

Cinema 4D R19 – Today’s Tools, Tomorrow’s Technology



Cinema 4D Release 19 offers forward-looking technologies and improved tools. The new features provide even more room for creativity and let you work more precisely in the Viewport than ever before.

Modeling

In Cinema 4D R19, your workflow is simpler than ever before: Improved shortcuts let you assign Generators and Deformers to multiple objects in a single step. The new polygon reduction function simplifies complex meshes and preserves UVs and other surface properties. Cinema 4D Release 19 also gives you a preview of the completely new modeling core in Cinema 4D, which is most notable when working with edges, n-gons and surface properties.

Workflow

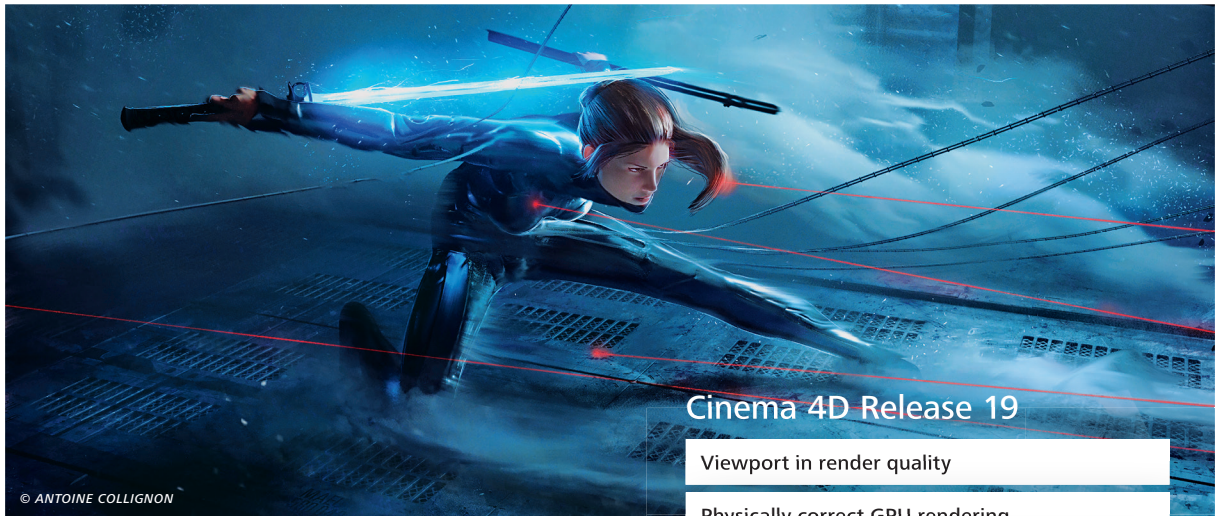
Cinema 4D's fast and intuitive workflow has been optimized even more in Cinema 4D Release 19. The improved Viewport with real-time depth of field and object reflections also lets you work live with an OpenGL view that's astoundingly similar to the rendered result. This lets you evaluate your scene faster and more accurately than ever before. You also benefit from all of these improvements when painting in BodyPaint 3D. With the new LOD object you can simplify assets for game engines and optimize your scene's performance in the Viewport. The new Media Core in Release 19 speeds up image, video and sound format editing and now offers more export options.



CINEMA 4D

Release 19

INFO: Not all new functions are included in all Cinema 4D versions.
Additional information can be found at maxon.net/comparison



Cinema 4D Release 19

Viewport in render quality

Physically correct GPU rendering

Spherical Camera for 360° VR videos

Controlled destruction with enhanced
Voronoi fracturing

Improved performance thanks to the
new Media Core

Rendering

Use your graphics card's power for calculating physically correct renderings and the greatly improved Viewport. AMD's ProRender technology supports the new Mac systems' AMD GPUs as well as AMD and NVIDIA graphics cards on Windows PCs. The seamless integration in Cinema 4D uses the standard Cinema 4D material system, light sources and cameras. The interactive preview lets you evaluate changes to materials and light sources directly in the Viewport. The new Spherical Camera comfortably renders 360° VR videos for YouTube, Facebook and VR headsets.

Animation

The character animation toolset was expanded in R19. New algorithms for mirroring weighting speed up the rigging workflow. Pose Space Deformation Morphs can be used to more easily create self-correcting morph targets.

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MoGraph

The MoGraph toolset in Cinema 4D Release 19 offers fascinating new possibilities for letting your creativity roam free. 3D objects can now be shattered even more realistically and held together until a defined force breaks them apart with the expanded Voronoi Fracture function. With noise displacement you can add details to fracture edges and surfaces to get even more vivid fragments. The completely reworked Sound Effector makes it even easier to create dynamic music visualizations and motion graphics that dance to the beat of the music.