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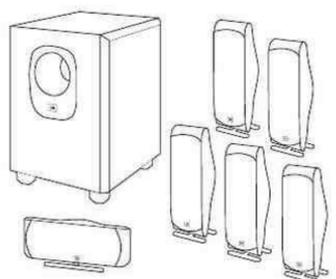
4.1.2 Special service tools

(1) Special Tools

No.	Tool name	Applicable model and tool size	Illustration																											
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4	Valve spring compressor (for removal / installation of valve spring)	Code No. 129100-82E30																												

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- 4.2.6 Valve seat correction
- 4.2.7 Valve guide replacement
- 4.2.8 Valve stem seal replacement
- 4.3 Gear Train and Camshaft
  - 4.3.1 Components
  - 4.3.2 Disassembly procedure:
  - 4.3.3 Reassembly procedure:
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  - 4.3.5 Parts inspection and measurement
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- 5. LUBRICATION SYSTEM
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  - 5.2 Trochoid Pump Components
  - 5.3 Disassembly/Reverse the procedure below for assembly)
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  - 5.5 Parts Inspection and Measurement
    - 5.5.1 Trochoid pump inspection and measurement
- 6. COOLING SYSTEM
  - 6.1 Cooling Water System
  - 6.2 Cooling Water Pump Components
  - 6.3 Disassembly (Reverse the procedure below



Afbeelding is het SCS200.6 systeem.

**SURROUND CINEMA LUIDSPREKERS**  
SCS200.5/230 en SCS200.6/230  
**HANDLEIDING**





Undo and redo lights when necessary and if the scene can actually benefit from them. When the Null object is selected, the axis of this Null object serves as the axis for all three leg objects. Tip: If you want to undo an accidental change to the view just press "Ctrl+Shift+Z". 62 CINEMA 4D R11 Quickstart - Rendering We will render frame 20 using CINEMA 4D's standard settings to give you a quick impression of how our final scene will look. You can then create a film from these single images using editing software. Play the scene in the editor and watch how the cone and the value in the Attribute Manager change. We'll cover this in detail in a later chapter. Turn the corresponding layer off and create a new layer for animating the shoulder movement. Check the box next to "Displacement" and repeat the previously mentioned steps for the bump channel but set the global and relative scales each to 150%. All changes to this attribute between frames 0 and 50 will be "interpolated". Some formats even allow you to save an alpha channel with the image. The filled red circle in front of the attribute name tells us that a key has been set at this point in time in the animation. These ideas and concepts are then creatively implemented to satisfy the needs of our customers and those of the 3D markets. Our eye may be able to look at us now but the eyelids still make it look a little too gray. Onion Skinning: 3D Ghosting Even though the 3D graphics world is full of technological advances with no end in sight, we can also use this technology to integrate very useful techniques that stem from the very traditional days of 2D animation, even dating back to the 1960s. Play with the menu a little and find out how it can improve your workflow. CINEMA 4D R11 Quickstart - Interface 9 3. White would have a transparency of 0% if you choose "Shader" instead of "New Material" under "File" in the Material Manager you will see a list of 3D shader presets. Some rays infiltrate the object further and are dispersed, others are directly absorbed or bounce off. Thanks . When using the 'by Material' option, only the UV data is being exported, because of the object hierarchy, so this option is recommended to be used only for quick rendering tasks. When using the 'by Class' option for element grouping in the CINEMA 4D Settings of the Add-on, Openings won't be exported into separate groups, although holes will appear on walls/slabs in Cinem4D. The offset setting put the texture in the correct position. 52. CINEMA 4D will then install the items you select so you can always stay up-to-date. Of course this group window contains several NURBS objects, of which you have already gotten to know the loft and HyperNURBS. Create a new material (Material Manager / File / New material) and double click the new material. Use these tools to either move, scale or rotate an object's points, edges or polygons or edit the object with CINEMA 4D's integrated tools. You can learn more about the Add-On on HelpCenter. We want to render this frame and subsequently make changes to it using an image editing software, registered in the U.S. and other countries. Click on the cross hairs next to the camera. 38. 142 3. Bright areas of the texture raise the polygon mesh and dark areas lower the mesh. Once you have made the eyelids invisible and have rotated the view a little the eyeball should look as follows: Switch the visibility of the HyperNURBS objects back by clicking again on the dots next to the object in the Object Manager, making them gray. Do not confuse this with the Bump channel which only imitates an uneven surface. 