

LC4D release 6.0



Getting started

Lasershow Converter 4D works with modern versions of MAXON's Cinema 4D computer graphics program. It lets you turn 3D computer graphics into laser graphics, quickly and easily.

- [Introduction](#)
- [Installing Lasershow Converter 4D](#)
- [What's new](#)

The Lasershow Converter 4D system consists of two plug-ins for Cinema 4D: A Renderer and an Object Tag. Each plug-in is explained below:

Lasershow Converter 4D Renderer

The renderer turns Cinema 4D frames and scenes into laser-projectable frames and scenes. Here are step-by-step instructions on using the renderer:

- [Step 1: Selecting the renderer](#)
- [Step 2: Assigning Lasershow Converter 4D as the renderer](#)
- [Step 3: Rendering a frame](#)
- [Step 4: Rendering an animation](#)
- [Step 5: Viewing an animation](#)
- [Step 6: Summary](#)

Click one of the topics below for details about the renderer:

- [Overview](#)
- [Line Types](#)
- [Line Color](#)
- [Filter settings](#)
- [Laser Output, Preview Options and Save Functions](#)
- [LC4D Help](#)

Lasershow Converter 4D Object Tag

The object tag plug-in lets you adjust aspects of how Cinema 4D objects will be drawn by the renderer. Click one of the topics below for details.

- [Overview](#)
- [About object settings](#)
- [Object Line Types](#)
- [Object Line Color](#)
- [Object Filter Settings](#)
- [Object Point Spacing](#)
- [Object Soft Line](#)
- [Object Beam Brush](#)

Tips and Tricks

Here are some advanced topics regarding Lasershow Converter 4D:

- [Contour axis](#)
- [Tips: Beam path optimization](#)
- [Tips: Color and path consistency](#)
- [Tips: Point spacing for lines](#)
- [Tips: Point spacing for objects](#)
- [Tips: Scan speeds and LC4D](#)
- [Tips: Using the Selection Tool](#)
- [Tips: Using Edge Selection](#)
- [Tips: Fixing mysterious flickering lines](#)
- [Questions and answers](#)

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