



**CINEMA 4D**  
**RELEASE 10.5**



© www.wipix.fr

© Julien Daulte - www.jdaulte.ch

- **Easy To Use Professional 3D Software**
- **Hollywood-Quality Results**
- **Comprehensive Modeling and Animation Toolset**
- **Modular Expandability**

**MAXON**

3D FOR THE REAL WORLD



# CINEMA 4D

## RELEASE 10.5

**CINEMA 4D:  
Timeless Quality,  
Breathtaking Results**



© Rudolf Herczog - [www.rochr.com](http://www.rochr.com)

### CINEMA 4D Release 10.5

The newest generation of MAXON's award-winning animation program once again sets the standard for 3D content creation. As the easiest to use professional 3D software CINEMA 4D guarantees high quality results for high-end production companies and freelancers just starting in the 3D business.

Many new features and enhancements have been added to the core application and several of its modules. Some of the most important and exciting additions are described in this brochure.

Once you've gotten a taste of what's new you can visit us online at [www.maxon.net](http://www.maxon.net) where you can learn more about CINEMA 4D and its comprehensive feature set. You can also read customer stories and download your own demo version of R10.5.

CINEMA 4D R10 is available for Windows (32-bit and 64-bit) and for Mac OS X (as Universal Binary).

© Peter Hofmann - [www.pexel.de](http://www.pexel.de) - [pexel@3dup.com](mailto:pexel@3dup.com)

© Andre Richter  
[mac\\_ar@web.de](mailto:mac_ar@web.de)

## Interface

### Easy access to a comprehensive feature set.

CINEMA 4D's interface has been given a comprehensive face-lift to improve workflow and productivity. Completely new icons are designed for quick recognition and maximum workflow efficiency.

Questions regarding the interface can be quickly answered by using the new context-sensitive help system with full-text search. The reworked Objects Manager with live search function and display filters and the powerful layer system are ideal when working on large projects.

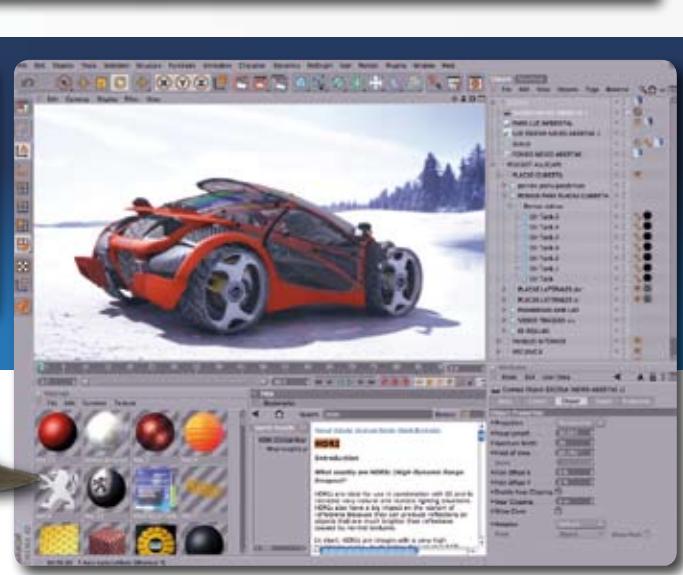


## Animation Tools

### Keeping your production on track.

Everything in the Timeline, from the layout to working with keys and curves, has been optimized for maximum workflow efficiency.

New tools have been added to make editing F-Curves and tangents easier so objects can be animated more quickly and more efficiently. The Region tool is another powerful addition. With it, frames can be drawn around several different selections. These frames can then be moved, stretched or compressed. The Ripple Edit tool is tailor-made for optimizing the timing of long animation sequences. The new layout gives you more space to work and offers quick customizability and mode focus.



## MOCCA 3.1

### Give your characters more character.

A number of changes have been made to the MOCCA module. Not only does it offer better results but characters can be set up and animated up to 50% faster compared to previous versions!

The new joint-based setup, auto-weighting and newly developed IK system usher in a new ease in character animation. The new morph tools make it easy to put words in your character's mouth.



The new muscle system adds the strength of realism and VAMP lets you easily transfer UVs, joints, weights, morphs and more from one character to another.