18 CINEMA 4D R11 Quickstart - Interface The proper lighting of a scene is at least as important as the scene itself. Here you will find, for example, the null object (without geometry), the boolean object for boolean operations (parametric and polygon objects can cut / slice each other), as well as the symmetry object, which can be unbelievably helpful in character modeling. Note: For architectural visualization, Cineware by Maxon, the built-in rendering engine of Archicad, provides most of the rendering capabilities of the CINEMA 4D R20 version. After you have arranged the cubes it still looks nothing like a "human character". To quickly check the scene you can leave the anti-aliasing set to "None" or "Geometry". Scars, wrinkles or scratches can be simulated using this channel. Maybe you can send us your first CINEMA 4D work of art as a Holiday card! Animation is a different story. It looks a little pixelated. Projection Man generates a geometry rendering of the scene and automatically opens the image in Photoshop where you can paint it just as you would a normal image. How do I rotate and move my point of view? 11. This type of arrangement is used often in portrait photography to achieve an even lighting and is an excellent method for lighting an object quickly and professionally in the 3D world Adjust your editor view so the entire figure is visible to you. "13 cubes" may give you the impression that we are preparing to create a mammoth project but don't worry, we are going to arrange the cubes into a little figure. 165 1. You can increase the HyperNURBS object's subdivision to give our model a smoother look. 18. We want to set everything in motion. 40 CINEMA 4D R11 Quickstart - Materials We have just aligned the texture on the eyeball mesh by changing the "Length X" and "Length Y" parameters. We will begin with a brief introduction to the individual material channels: Color: This is where the material's color or the base color for the texture is set. 9. CINEMA 4D R11 Quickstart - Interface 19 4. We will change this as follows: Switch to the details menu in the Attribute Manager and set the "Inner Angle" to 30 degrees and the "Outer Angle" to 100 degrees. 136 2. It followed the entire length of the path once. Rotate your view until you have a good view of the underside of the cube and switch to the "Use Point Tool" mode. 135 1. The Motion Clips reference the already created animation data. Here's a screenshot of the figure from the front for reference. Remove the check mark next to the "Transparency" Function and render the scene. If the objects are displayed as wire frame objects you can switch to "Quick Shading" or "Gouraud Shading" under "Display" in the editor's menu. 1'. Select "Render / Render to Picture Viewer" or press "Shift+R". 136 3. If you should want to select points that lie within an object or if you have "Only Select Visible Elements" deactivated and want to avoid accidentally selecting points on the backside of the object simply activate "X-ray". Confirm the location with "OK". IV CINEMA 4D R11 Quickstart Welcome To MoGraph (Optional module) ..... 64 CINEMA 4D R11 Quickstart -Multi-Pass Rendering Now you can save any image to your hard drive so you can edit them in an image editing program or just send them to your grandma via email if you want. The installer wizard will automatically start and guide you through the rest of the installation. 121 2. CINEMA 4D R11 Quickstart I CINEMA 4D Release 11 Quickstart Manual Programming Christian Losch, Philip Losch, Richard Kurz, Tilo Kühn, Thomas Kunert, David O'Reilly, Cathleen Bastian, Per-Anders Edwards, Paul Everett, Aleksander Stoppel,Sven Behne, Wilfried Behne, Plugin programming Michael Breitkre, Kiril Dinev, Reinhard Hintzenstern, Eduardo Olivares, Nina Ivanova, Markus Jakubietz, Hendrik Steffen, Jens Uhlig, Michael Welter, Thomas Zeier Product manager Marco Tillmann, Bernd Lutz Quickstart writers Glenn Frey, Sven Hauth, Dirk Beichert, Fabian Rosenkranz Layout Oliver Becker, Oliver Krawczyk Translation Scott Warsaw, Luko Stacey Copyright © 1989 - 2008 by MAXON Computer GmbH All rights reserved. Reflection: Gives the material reflective characteristics. 65. 110 2. CINEMA 4D R11 Quickstart - What's new in R11 5 COLLADA Import / Export The COLLADA file format is a 3D file format from the Khronos Group. Two clicks and it's done - simply turn your shoulder layer off and the head layer back on. A Tab indicates different windows or managers which are layered over each other. 22 CINEMA 4D R11 Quickstart - Arranging Objects As you can see in the editor window, only one cube is visible. For an overview of the keys that have been set we us the timeline. Thanks...draper controllerName: asifkhanDraper LVCS Low Voltage Control Statiotechnical manual sheet for 5v draper controller ...Time on PrinterName: Stephen BoschHP OfficeJet 3830 All-in-One PrinterMy time is set for 11:35 PM on todays date . 54. Make sure that "Only Select Visible Elements" is active in the Attribute Manager. 