Models.

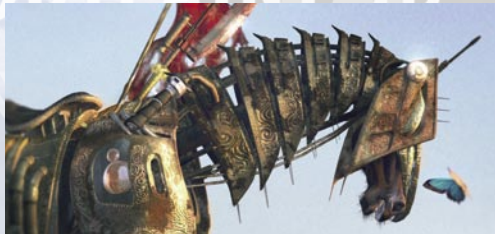
BodyPaint 3D provides the ultimate control over object surfacing – you can paint directly on the model. Create complicated surfaces easily and quickly by painting up to ten material channels with a single brush stroke. Each channel can include multiple layers with mixing modes and layer masks. Thanks to our revolutionary RayBrush technology, you can even paint transparency and reflection real-time in a rendered image. Projection painting eliminates seams and unpredictable distortion, while an arsenal of UV editing tools ensures your models and materials line up properly. Whether you use one of the automatic UV mappers or adjust each UV point individually – BodyPaint 3D includes the tools to untangle any UV map. BodyPaint 3D fully supports most pressure-sensitive graphics tablets and integrates fully with CINEMA 4D. Plus, plugins for 3ds max, Maya, LightWave and Softimage XSI make it easy to exchange models and textures with BodyPaint 3D.

included in the Studio Bundle

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3D Software That Fits

CINEMA 4D fits your needs and your budget with unmatched price and performance.

A rich modular feature set grows with your needs and ambitions, with every module completely integrated into the same easy-to-learn interface. Design the 3D application that works best for you, and then get right to work.



CINEMA 4D Release 9.5 already contains all the features and functions you need for creating high-profile 3D artwork and animation.

You can add even more power to this package with superb optional modules.

XL Bundle

The XL Bundle includes CINEMA 4D R9.5 and the following modules:

MOCCA 2
Advanced Render 2.5
Thinking Particles
PyroCluster 2
NET Render (3 client license)

Studio Bundle

The Studio Bundle includes CINEMA 4D R9.5 and these feature-rich modules:

MOCCA 2
Advanced Render 2.5
Thinking Particles
PyroCluster 2
NET Render (unlimited license)
Dynamics
BodyPaint 3D R2.5
Sketch and Toon