



# CINEMA 4D

## BODYPAIN 3D

Release 19

**MAXON**  
A NEMETSCHKE COMPANY



## At a glance

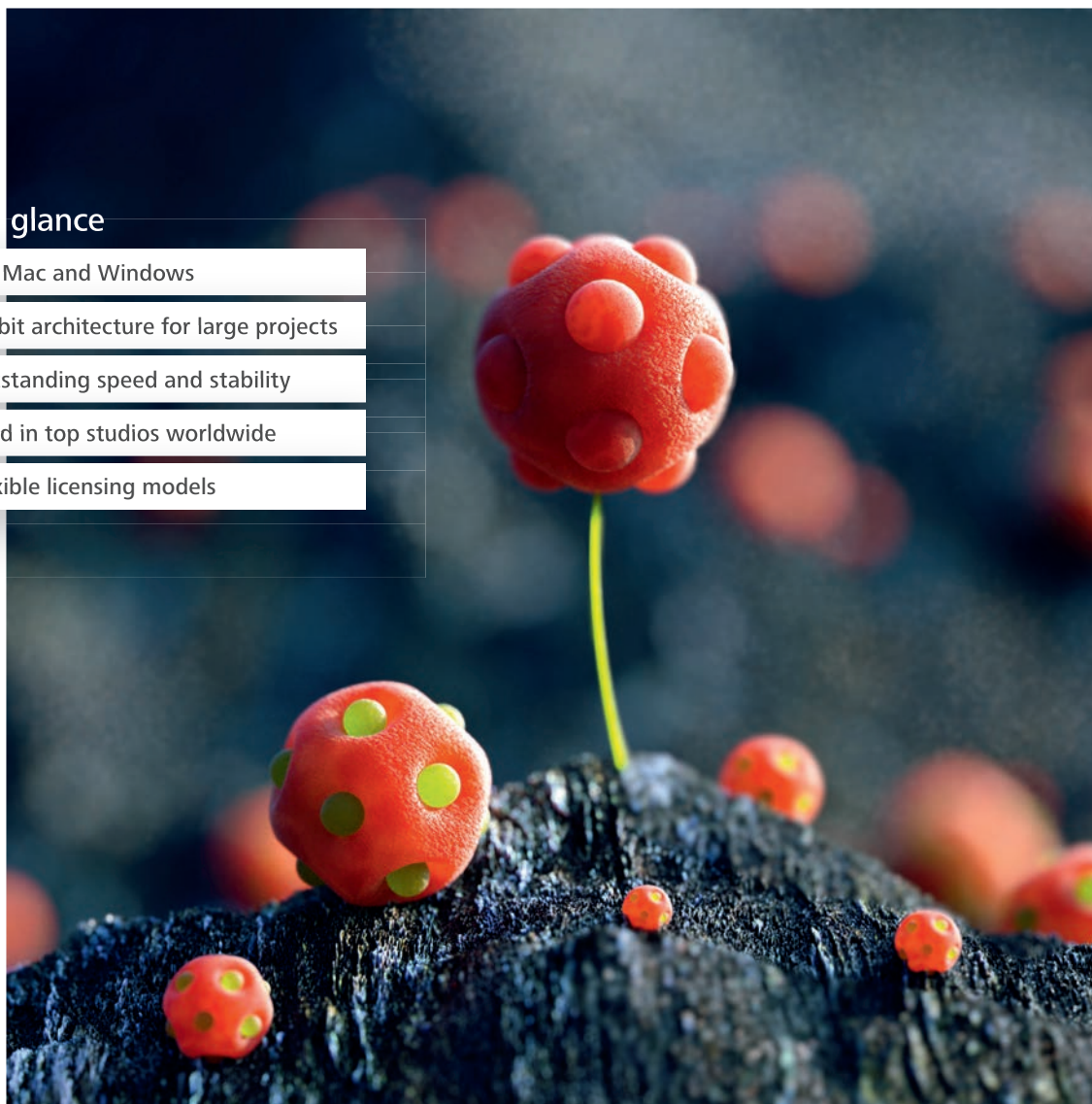
For Mac and Windows

64-bit architecture for large projects

Outstanding speed and stability

Used in top studios worldwide

Flexible licensing models





# The most intuitive professional 3D software



## Focus on what's essential

Cinema 4D makes it easy for designers to create high-quality 3D images and animations. Its intuitive interface lets you focus on achieving best results for your visions.

