

# 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.

Although the default options on the main rendering screen of Lasershow Converter 4D will create good results for most scenes, occasionally you may want greater control over the rendering process. Advanced features are accessed using the Lasershow Converter 4D object tag plug-in.

Object tag parameters ignore the parameters of the render settings. If parameters from the object tag differ from the post render effect settings, the Lasershow Converter 4D will automatically apply the object tag settings. Otherwise, if so object tag is assigned to one or more object, the render settings from the post render effect will be taken.

All parameters are animateable unless they are indicated with a small cross. When the Animate button is activated, these parameters are displayed red, animated parameters are indicated with a red point.

- [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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