



HEAD-TO-HEAD

Price (inc VAT)

£1095 £3167 £1995 £1640

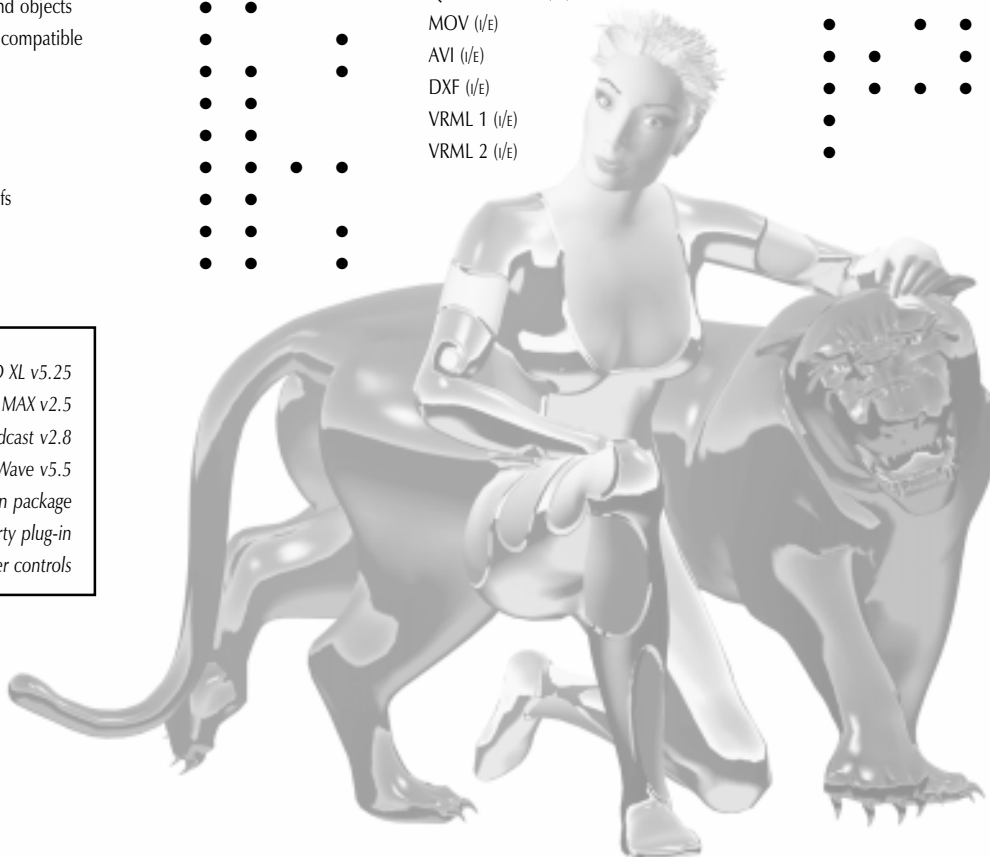
PLATFORMS	XL	3DS	EI	LW
Windows 95	●			
Windows NT	●	●		●
Macintosh	●		●	●
DEC Alpha NT	●			●
HARDWARE SUPPORT	XL	3DS	EI	LW
Open GL	●	●		●
Direct 3D	●	●		●
QuickDraw 3D	●			
Multiprocessor support	●	●		
ARCHITECTURE	XL	3DS	EI	LW
Object-oriented	●	●		
Completely integrated environment	●	●		
Multiple simultaneously open projects	●			
Control over screen redraw	●			
Customisable interface and palettes	●			
Built-in programming language	●			
Multi-tasking	●	●		
Modelless operations	●	●		●
Per object & object group viewing prefs	●			●
Realtime shading	●	●		
Realtime texture mapping	●	●		●
Realtime animation previews	●	●		
Edit in any view	●	●	●	●
Hierarchical object management	●	●	●	●
File access paths	●	●		●
Foreground and background objects	●	●		
All projects cross platform compatible	●			●
Multiple undo	●	●		●
File browser / catalogue	●	●		
Project assembly	●	●		
Backface culling	●	●	●	●
Special effects viewing prefs	●	●		
Flexible coordinate system	●	●		●
View normal vectors	●	●		●

KEY

XL CINEMA 4D XL v5.25
3DS 3D Studio MAX v2.5
EI ElectricImage Broadcast v2.8
LW LightWave v5.5
● feature included in package
• requires a third-party plug-in
▶ does not include bezier controls

A comprehensive comparison of CINEMA 4D XL and comparable products, feature by feature

