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 - Allows control how the objects are interpreted and output as laser lines.
- Line Color - Allows control how the color of the objects are used to control the color of the laser lines.
- Filter settings - Allows smooth out the beam path derived from a coarse object.
- Laser Output, Preview Options and Save Functions **- Allows control the frame note that will be used for each frame, and whether or not you will see laser output projected while the**

scene is being rendered. * LC4D Help - Common information about the Lasershow Converter 4D and access to this help file. ===== 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 Copyright and credits**

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