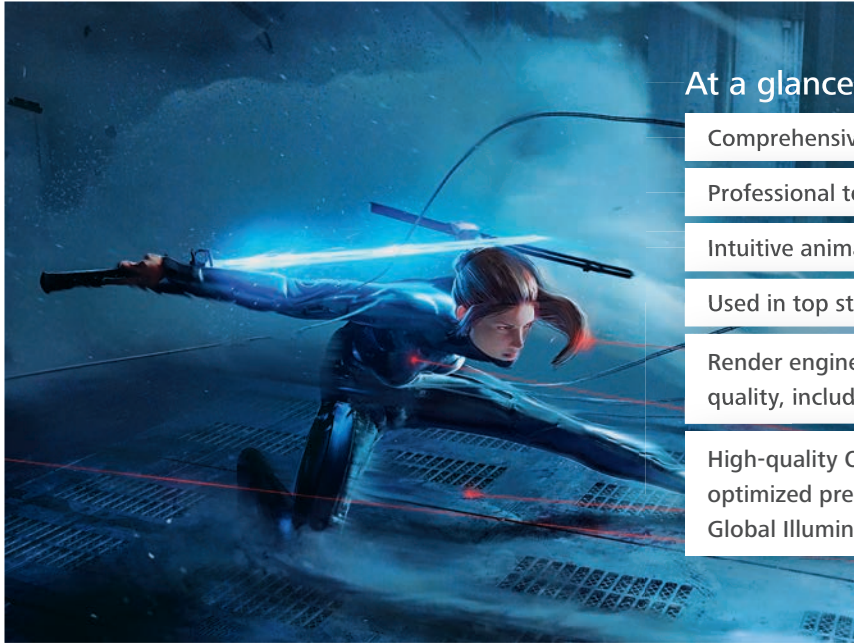
Cinema 4D's state-of-the-art technology, speed and outstanding stability provides a solid foundation for your work.

## Stay connected

Connectivity and communication between people and computers are essential in today's globally networked creative industry. This is why MAXON works closely with hardware manufacturers around the world to ensure that Cinema 4D can be seamlessly integrated into your workflow – whether you work in architecture, motion design, VFX, games development or graphics.



# Cinema 4D Prime



## At a glance

Comprehensive modeling tools

Professional texturing tools

Intuitive animation functions

Used in top studios worldwide

Render engine with excellent image quality, including Global Illumination

High-quality OpenGL viewport for optimized preview quality, including Global Illumination

## The 3D partner for graphics professionals

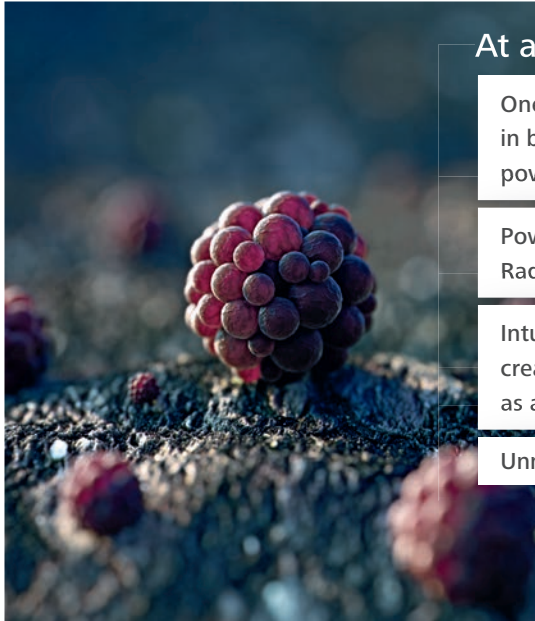
Expand your graphic design toolset into the third dimension with Cinema 4D Prime and get to know the exciting world of 3D graphics. Cinema 4D Prime has a comprehensive set of powerful tools that let you create fantastic images and animations. Whether you want to bring a 3D logo to life or an illustration, a building, a car or anything else, Cinema 4D Prime will help you achieve great results.

## Grow at your own rate

Cinema 4D Prime gives you an affordable start in the world of 3D graphics and offers an extensive toolset for creating professional results.

As your needs grow and you want access to even more tools and features, simply upgrade to one of our more advanced packages.

