Lasershow Converter 4D Renderer

Step 1: Selecting the renderer

When you start Cinema 4D, the initial screen looks something like this:

[IMG]

Let's create a simple cube and then render it to laser using Lasershow Converter 4D.

1. Click on the Box button. (Holding the button offers a fly out containing more 3D objects.)
2. The box appears automatically. You can modify the size by the Object Properties in the Attributes tab.
3. For added interest, rotate this box using the Cinema 4D Rotate tool.

The result may look like this:

[IMG]

Step 2: Assigning Lasershow Converter 4D as the renderer

Due to its special render pipeline, Cinema 4D handles the Lasershow Converter 4D as a post-render effect. Once Lasershow Converter 4D is selected as a post render effect, every scene or frame can be rendered for the laser output.

Assigning the Render Plug-In:

1. Open the Render Settings Menu, either by clicking on the render settings button or the <CTRL+B> shortcut.

[IMG]

1. In the appearing dialog box, click on the Effect button, and choose LC4D.

[IMG]

1. Add the Lasershow Converter 4D (LC4D) to the Effects menu.

Now the default settings of the Lasershow Converter appear. The Lasershow Converter effect is subdivided into five sections for specific settings. These are **Default line types**, **Default line color**, Default filter settings, **Laser Output** and **LC4D Help**. These sections are explained more detailed in the Post-Render Effect chapter.

Please note that changes on these settings are affecting all objects in the scene. For applying

adjustments on selected objects, the **Object Tag** offers more detailed possibilities.

[IMG]

Step 3: Rendering a frame

Step 4: Rendering an animation

Step 5: Viewing an animation

Step 6: Summary

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