112 4. ...Facebook Portal Smart 10.1" Name: MarkoFacebook PortalAfter 30 days use screen gone black nothing I can do, how to make to work? Simply select the respective HyperNURBS object you want to smooth and set the "Subdivision Editor" in the Attribute Manager's "Object" menu to a higher value. As the name suggests, this light emits the main lighting for the scene and will cast the main shadows. 61. 17. You will find this function under display / x-ray. Example: Your animation consists of your camera briefly panning across a cityscape from left to right. You can simply refer to the next screenshot. This makes switching to a recently used tool much easier. Sample Images This is the "ooohs and ahhhhs!" section. As you can see, the orange handles are not visible. This manual, as well as the software described in it, is furnished under license and may be used or copied only in accordance with the terms of such license. 213 5. By animating different attributes you can easily add complex animation effects and visually attractive scenes. Once again, CINEMA 4D is brimming with new and innovative functionality and innumerable improvements to make your 3D life easier and improve workflow. Create a circular spline (objects / spline primitive / circle). Ferrero Moya glererrom@gmail.com 25. CINEMA 4D R11 Quickstart - Arranging Objects 27 After you have selected the "Rotate" function you can select the axis rings of the rotation sphere and rotate the object into position. Render the view (Ctrl+R). Click on the record button. Open the file "QS\_Light.c4d". 111 3. You can check this by making both HyperNURBS eyelid objects invisible for the editor. CINEMA 4D has several different types of light sources. Click and hold to see all available parametric objects. The image shows the left icon palette. The color sliders change as the animation plays and CINEMA 4D interpolates the colors between the keys that were set. The CINEMA 4D product family has everything to satisfy your professional 3D modeling, texturing, animating and rendering needs. 37. All edges have been rendered sharp as a knife. Quick Tutorial - The Paint Wizard ..... This method of rendering is probably the most widely used since it can be used to make sure the scene "is on the right path". CINEMA 4D R11 Quickstart - Modeling 33 Click on the HyperNURBS obje c t in the Objc e t Manager and drag it down a bit while pressing the "Ctrl" button on your keyboard. Is there a way to fast forward on a CD? 66 CINEMA 4D R11 Quickstart - Rendering Re-activate the "Transparency" function and switch to "Output" in the Render Settings. 12. With just a few animated attributes we have managed to create a complex animation. Quick Tutorial - Rendering You've been a busy bee. CINEMA 4D R11 Quickstart - Animation 57 The cone metamorphosis now takes place in animated light. Try changing the figure's position by using these different "moving" functions. These cannot be converted, while these algorithms are not implemented in Archicad. Once they are highlighted in white in the Object Manager press the "Alt+G" key on your keyboard. If the timeline is not yet visible, simply open it (window / timeline) or switch to the predefined animation layout (window / layout / animation). It contains all of CINEMA 4D's available predefined parametric objects. 49. This lets you create a wide variety of shapes without having to model such a complex surface, thus saving you a lot of time. If a polygon object is a sub-object of a HyperNURBS object it will be virtually subdivided to a higher degree. Earlier Cinema 4d add-on versions Latest contributions to the discussion:Book CD Name: Elaine SolomonSony CFD-570 Portable CD Cassette Boombox can't listen to the entire book and need to know where I left off when stopping listening. Quick Tutorial - Rigid Bodies ..... Note: Make absolutely sure you do not modify any file or directory names within the installation folder. 9 4. UNIX is a registered trademark only licensed to X/Open Company Ltd. Use the buttons to the right of the record button to set these attributes. 171 4. Quick Tutorial - Lighting If you are already familiar with lighting a scene in the "real world" then you will feel right at home with the CINEMA 4D light objects. Begin by opening a new (empty) scene. CINEMA 4D R11 Quickstart - Multi-Pass Rendering 69 Multi-Pass rendering means that not only the actual image will be saved but also the individual channels (passes) which comprise such an image. 163 6. All other surrounding points would retain their position. The content of this manual is furnished for informational use only, is subject to change without notice, and should not be construed as a commitment by MAXON Computer. The animation can now be played and the texture you just painted will be displayed as a texture on the 3D geometry with the correct perspective for the camera flight. Some of these parameters have according material settings with exactly the same functionality in Archicad, some others can be converted, but there are some that cannot be interpreted by the rendering engine of Archicad, these are simply ignored.CINEMA 4D also offers textures that are based on singular algorithms that are computed during rendering. That completes our classic 3-point lighting arrangement. This lets you see through the object and see every point (Polygon / Edge). Set a key for this attribute. Repeat this step for the other HyperNURBS object but only to 50 degrees. Quick Tutorial - Outlines ..... 