# Cinema 4D Broadcast



## At a glance

One-of-a-kind MoGraph toolset for procedural animation in broadcast graphics and motion design including powerful Voronoi Fracturing

Powerful cross-platform GPU rendering based on AMD's Radeon ProRender technology

Intuitively modifiable presets to quickly and flexibly create motion designs, opening and end credits, as well as animated info graphics

Unmatched integration into leading compositing products

## Perfect connectivity and file exchange

Cinema 4D's tight integration with leading compositing software means that it can be used in just about any production pipeline. Multi-Pass rendering lets you maintain control of the look of your compositions at all times.

MAXON Cineware's seamless integration into Adobe After Effects offers unmatched flexibility and gives you a complete live 3D workflow: Drag and drop native Cinema 4D files into After Effects to open them as assets, select and adjust individual layers or objects directly in the Cinema 4D scene.

Then render the final animations or individual passes directly in After Effects. Exchanging data between 3D animation and compositing has never been easier or more efficient.

## Fast. Efficient. Flexible.

Cinema 4D Broadcast gives you everything you need to create impressive, professional and visually stunning motion graphics. In addition to the tools in Cinema 4D Prime, Cinema 4D Broadcast offers special tools for creating 3D motion designs, including MAXON's leading MoGraph feature. You can also take advantage of the additional rendering functions and a library with a wide selection of 3D models and design presets, as well as camera and light setups, video clips and many other useful features.

# Cinema 4D Visualize



## At a glance

Extensive libraries with a comprehensive selection of standard objects, materials and high-quality HDRI backgrounds

Multiple built-in options to render sketchy and photorealistic images – on CPU and GPU

Powerful assistants for the intuitive parametric creation of doors, windows, stairways and entire houses

## The right solution for any visualization

Cinema 4D Visualize adds to the range of functions of the Prime version to help you create perfect images for architecture or design visualizations and much more.

Cinema 4D Visualize offers huge libraries that provide you with high-end objects and materials. Using the Physical Camera you can simulate many of the optical properties of an SLR or a film camera. This adds even more realism to your images and animations.

## The perfect team player

Cinema 4D plays well with others: Formats such as .fbx, .dae (Collada), .dxf and .dwt can be used for seamless file exchange with Cinema 4D.

File exchange is particularly easy with CAD applications from the Nemetschek family of products, to which MAXON also belongs.

For example a Cinema 4D visualization can be easily modified and updated from within Allplan, ArchiCAD or Vectorworks.



# Cinema 4D Studio



## At a glance

All features of Cinema 4D Prime,  
Broadcast & Visualize

Also contains Hair, soft body dynamics,  
Thinking Particles, character tools,  
motion tracking and much more

Easily configurable network rendering for  
rendering animations and still images  
using an unlimited number of clients

## The best of all worlds

Cinema 4D offers 30 years of MAXON development know-how. The Cinema 4D full package gives you all the tools you need to meet the challenges of producing high-end 3D graphics. This is why renowned studios and agencies worldwide count on Cinema 4D's efficiency and dependability every day.

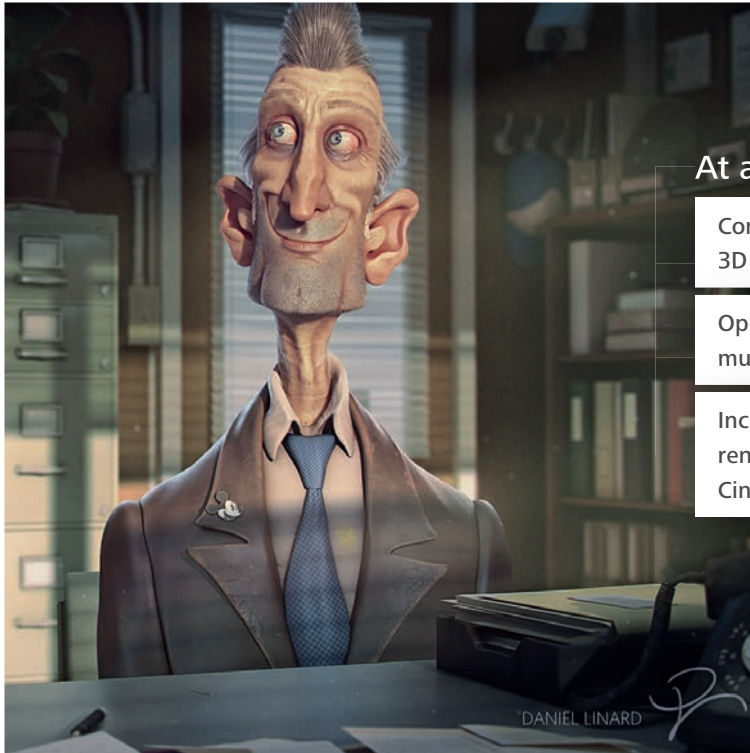
This allows your creativity to grow and flow freely!

