

How to use BEYOND 5.0 Features for BEYOND 3D | Cinema 4D | 3DSMax

Video description: This video shows you how use the new features of BEYOND 5.0 for BEYOND 3D, Cinema 4D and 3DSMax| (Version 5.0<).

Chapters

- Scene setup
 - Soft line endings
 - Beam brush/depth cue
 - Z Axis output
-

[Return to Tutorial videos](#)

From:

<http://wiki.pangolin.com/> - **Complete Help Docs**

Permanent link:

http://wiki.pangolin.com/doku.php?id=beyond:video:how_to_use_beyond_5.0_features_for_beyond_3d

Last update: **2023/05/17 12:36**

