LC4D

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

Post-Render Effect

You will find several control sections on the main Lasershow Converter 4D post-render effect. These control groupings are:

- 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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Last update: **2021/04/22 12:44**