## Create to your heart's desire

Fracturing, dynamic simulations with soft bodies, feathers and joints, an event-based particle system, character tools, and much more: Cinema 4D Studio's professional features put it above the rest.



# BodyPaint 3D



## At a glance

Complete set of features for 3D painting, sculpting and UV editing

OpenGL accelerated 3D Painting with multiple layers and blend modes

Includes modeling, animation and rendering functions from Cinema 4D Prime

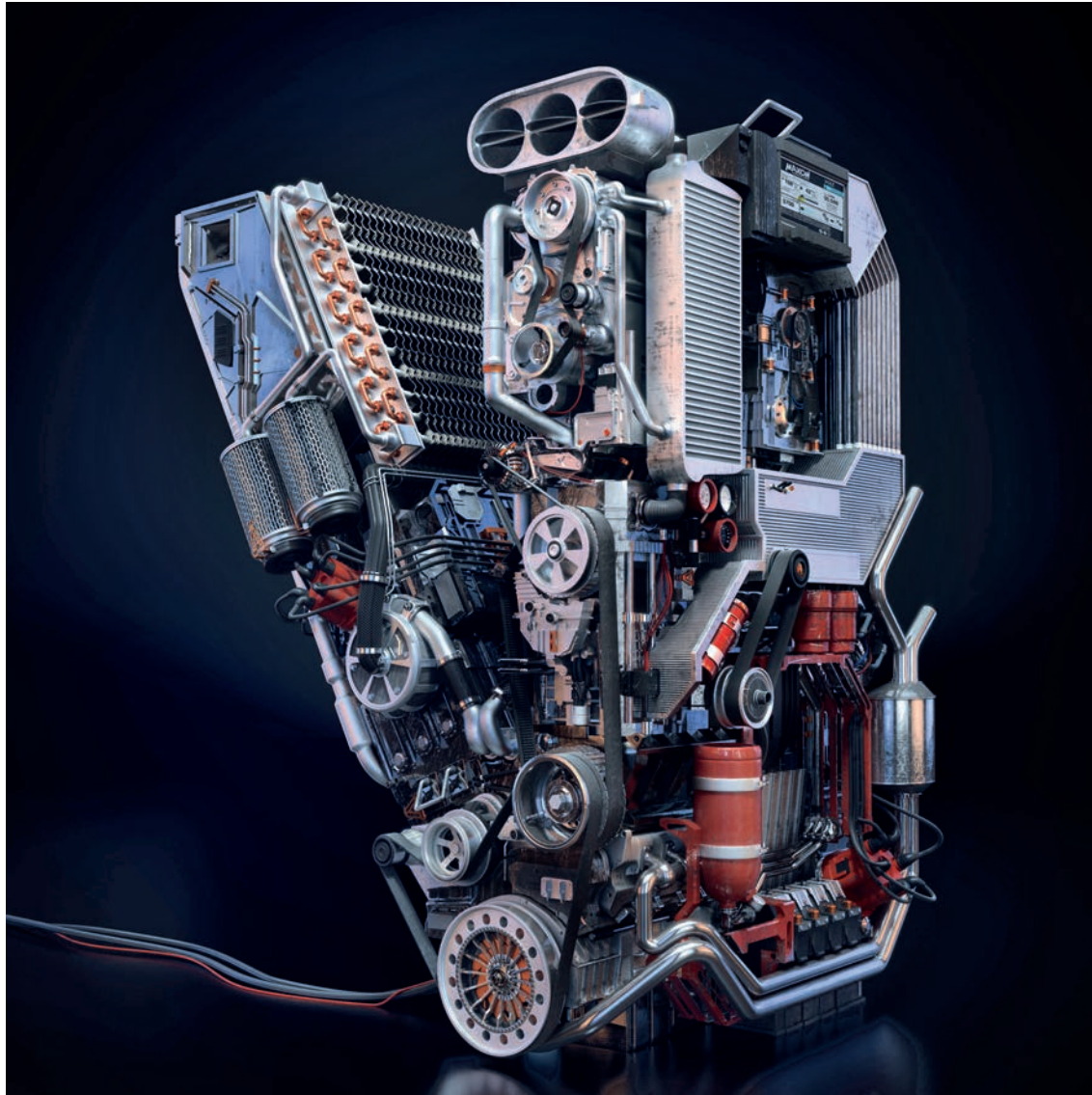
## It's good to be prepared

A clean UV mesh is absolutely essential for 3D painting and baking sculpted objects. BodyPaint 3D includes the UV tools you need to perfectly prepare your models. Needless to say, BodyPaint 3D works seamlessly with well-known 3D applications such as 3ds Max, Maya, Softimage and others.

## You can't get more surface than this

With BodyPaint 3D you can create spectacular surfaces that go far beyond simple texture projections. It supplements your workflow with professional painting and sculpting functions. Easily add folds, wrinkles, bulges and other fine details to your polygonal objects in BodyPaint 3D.





# MAXON License Options

## Flexible license models for any need

MAXON offers flexible license models that let you react dynamically to meet new challenges and scale your production environment quickly and easily. You decide if you want to buy Cinema 4D long-term or rent it short-term.

### Perpetual Licenses

Perpetual licenses represent 'traditional' licensing and the greatest degree of transparency: you purchase your Cinema 4D license and can use the software indefinitely. You can update to the latest Release any time. Keep your perpetual license up-to-date with the optional MAXON Service Agreement. Two types of perpetual licenses are available:

#### **Single-Seat License**

A single-seat license can be installed and used on a single computer. Using the license on multiple computers is not possible. This license is only valid for a single Release but can be used indefinitely.

#### **Multiple-Seat License**

This license model lets you define the maximum number of users who can use the software simultaneously. The software can be installed on any number of computers, which are managed by a license server. The license server restricts the number of installations used simultaneously to the maximum number defined by the license key. This license is only valid for a single Release but can be used indefinitely.