MODELLING	XL	3DS	EI	LW
Basic objects	●	●	●	●
Complex objects	●	●		●
Profile splines	●	●		▶
2D and 3D spline objects	●	●		▶
Spline morphing	●	●		▶
Freeform lattice (FFD)	●	●		
NURBS	●	•		
NURBS morphing	●	•		
Text import	●	●	●	●
Precise object creation	●	●		●
Flexible measurement system	●	●		●
Polygon optimiser	●	●	●	●
Structure manager	●			●
Magnet deformation tool	●	●		●
Interactive smoothing	●	●		●
Animated booleans	●	●		
Merge projects	●	●	●	●
User definable object groups	●	●		
FORMAT IMPORT / EXPORT	XL	3DS	EI	LW
Illustrator / EPS (i)	●	●	●	●
LightWave (i)	●			●
3D Studio Rev 4 (i/e)	●			
Imagine (i)	●			
DEM (i)	●	●		•
FACT (i)	●		●	
QuickDraw 3D (i/e)	●			
MOV (i/e)	●		●	●
AVI (i/e)	●	●		●
DXF (i/e)	●	●	●	●
VRML 1 (i/e)	●			
VRML 2 (i/e)	●			



UK & Eire distribution

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FORMAT EXPORT	XL	3DS	EI	LW
QuickTime VR	•	•	•	
Depth maps	•	•	•	•
Alpha channels	•	•	•	•
MATERIALS & TEXTURES	XL	3DS	EI	LW
Drag-and-drop	•	•		
Multiple materials per object	•	•	•	•
Interactive placement	•	•		•
Texture tiling	•	•	•	•
Expandable materials libraries	•	•		
Separate controls for all aspects	•	•		•
Real geometry displacement mapping	•	•	•	•
Complex 2D shaders	•	•	•	•
Complex 3D shaders	•	•	•	•
MIP / SAT mapping	•	•	•	
UV / UVW mapping	•	•		
Texture map projection	•	•	•	•
AVI / QuickTime as texture maps	•	•		•
Glow materials	•	•		•
Adjustable genlock key colour	•	•		•
Environment mapping	•	•		•
LIGHTING	XL	3DS	EI	LW
Unlimited light sources	•	•	•	•
Automatic lighting	•	•		•
Many light types	•	•	•	•
Volumetric lights	•	•	•	•
Soft and hard shadows	•	•		•
Visible light	•	•	•	•
3D gobos	•	•	•	•
Realistic sun simulation	•	•		
Particle lights	•			
Lens flares	•	•	•	•
All lighting aspects animatable	•	•	•	•
ANIMATION (GENERAL)	XL	3DS	EI	LW
Most everything is animatable	•	•	•	•
Use splines as animation paths	•	•	•	
True acceleration and deceleration	•	•	•	•
Different spatial and interpolation methods	•	•		•
Separate world and object rotation	•	•		•
Constrain to object path	•	•		
Animated booleans	•	•		
Formula animation	•	•	•	•
Infinite number of channels per object	•	•	•	•
Function curve editor	•	•	•	•
ANIMATION (CHARACTER)	XL	3DS	EI	LW
View in skeletal mode	•	•	•	•
Skeletal animation	•	•	•	•
Inverse kinematics	•	•	•	•
Bones	•	•	•	•
Magnet	•	•		•
Object morphing	•	•	•	•

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PARTICLES	XL	3DS	EI	LW
Any object can be a particle	•	•	•	•
Multiple objects can be particles	•	•	•	•
Lights can be particles	•	•		•
Animated objects can be particles	•	•		
SPECIAL EFFECTS	XL	3DS	EI	LW
Explosions	•	•	•	•
Wind	•	•		•
Melt	•	•	•	•
Morph	•	•	•	•
Shatter	•	•	•	•
Twist & Bend	•	•	•	•
Pulse & Vibrate	•	•	•	•
Magnet	•	•		•
CAMERA	XL	3DS	EI	LW
Wide range of lenses	•	•	•	•
Multiple cameras	•	•	•	•
Render multiple cameras in one pass	•	•		
User defined frame size and pixel depth	•	•	•	•
Depth of field	•	•	•	•
Animated depth of field	•	•		•
RENDERING	XL	3DS	EI	LW
Raytracing	•	•		•
Fastest raytracer on any platform	•			
Multiprocessor support	•	•		•
Background rendering	•			
Network rendering across platforms	Q4 98			
Reflections and refractions	•	•		•
Motion blur	•	•	•	•
Field rendering	•	•	•	•
Cue several projects for rendering	•	•		•
Extended QTVR Output	•	•		•

All information correct at the time of going to press. Please report any inaccuracies. E&OE.



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