

# CINEMA 4D™ SE

The integrated modelling and animation solution for professional results, running on MacOS or Win95/NT

Unlimited UNDO

Volumetric Lighting

Procedural Textures

Plug-ins / C.O.F.F.E.E.

Import / Export VRML

And Much More



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## The World's Fastest Raytracer

CINEMA 4D SE's big brother, XL, has already established itself as the package of choice for many design studios, ad agencies and film/TV companies. Now, the brand new **CINEMA 4D SE 5** allows those on lower budgets a chance to compete on level terms. CINEMA 4D SE 5 gives you a key weapon in your corporate arsenal; a 3D program that is so packed with features, so easy to learn and, above all, so blindingly fast that you will have won that contract before your rivals have left the planning stage.

A huge number of exciting features that, in the past, were only to be found in XL are now part of CINEMA 4D SE 5 (see the feature list over the page) and, incredibly, the **rendering speed is increased yet again**, especially when rendering large scenes. This, together with many optimizations in other areas, considerably increases your 3D **production speed** – and CINEMA 4D's proverbial **stability** is still as rock solid as a healthy elephant. Even XL's object oriented programming language, **C.O.F.F.E.E.**, is included in the new release, giving you the ability to use **plug-ins** to further



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extend SE's power (over 50 plug-ins are already available at [www.cinema4d.de/sdk](http://www.cinema4d.de/sdk) and the number is increasing all the time). Existing users will love all the improvements in SE version 5 – and switching over from version 4 to the new SE 5 takes only minutes. To see just how easy CINEMA 4D is to use, why not download the **free fully-working demo** (save-disabled) from our website [www.maxon.de](http://www.maxon.de) (approximately 3.5 MB). Win the battle with CINEMA 4D.



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## Features

# CINEMA 4D™



### The package

A packed CD including full program, easy installation, PDFs, example scenes, objects, textures, materials, images plus many utilities and add-ons. Complete with Reference and Tutorial manual.

### Rendering

Prime-time quality, ultrafast raytracing, broadcast capability with professional antialiasing up to 16x16. Cartoon renderer included.

### Photorealism

Adaptive antialiasing, true refraction/reflection, user defined film format, user defined pixel ratio, internal/external alpha and depth channel, external scripts/applications support, depth of field, lens effects, glow effects, volumetric effects, object motion blur, scene motion blur, image filters (smooth, sharpen etc.), QuickTime VR panoramas and animations.

### Material system

Extendable material libraries, large variety of mappings (sphere, cylinder, flat, box, frontal, spar, UV mapping, shrink wrapping, UVW mapping, glow, displacement mapping), 12 material channels, procedural 2D/3D-Shaders (brick, checkerboard, clouds, cyclone, fire, flame, galaxy, gradient, marble, neptune, noise, saturn, saturnring, starfield, sunburst, turbulence, uranus, water, colour, earth, metal, rust, venus, wood), volumetric fog, volumetric landscapes, additive textures, interactive texture positioning, QuickTime movies, AVIs or image sequences as moving textures.

### No limits

Unlimited number of objects, cameras, light sources etc., up to 100 million points per object, unlimited number of animation tracks and effects per object, unlimited number of textures per project, image size up to 16,000 x 16,000 pixels.

### Objects

More than 50 primitives, including Platonic objects, spline objects (e.g. spirals, cycloids, technical profiles) and special objects (e.g. fractal and relief map), formula splines, light sources, TrueType and PostScript Type-1 fonts, foreground and background objects, cameras, floor, sky.

### Editor

Multiple measurement systems and units, display of background images in the editor, OpenGL/QuickDraw 3D Rave support, integrated point editor inc. powerful magnet function, bevelling, virtual walkthrough, presentation and editing as floor plan, front elevation, side elevation, 3D view or a combination of all four views, customizable interface, Boolean operations, hierarchical object manager, precise design with numerical and formula input, structure manager for

object geometry modifications, web ready with consistent VRML support (e.g. support of URL addresses), isometric and axonometric camera views (great for game designers).

### Light sources

Parallel and divergent light, soft light cones, hard and soft shadows, visible light, dust effects, volumetric lighting, lens effects with more than 40 glow and reflex presets, lens effects editor, automatic lighting, environment lighting, accurate sun simulation.

### Character animation

Inverse Kinematics with angle restriction, damping and anchor, skeleton display, true hierarchies.

### Animation

Animation special effects with realtime editor preview (bend, explode, formulae, morph, pulsate, melt, shatter, taper, twist, wind; many morph and fading effects), animation based on user defined mathematical formulae, cyclic animations, time manager for precise key framing, time line for animation overview, space control for precise control of space/time graphs.

### Import and export

CINEMA 4D, Direct 3D (export), DXF, QuickDraw 3D, VRML 1, VRML 2, 3D Studio R4, Wavefront, DEM (import), Adobe Illustrator (import), LightWave (import), Imagine (import), TIFF, TGA, JPEG, IFF, BMP (PC only), PICT (MAC only), AVI (PC only), Movie (MAC only).

### C.O.F.F.E.E.

Integrated programming language for plug-in development, object oriented, high performance, platform independent C.O.F.F.E.E. plug-ins can be used without any changes on every CINEMA 4D supported platform, optional SDK for registered developers, many free or shareware C.O.F.F.E.E. plug-ins on the web.

### Technology

**Multi-platform:** currently runs on MacOS, Win95, WinNT Intel.

**Multi-threading:** runs in threads, therefore background rendering is possible.

**Modularity:** CINEMA 4D's internal structure is modular and therefore easy to adapt to any platform.

**Modern design:** CINEMA 4D is based on the latest ground-breaking programming techniques. The source code is pure, object oriented C++.

CINEMA 4D's high speed performance and low use of memory means that it is ideal for product designers, architects, game designers, research (visualisation and simulation), web designers, multimedia companies, home users and much, much more.



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