### Short-Term Licenses

MAXON's short-term licenses for Cinema 4D make it possible for you to integrate Cinema 4D's complete, diverse and powerful toolset into your workflow for as long – or short – as you want.

#### **3 & 6-Month Licenses Available**

Short-term Cinema 4D licenses are available for three or six months and can be easily downloaded. They can be used with serial number-dependent plugins and are available as single-seat or floating multi-licenses, which makes them easy to integrate into existing production environments. Short-term licenses can be easily extended by three or six months. You can choose between the most current software version and an existing previous release version so your workflow can continue without interruption.

#### **Switch to a Perpetual License at Any Time**

Switching from short-term to perpetual licenses is easy and can be done whenever you want – and we help pave the way by crediting 75% of the short-term license fees you've already paid towards the purchase of a perpetual license!

Details and terms for switching can be found on our website. You have more questions? Contact us or your nearest reseller to find your perfect license option!



## Additional solutions from MAXON



### At a glance

Perpetual and short-term licenses give you the flexibility to use Cinema 4D just the way you need

The MAXON Service Agreement – always the newest release at a low price

The MAXON License Server – easy and efficient license administration

### MAXON Service Agreement

With the MAXON Service Agreement (MSA) you automatically receive the newest version of your MAXON software. The MSA offers additional benefits like preferred technical support, free access to thousands of video tutorials as well as exclusive plug-ins on our online learning platform Cineversity.com and prioritized product delivery. All for an affordable annual fee.

### License Server

Eliminate the time-consuming administration of your licenses and make more effective use of your valuable time. Even large license pools can be easily administered with the MAXON License Server, reducing tedious configuration work and related expenses. Save even more by purchasing only the number of licenses you want to use concurrently.



