

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](#)

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