225 1. 148 Welcome To Thinking Particles (Optional module) ..... It is important that the Motion Clips themselves contain no animation data. This will start the uninstaller, which will remove all Cinema 4D components from your computer. Click on "Color" in the material channel and copy the settings of in the following screenshot. 144 5. Online Update You no longer have to worry about looking for CINEMA 4D updates. Specify a temporary location for the installer files, then click Extract. And don't forget! "Only parametric objects that have been converted to polygon objects can be edited at a polygon, point or edges level!" Quick Tutorial - Muscles ..... This means the value at frame / time 25 of the animation will be exactly 100 since half the time equals half the altered value of the attribute. For professional purposes and to further exploit the texture mapping, rendering and animating capabilities of CINEMA 4D, please use the built-in export command in Archicad. To do this double-click on the top small gray dot to the right of the object in the Object Manager (until it turns red). Selecting this option lets you view the scene from the point of view of an active object, in our case the light. Create a floor object (Objects / Scene Objects / Floor) and position it so the figure is standing on it. Quick Tutorial - PoseMixer ..... The filled red circle is now empty. The cursor will be transformed into a cross. CINEMA 4D does! Most objects in the real world are not as clean and immaculate as they might appear in CINEMA 4D. You can make a better impression with simple models and great lighting than you can with a fantastic model lit by a default light. You can plainly see pixelation along the left edge of the cone now as well. 165 2. 21. 16. One changes between frames 0 and 50 and the other between frames 0 and 90. Quick Tutorial - Shaders and Tags ..... It is often impossible to see in which direction an object is being dragged in a 3D view. The second-to-last icon contains at least one object without which the best model would appear inconspicuous and flat: the light (page 18, command palette - shown black & white for clarity). Set a key for the "Bottom Radius" attribute. Hold down the Ctrl key and click on the small black circle in front of "Top Radius". Of course the "Output" and "Save" settings depend on the requirements of your scene. 26 CINEMA 4D R11 Quickstart - Arranging Objects This should be no problem with the knowledge you have gained up to this point. Clicking on the "+" symbol will open the hierarchy and the objects we just selected will be shown. 55. When a target camera is created, it places with it into the scene an additional object, a Null Object named "Camera Target". This way you can see how the change of position of the light affects the lighting of the object in realtime (Gouraud Shading must be active in the editor view). Quick Tutorial - Rigid Bodies ..... Note: Make absolutely sure you do not modify any file or directory names within the installation folder. 9 4. UNIX is a registered trademark only licensed to X/Open Company Ltd. Motion System tag when the animation is recorded) and add an animation layer. This function is useful if you have inadvertently rotated the perspective view instead of the editor view. The bright areas of the image will later appear to be raised on the object and the dark areas of the image will appear to be somewhat indented. 64. Now select the world-coordinates instead and see how the object moves on the X axis parallel to the world coordinate system. Click on the word "Displacement" to return to the displacement channel's main menu. Set Anti-aliasing to "None" in the "Render Settings". Open a new (empty) scene. In the "Auto Switch Mode" CINEMA 4D recognizes whether your cursor is over a point, edge or polygon. macOS:Browse to your Archicad 25 folder and execute the uninstaller in the Uninstall.C4D subfolder. 27. 215 2. A 3-point lighting arrangement begins with setting a key light. Open the scene "QS\_Render.c4d" (file / open). This prevents an object from being moved in the direction of an axis that has been locked unless you click and drag one of the object's own axis arrows. Drag a frame around the region you wish to render. Now it's possible to select the points. The light's cone is a little too small. It's located in CINEMA 4D's "timeline". CINEMA 4D R11 Quickstart - Lighting 45 © christoph mensak, brown\_eye\_architects@gmx.de © www.c4d-jack.de 51. If desired it can also influence the specular, reflection and luminance channels respectively. To activate the Multi-Pass function, use the check box at the left of the function's name. The object's coordinates can be found here as well as the tool setting such as the radius of the live selection and the "Only Select Visible Elements" option. 150 2. 