# Product comparison

|  | Prime | Broadcast | Visualize | Studio |
|--|-------|-----------|-----------|--------|
| <b>PLATFORM</b>  |       |           |           |        |
| Mac & Windows versions in 64-bit   | •     | •         | •         | •      |
| C++, Python, C.O.F.F.E.E. APIs   | •     | •         | •         | •      |
| <b>INTERFACE &amp; WORKFLOW</b>  |       |           |           |        |
| XPresso – node-based Expressions   | •     | •         | •         | •      |
| High quality OpenGL Viewport   | •     | •         | •         | •      |
| Compositing exchange with After Effects, Nuke, Final Cut, Fusion, Motion | •     | •         | •         | •      |
| Houdini Engine integration   |       |           |           | •      |
| Substance Engine integration   | •     | •         | •         | •      |
| Take System  | •     | •         | •         | •      |
| Level Of Detail Object (LOD)   |       |           | •         | •      |
| <b>MODELING</b>  |       |           |           |        |
| Parametric Generators & Deformers  | •     | •         | •         | •      |
| Subdivision Surfaces + Open Subdiv                                       | •     | •         | •         | •      |
| UV Editing tools   | •     | •         | •         | •      |
| Sculpting tools  |       |           |           | •      |
| Spline tools   | •     | •         | •         | •      |
| New Modeling Core  | •     | •         | •         | •      |
| <b>MATERIALS &amp; TEXTURING</b>   |       |           |           |        |
| Material System with 12 channels   | •     | •         | •         | •      |
| Sub-polygon Displacement   |       |           | •         | •      |
| Sub-Surface Scattering   |       | •         | •         | •      |
| Projection Man camera mapping tool                                       | •     | •         | •         | •      |
| Texture Manager  | •     | •         | •         | •      |
| Layered reflections (Reflectance channel)                                | •     | •         | •         | •      |
| <b>3D PAINTING</b>   |       |           |           |        |
| OpenGL accelerated 3D Painting with multiple layers and blend modes      | •     | •         | •         | •      |
| Multi-brush tools  | •     | •         | •         | •      |
| Projection painting  | •     | •         | •         | •      |
| <b>LIGHTING</b>  |       |           |           |        |
| Various light and shadow types   | •     | •         | •         | •      |
| Caustics   |       |           | •         | •      |
| Support of IES light data  |       |           | •         | •      |

|  | Prime | Broadcast | Visualize | Studio    |
|--|-------|-----------|-----------|-----------|
| <b>RENDERING</b>   |       |           |           |           |
| Global Illumination & Physical Renderer  | •     | •         | •         | •         |
| Image size up to 16 gigapixels in 32-bit   | •     | •         | •         | •         |
| Multi-Pass output  | •     | •         | •         | •         |
| Physical Renderer  |       | •         | •         | •         |
| 3D Stereoscopic rendering  | •     | •         | •         | •         |
| Cross-platform GPU rendering based on AMD's Radeon ProRender technology                              |       | •         | •         | •         |
| Spherical Camera   |       |           | •         | •         |
| Team Render Clients  |       | 3         | 3         | unlimited |
| <b>ANIMATION</b>   |       |           |           |           |
| Timeline/F-Curves for animation editing  | •     | •         | •         | •         |
| Non-linear animation / motion mixing   | •     | •         | •         | •         |
| Motion Tracker, including 3D object tracking, graph view and scene reconstruction                    |       |           |           | •         |
| <b>DYNAMIC ANIMATION</b>   |       |           |           |           |
| Basic particle system  | •     | •         | •         | •         |
| Node-based particle system   |       |           |           | •         |
| Rigid Body dynamics  |       | (•)       |           | •         |
| Soft Body dynamics   |       |           |           | •         |
| Joints, Springs, Motors  |       |           |           | •         |
| Cloth dynamics & dressing functions  |       |           |           | •         |
| <b>MOGRAPH</b>   |       |           |           |           |
| 8 MoGraph Generators (Clone, Trace, etc.)  |       | •         |           | •         |
| 17 MoGraph Effectors   |       | •         |           | •         |
| Enhanced Voronoi fracturing  |       | (•)       |           | •         |
| <b>CHARACTER ANIMATION</b>   |       |           |           |           |
| Basic rigging tools  | •     | •         | •         | •         |
| Basic character animation tools  | •     | •         | •         | •         |
| Advanced character animation tools   |       |           |           | •         |
| New PSD Correctional Morphs  |       |           |           | •         |
| <b>HAIR AND FUR</b>  |       |           |           |           |
| Hair, fur and feathers   |       |           |           | •         |
| Comprehensive styling tools  |       |           |           | •         |
| Hair dynamics  |       |           |           | •         |
| For a more detailed comparison, visit <a href="http://maxon.net/comparison">maxon.net/comparison</a> |       |           |           |           |

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