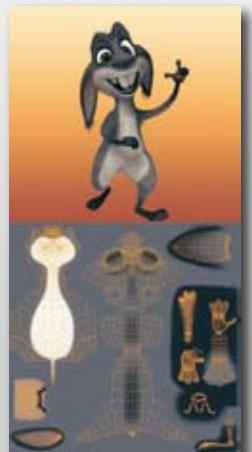
## UV Editing & 3D Painting

### Seams much faster!

The best models are nothing without good-looking textures. MAXON has long been a developer of market-leading 3D painting tools valued for their quality, dependability and ease of use.

CINEMA 4D's one-of-a-kind 3D paint functionality now lets you paint in several material channels at once – with a single stroke of the brush! This is something no other paint program can offer.

Interactive mapping and LSCM mapping let you separate objects at defined seams, which is ideal for preparing UVs of organic models quickly and cleanly for perfect texturing.





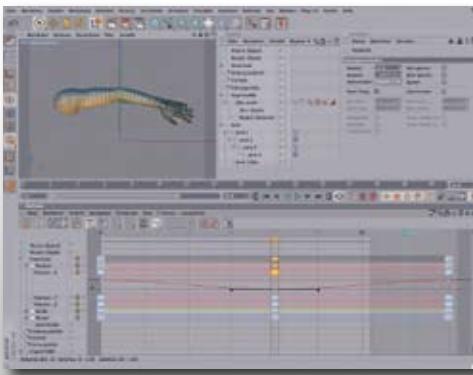
# CINEMA 4D – The Complete 3D Solution

## Easy To Use

CINEMA 4D is known as the easiest to learn professional 3D application – and here's why:

CINEMA 4D's fast, flexible workflow enables animators at all skill levels to immediately start working and quickly achieve the desired result. The newly designed interface is clear, concise and easy to navigate, with easy to recognize icons and menus.

Ultimately, CINEMA 4D offers an interface and workflow that's flexible enough to fit into your personal pipeline and retain its ease of use as the application continues to grow.



## Modeling

The core element of any 3D project are a scene's models.

CINEMA 4D offers a comprehensive set of modeling functions that let you create any object you want, whether technically exact or completely freeform and organic.

Parametric objects and generators offer a construction history that can be modified or animated at any time, while a complete polygonal modeling toolset, including subdivision surface and Ngons, is available for creating more complex objects..

Support for industry-standard formats makes it easy to transfer models between CINEMA 4D and other 2D, 3D and CAD applications.

CINEMA 4D's powerful toolset helps you get the most out of every scene.

© raumgleiter.com (Architect: M. Schumacher)



© Stefan Schulze  
www.firstsignal.de

## Textures & Materials

The best models can't shine without the right textures.

Making your objects look great is easy with CINEMA 4D's material and texture tools.

The CINEMA 4D material system offers you 14 channels, over 50 shaders (incl. modules) and over 30 different types of noise. In addition to shaders, textures can be applied in various formats, including film and HDRI. If you want to give your textures an entirely unique look or if you just can't find the texture you want, simply do what Hollywood does – use the 3D painting functions to create the perfect texture!

Additional new features include Projection Painting, HDRI editing and a powerful new layer system with extensive support of PSD files. And to make sure your textures fit perfectly, a comprehensive set of UV editing functions has been added to R10 that lets you perfectly "wrap up" even the most complex geometry.



© www.medien-werkstatt.com  
- Artur Bala



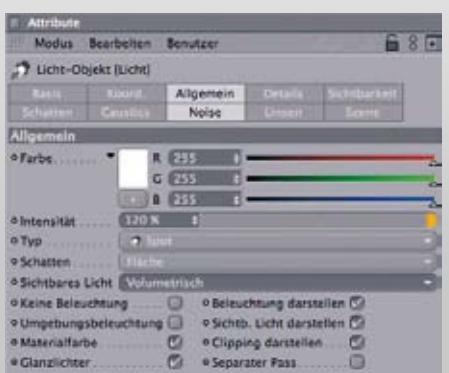


## Lighting

Lighting can make or break a scene. This is why CINEMA 4D offers a wide variety of lighting options.