41. "Resolution" lets you choose from a wide variety of image resolutions. A channel can, for example, contain an image's environment light, specular light, transparency or even single objects. The first function (Render Active View), with a clapboard as a symbol, renders the image in the editor view. We will use a scene from the animation chapter as our source and we will add a transparent sphere and a bright background to the scene. One should use the default material model for creating materials for conversion. There are differences in the texture projection algorithms of Archicad and CINEMA 4D, and CINEMA 4D also offers more projection methods than Archicad. 23. Quick Tutorial - 10 Steps To Glory ..... Set the color to a light yellow in the "General" menu of the Attribute Manager. Now, using the "Live Selection" tool, select all four points on the underside, switch to the side view and drag these four points using the green Y-axis - drag them until the four inner points of the indentation can be seen. Take a look at these images and let them inspire you a little before we move on to the hands-on part of this tutorial. Of course we haven't created an animation yet, only a starting point for the animation. At the moment the actual image of the iris is lying distorted on the left side of the eyeball. You have seen how you can get quick results without having to create a complex tex ture. In each window or manager you will find different settings or attributes. 136 4. This will make your cube a Child of the HyperNURBS object Your cube will now look like this: 36. Or worse, you're a 3D professional and a client is looking over your shoulder telling you he would rather have the pink panther dove blue! Now you have to create a new texture for the character and render the entire animation again - unless you had secretly activated Multi-Pass rendering. 98 4. In other words, we have generated a key that contains the information on the position of the cube at time / frame 0. 2. 2021 Cinema 4D Exchange add-on for Archicad 25 SPA 11.9 MB 6.5 MB Jul. Now we have a circle that encompasses our scene - a track for our camera. Further to the right you will see the "record" button (the red button furthest to the left with the key icon). Set anti-aliasing to "Best" and render the scene again. You can, for example, define the number of frames before and after the current frame that should be displayed, their color and even the how they should be displayed (wireframe, Gouraud shading, etc.). Now go to frame / time 90, set the color to a friendly blue and set a third key. If you are not satisfied with the result and have unclear edges try this function in the "Use Edge Tool" mode. 218 4. Luminance: The material is given an illuminative property which is also taken into account in the Global Illumination calculation. The last thing you want to have to do is render a long animation a second time because you accidentally set a wrong property. 3. 44 CINEMA 4D R11 Quickstart - Materials Banji: Calculates complex lighting situations with glass and even makes rear-projection (shadow casting) on partially transparent materials such as rice- or canvas paper possible. 57. You can deduce what most of them do by their names (which appear at the lower left of your monitor when you place the cursor over each icon). 218 5. Let's say you look at your film again the next day and realize the specular light on the sphere was set much too bright. The integrated help system is also extremely helpful when working through the Quickstart Manual. 2 CINEMA 4D R11 Quickstart Welcome to CINEMA 4D After you have worked through this tutorial you will have a good basic user knowledge which you can apply to future projects. Fog: This channel lets you apply a fog property to a material. Quick Tutorial - Modeling This is the most important part of this tutorial: How is a model built? After files are extracted, the installer wizard will automatically start and guide you through the rest of the installation. You can select the best quality when you render the final image. Go to frame 90. 195 Welcome to HAIR (Optional module) ..... In this tutorial we will set up a 3-point lighting arrangement. Reduce the number of segments to 3 and set another key. 214 1. CINEMA 4D is a robust, professional, easy to use 3D Animation software that offers customizable configuration suitable for any industry and all skill levels. 42 CINEMA 4D R11 Quickstart - Materials The displacement channel deforms the polygon mesh according to the bright and dark areas of an image. We want to round off the shape a little more and to do that we will select the inner points. 228 Welcome to Non-Linear Animation in the Timeline ..... Introduction No matter if you're just checking CINEMA 4D out or if you already own your own copy of CINEMA 4D or one of its complete XL or Studio Bundle packages, you already know about the incredible things CINEMA 4D can do. The next icon (dark blue) is the "Selection History" icon. Since the brightness of the lights in the scene is additive, we must "dim" the brightener a little. Double-click the material to open the Material Editor to make changes to its individual material channels. Go to frame 90 and set this attribute's value to 100%. 