Control omni and spot lights much as in real life and emit light in almost any shape using CINEMA 4D's flexible area lights. Add volumetric lighting and lens flares for the right effect and easily control the influence of individual lights on each object in your scene. With the Advanced Render module you can take advantage of advanced lighting effects such as Global Illumination (Radiosity) and Caustics.

Light your scenes in CINEMA 4D for ultimate realism!



## Animation

If a picture says more than a thousand words an animation speaks volumes.

Take advantage of CINEMA 4D's innovative and easy to use animation tools.

Whether you're animating a camera flight or want to bring a digital character to life you can quickly get professional results using CINEMA 4D's new animation tools. The Timeline has been completely reworked and now offers numerous functions that let you fine-tune your animation exactly the way you want it.

Use CINEMA 4D to set your ideas in motion!



© Michael Wilson 2007

## Rendering

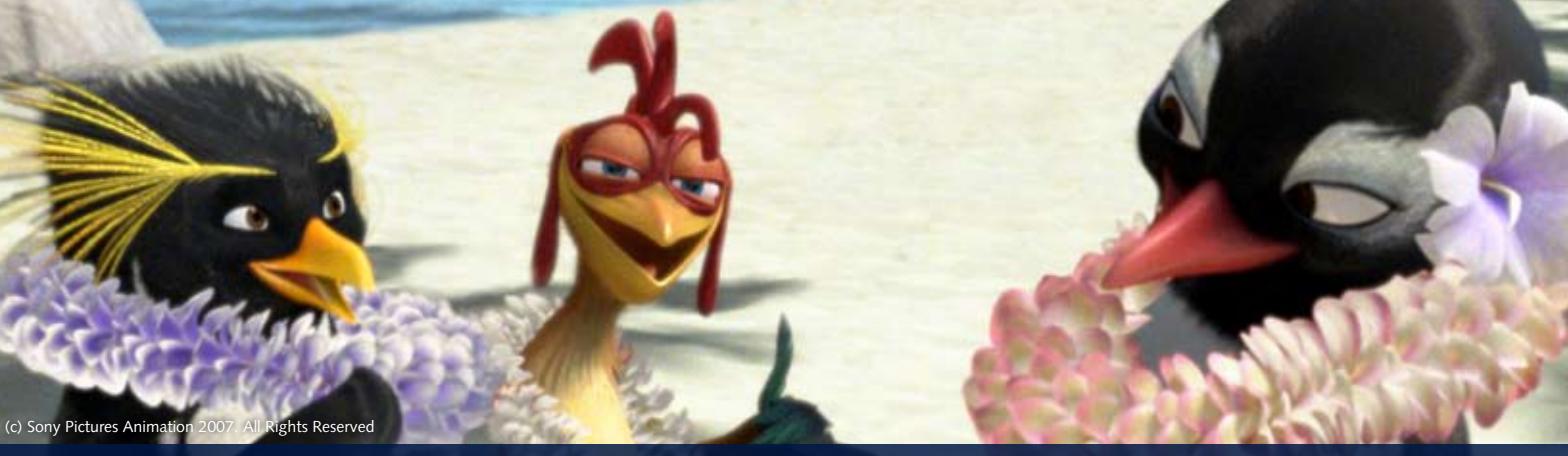
Output your 3D pictures and animations to most widely used still and video formats using CINEMA 4D's fast, photorealistic render engine.

Multiple passes and 32-bit HDR output make it easy to tweak your final output, while direct export to multiple compositing applications makes it easy to integrate CINEMA 4D into your existing pipeline.

The Sketch and Toon module lets you choose from a wide variety of looks, ranging from technical to loosely sketched or even a cartoon look.



© Michael Volz – www.volz michael.de



(c) Sony Pictures Animation 2007. All Rights Reserved

## CINEMA 4D is everywhere...

### Broadcast and Film

CINEMA 4D's ease of use, speedy workflow, rock solid stability and pipeline integration are unmatched when it comes to broadcast graphics.

Content created using CINEMA 4D, including logos, commercials, music videos and more, is broadcast every day worldwide. You can render Multi-Pass layers directly out to After Effects, Final Cut Pro, Combustion, Shake, Fusion and more letting you perfectly match the 3D elements within your 2D application. You can even make changes to 3D attributes inside your 2D package. CINEMA 4D is a must-have for all motion graphics artists!