202 5. This means that the camera followed 0% of the path at frame 0 and 100% of the path at frame 90. 6. Motion Layer ..... 82 1. Make sure that your scene is set to frame 0. 19. 191 10. CINEMA 4D R11 Quickstart - Arranging Objects 25 Using the orange handles, select the cubes that make up the arms and adjust their size and position as shown in the next screenshots. We will now look at how you can select and animate specific attributes. Unfortunately the light is not casting a shadow, letting the figure look like it's floating. We still have to change the offset properties and the mapping size so the texture will be aligned properly on our object. Doodle The Doodle tool lets you doodle/scribble notes or instructions directly in the Viewport. CINEMA 4D R11 Quickstart - Interface 13 Now we will concentrate more on CINEMA 4D's icon palettes to get you a little more familiar with them. The timeline is where you can change the position of the keys on the timeline, change the values they contain, delete them, set new keys and much more. 10 CINEMA 4D R11 Quickstart - Interface The Editor Window shows all objects contained in the scene, for example polygon objects, cameras, lights and bones and other deformaters. Open the file "QS\_MultiPass.c4d". Clicking and holding on this icon displays the last eight tools used. 113 5. 85 4. 1. Further to the bottom is a button named "Multi-Pass..." which will, when clicked, offer numerous Multi-Pass channels that can be added for rendering. Now we want to see the result of all this work. Motion Layer System Motion Layers are mixed in the Timeline. By clicking on the icon in the editor window (the clapboard farthest to the left) Use the method with which you feel most comfortable. Originally created by Sony Computer Entertainment for use with the Playstation 3 and portable Playstation formats, this increasingly popular format (in addition to the existing FBX format) is being supported by a growing number of applications and has also found its way into CINEMA 4D R11. Also adapted to Photoshop was the Airbrush function that now allows control over the Flow option. Now we will aim the spot at our figure. 106 7. We will change a couple of settings that will give the eye a reptilian look. You use the Object Manager to set up a hierarchy, assemble objects, set tags for objects (small icons to the right of the Object Manager let you assign an object certain attributes), or to name objects. Click on file / new material in the Material Manager at the lower left. Quick Tutorial - First Painting Lesson ..... Haven't quite understood? The next three (blue) icons represent the "Use Point Tool", "Use Edge Tool" and "Use Polygon Tool". Next we have the "Use Model Tool" and "Use Object Axis Tool" (red icons). If you want to scale all cubes of the arms at once you can do this as follows: with the shift button pressed, select the objects "Lowerarm L", "Upperarm R", "Lowerarm R" and "Upperarm R" and press "C" on your keyboard to convert the objects and scale them with the "Scale" function along the Y and X axis. You will see a turquoise slider at the bottom of the editor window next to which the frame (time) is shown. Limitations at exporting Archicad models to CINEMA 4D by saving 3D view and freeform modeling: During the export process only the 3D geometry data, materials, lights and the 3D view are being converted. When using the 'by Class' option for element grouping in the CINEMA 4D Settings of the Add-on, all texture projections are converted during the export, but because of the differences in texture projections algorithms of the two programs, some projections in CINEMA 4D do not get displayed the same as in Archicad. Now select one of the HyperNURBS objects and select the "Rotate" tool. This reduces the size of the bump-nose mapping which will result in a finer depiction of the bump map. Select "Render / Render Region". You can simulate such "dirt" very easily with CINEMA 4D (if you own the Advanced Render module) by selecting the "Ambient Occlusion" in the main page's "Effects" menu. We'll change this in the next chapter by adding a pupil texture. Choose "Load Image" and load Iristexture.jpg. Now let's get to work. Drag this handle until the top edge of the cube lies even with the arms. You can, however, add any number of Viewports to your layout. When you move the time slider you can see the cube move between the two recorded points. At the very top you can see the previously mentioned predefined layouts. The Brush, Clone, Dodge, Burn and Erase tools now have their own separate brush settings. Since our eye still looks a little pale we will liveen it up a little with the application of textures and shaders. 8. Once you have selected it you will see its parameters in the Attribute Manager. 3D studio max and 3ds max are registered trademarks of Autodesk/Discreet Inc. This is the object upon which this camera is targeted by default. 92 Welcome to Advanced Render (Optional module) ..... A Group Icon contains several attributes for one group which can be accessed by clicking with the left mouse button on the main icon. A second square should have been created, as seen on the next screenshot. 60. 186 9. Select the command (Render / Render Active Objects). Quick Tutorial - Soft Bodies ..... Now click on the menu button "Color" and load a texture into the material by clicking on the small arrow next to "Texture". Next to the Undo / Redo icons you will see the "Live Selection" (pink) tool. We just have to tell the camera to follow this circle. Rendering to the Picture Viewer has the additional advantage that you can continue working on your scene if the image should take a while to render. The scene's length is determined in the preferences (CINEMA 4D main menu: Edit / Preferences) menu. On the left you will find the "Undo / Redo" arrows (yellow). Select "Area" as the type of light. CINEMA 4D R11 Quickstart - Materials 41 We will give the material a green tone and lower its brightness to 50%. Of course we will want to change this state now, but first a quick introduction to navigating the editor window. Quick Tutorial - Materials A well-modeled object can make a mediocre impression if the right textures aren't used. Click on "Color" in the material channel and copy the settings in the following screenshot. 69. 35. 22. The ornamental facade of a house or the relief of a sword handle are good examples. You can also select edit / undo view in the main menu of the editor view. Click on "Noise" and on the following dialog page set the global and relative scale factors each to 30%. General Information / Interface ..... The Attribute Manager manages the attributes of each object or tool. A further tag will appear next to the camera. Motion Capture data or manually created motion data can be layered, mixed and transitioned. It will turn red. This is also no problem. If you now click anywhere in the editor window with the left mouse button and drag the mouse to the right you can determine the strength of the HyperNURBS for the selected polygons. The Icon Palettes stretch down the left side and across the top of the editor window. A spot acts like a flashlight. Acrobat, the Acrobat logo, PostScript, Acrobat Reader, Photoshop and Illustrator are trademarks of Adobe Systems Incorporated registered in the U.S. and other countries. Dragging these boxes will scale the object along that particular axis. Here you can turn textures off, generate a protocol as a text file and regulate the level of detail. The Motion Layer System takes the place of the Motion Mixer functionality, familiar to many users from Release 9. The next (dark orange) group icon hosts probably the most important CINEMA 4D object, the "HyperNURBS object". You can render any view at any time to check your work. Now to the next group of three, the (green) Render Icons. The next three (turquoise) icons are pretty much self-explanatory. Create 13 cubes and one sphere using the main menu (objects / primitive / cube / sphere) or the group icon "Add Cube Object". 199 2. This lets you select your points, edges or polygons for editing. After viewing the animation you decide the character's head should move more dynamically. Enter the values in the given fields and confirm your entry with the "apply" button or simply press the return key. 121 3. This will open a dialog window for the material where we can make the necessary changes to this material. In this case we don't need it because we want to target the camera onto the cone. 46 CINEMA 4D R11 Quickstart - Lighting 8. 104 6. Quick Tutorial - Caustics ..... In short: Textures have the same significance as the outer shape of an object because they are necessary for achieving the desired atmosphere, coloring and surface structure. Click on this polygon with the right mouse button. 139 Welcome to Dynamics (Optional module) ..... Diffusion: This channel makes your texture "irregular". You can see in the Object Manager to the right that the object does not yet have a texture applied to it. 116 6. Set another key and play the animation. Now record the first keyframes for your character's motion and add a new layer at any time during the process. 71. This means that the attribute has been animated at some point in the timeline but no key exists at this particular point. Two more tips before we end: If you have several lights in a scene and are not sure which light is lighting what, simply make all other lights invisible in the Object Manager. Alternatively you can drag the material onto the desired object (the eyeball) directly in the Editor. The head's axis will be visible in the editor window. Let's start with the most important step - starting CINEMA 4D. If you want to print the image in a picture size of 3x5, a render resolution of 1000 x 1500 will be more than enough. 32. Sample Images ..... Select "1000 x 1000" as the shadow map. Select "Render / Render in Picture Viewer" from CINEMA 4D's main menu and watch CINEMA 4D work.

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