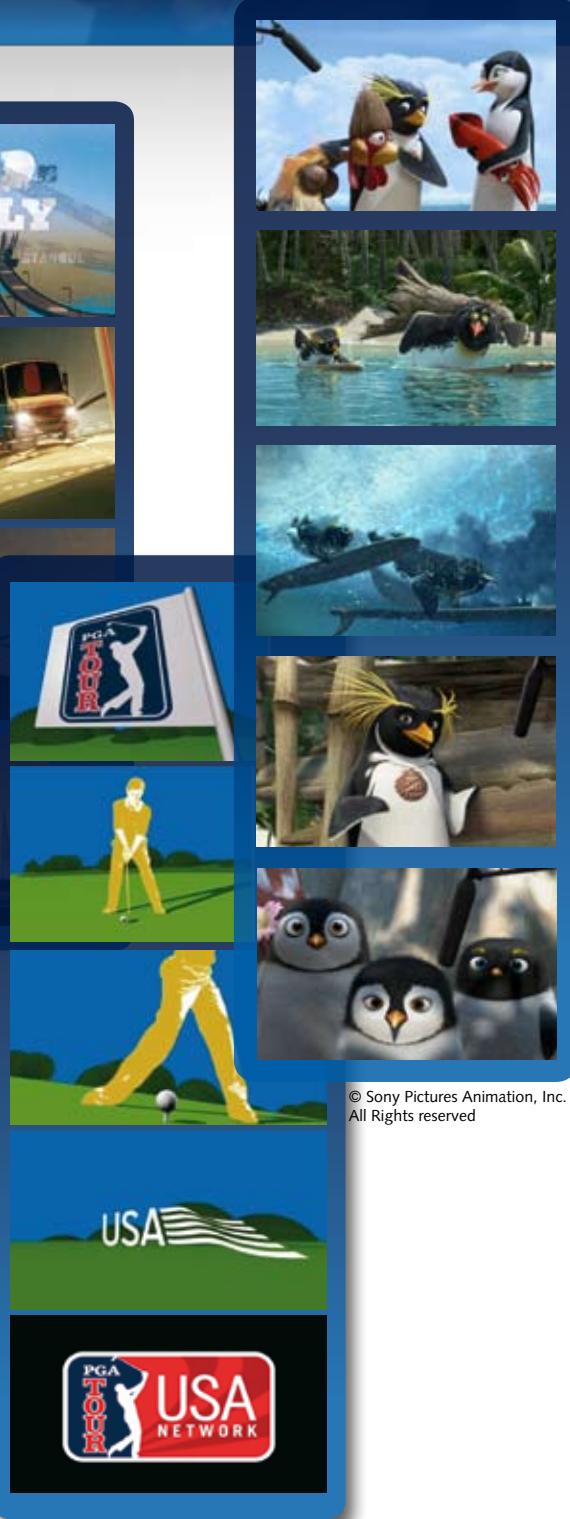


© Livio Ansaldi - [www.balalo.it](http://www.balalo.it)

The industry's top film studios count on CINEMA 4D for cost-effective workflow, seamless integration and quality results. CINEMA 4D has been used in such films as *The Chronicles of Narnia*, *Open Season*, *Spiderman 3*, *Superman Returns*, *Monster House* and many more!



Jasper Hesseling,  
Martin Paaschens  
© 2007 MTV  
Networks Benelux



© Sony Pictures Animation, Inc.  
All Rights reserved

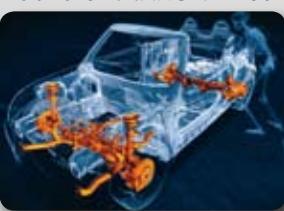
### Graphic Arts and Design

If you haven't added 3D to your arsenal of digital tools, the time is now and the software you need is CINEMA 4D.

The 3D medium allows you to develop new forms of expression that cannot be visualized using traditional methods. 3D really does add a further dimension to the creative process.

No other 3D application connects with the packages you already know and love like CINEMA 4D. You benefit from easy connectivity to Illustrator, EPS and other vector-based applications and the ability to read and write Photoshop files (including layers and layer sets).

Visit the MAXON web site and you'll find customer stories of artists like yourself who use CINEMA 4D for product and packaging design, theatre sets, fashion and furniture design, illustration art, medical and science visualization and almost any other kind of design you can imagine.



© Effekt-Etage for BMW

© Cab9 for USA Network



© Marco Weiss – www.black-graphics.de

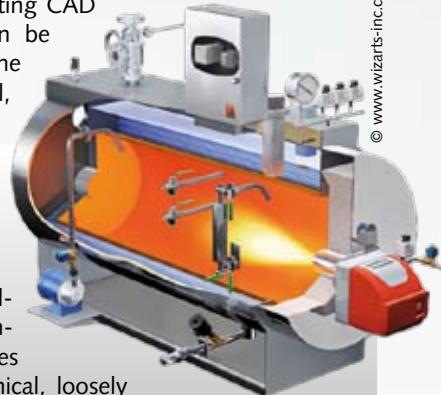


© Marco Weiss – www.black-graphics.de

## CAD Visualization

CINEMA 4D is the perfect choice for the creation of convincing high-end, photorealistic project presentations and visualizations.

Special CINEMA 4D editions are specifically designed for architects and engineers, offering numerous options for importing and editing CAD files. Impressive results can be achieved quickly using the included object, material, and lighting libraries and other CAD-specific tools. CINEMA 4D's powerful rendering engine gives your presentations that decisive visual advantage! The Sketch and Toon module can be used for a non-photorealistic look for scenes that require an exact technical, loosely sketched or colorful cartoon look. You decide what level of detail your images reveal!



© www.wizarts-inc.com

## Scientific Illustration and Animation

Whether for a research project, showing the effects of a new pharmaceutical or making complex processes easily understandable, CINEMA 4D makes successfully presenting scientific material easier than ever before.

CINEMA 4D offers a myriad of possibilities to turn even the most complex processes into great-looking visual presentations, no matter how microscopic or galactic the proportion. Special materials are included to make objects look as though they are being viewed through an electron microscope, or any other style you desire. You even have complete control over the animation of objects including relational, mathematical and most any other kind of movement.

CINEMA 4D is already widely used by many renowned scientific foundations, pharmaceutical companies, medical illustrators and research institutes. Visit us online ([www.maxon.net](http://www.maxon.net)) and read exciting customer stories regarding scientific visualizations.



© by DEZ (top left),  
© Dr. Carl Glittenberg (top right),  
© ESA – European Space Agency (bottom)

# Modules

## Advanced Render 2.6

The Advanced Render 2.6 module contains functionalities that will dramatically increase your rendering capabilities. Global Illumination, caustics, smoke and explosions, depth of field, skies and clouds, subsurface scattering and subpolygon displacement are all included.

## Sketch and Toon

The Sketch and Toon module offers you endless possibilities to give your images or animations that perfect illustrated or cartoon look. You can choose from highly technical and precise to hand-drawn.

## MOCCA 3.1

MOCCA is the perfect solution for anyone wanting to breathe life into virtual characters. Numerous innovative tools make setting up and animating characters a breeze. Use the face morphing and muscle simulation tools to add even more "character" to your character.

## HAIR

Use HAIR to add more than just hair. Not only can you use HAIR's many styling tools to create the perfect hairstyle for your character, you can also use the HAIR module to create fur, feathers and even grass. Let your imagination go wild!

## MoGraph

MoGraph's extensive, easy to use toolset lets motion graphics designers quickly create the look they want. Breathtaking TV spots, trailers, logo animations and more can be created with just a few clicks of the mouse!

## Thinking Particles

This rule and event-based particle system lets you create the most awesome effects. Objects can be made to crumble apart and reform as a different shape; particles can be made to react to other objects or made to follow defined rules.

## Dynamics

The Dynamics module lets you simulate real-world forces. Hard or soft objects can be made to collide, repel or deform on impact. Dynamics automatically creates effects that are impossible to re-create manually.

## NET Render

NET Render lets you render large, complex animations over a network consisting of any number of computers. NET Render offers a convenient, easy to use HTML-based interface and automatically makes optimal use of all available network resources.

© raumgleiter.com (Architekt: V. Gloor)

