Version 5

CINEMA 4D™ GO

The integrated modelling and animation solution for beginners and semi-professionals, running on MacOS or Win9x/NT

True Raytracing

Spline-based Modelling

Broadcast Quality

Plug-ins / Macros

Keyframe Animation

Inverse Kinematics

© 1998 by M. V. Zimmermann, MAXON Hoverbike-Model by Michael Welter

GO for Webdesign, Multimedia and Video

Have you thought about life in the fast lane with CINEMA 4D? Perhaps you are impressed but you don't need the immense range of functions in the high-end SE and XL versions. We have the solution for you: **CINEMA 4D GO**. The GO version offers you all the **handling**, **stability** and **speed** of the SE and XL versions,

but **at just a fraction of the cost**. The GO version arms the committed home user, professional **multimedia or internet designer** with all the tools required to create and animate eye-catching 3D graphics quickly and effectively. Whether it's simple 3D logos or intergalactic warfare, GO is up to the task with **astonishing value for money**. GO profits from our experience in programming the state of the art XL version, since both packages are based on the same program code.

The GO version packs plenty of punch – GO can output pictures and animation in **full broadcast quality** (S-VHS PAL with 4x4 oversampling and fields). For example, the most demanding 3D titles for video films can be created using the **internal compositing** functionality or by outputting the **alpha channel**.

Each function is extensively documented and a tutorial soon has you up and running. **The Instant Space CD-ROM is included** – this modular construction system generates countless varieties of space ships.

Are you ready to GO?

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CINEMA 4D™ GO

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Package Contents

Extensive distribution: scenes; objects; materials; textures; ancillary programs; pictures; reference manual; Instant Space modular construction system.

Rendering

Prime-time capacity; ultrafast raytracing; cartoon renderer; broadcast quality antialiasing up to 4x4; output size up to full S-VHS PAL resolution (768 x 576 pixels).

Phtotrealism

Adaptive antialiasing; authentic light refraction; authentic reflections; adjustable film format; adjustable pixel ratio; support for internal/external alpha and depth channels; support for external scripts/programs; depth of field; lens effects; glow effects; volumetric effects; object motion blur; scene motion blur; picture filters (soft filter, mid filter, etc.); QuickTime VR panoramas and animation.

Material System

Expandable material library; diverse choice of projection types: Spherical, Cylindrical, Flat, Cubic, Frontal, Spatial, UV-Mapping, Shrink-Wrapping; glow; displacement mapping; 12 material channels; procedural 2D/3D shaders: Brick, Cloud, Cyclone, Fire, Flame, Galaxy, Gradient, Marble (2D), Neptune, Noise, Saturn, Saturnring, Starfield, Sunburst, Turbulence, Uranus, Water, Colour, Earth, Marble (3D), Metal, Rust, Terrain, Venus, Wood, Volumetric Fog; additive textures; interactive texture placement on objects; movies, AVIs or individual picture sequences as animated textures.

No Limits

Unlimited number of objects, cameras, light sources, etc.; up to 0.1 billion points per object; unlimited textures per project.

Objects

More than 50 primitives, including Platonic bodies; spline objects (e.g. spirals, cycloids, technical profiles); special objects (e.g. fractal, relief map); formula splines; Truetype and PostScript Type 1 fonts; foreground and background objects; light sources; cameras; floor and sky objects.

Editor

Choice of measurement system and units; background picture display in the editor; fully integrated points editor with powerful magnet function; bevels; OpenGL/QuickDraw 3D Rave support; virtual walkthrough function; individual and 4-side views; configurable interface; Boolean operations; coordinates manager for numerical data input; object manager with hierarchy overview; web-ready through logically consistent VRML support (e.g. input of URL addresses); optimal for games designers courtesy of isometic and axonometric camera projections.

Light Sources

Parallel and divergent; soft light cone; hard and soft shadows; visible light; dust effect; volumetric light; lens effects with more than 40 glow and reflex presets; lens effects editor; sun simulation; automatic light facility; ambient (environment) light.

Character Animation

Inverse kinematics with angle limits, damping and anchor; skeleton mode; authentic hierarchy division.

Animation

Timeline-based animation for positioning, scaling and rotating objects or entire object groups; time manager for precise, interactive keyframing; timeline for animation preview and editing (numerical and drag-and-drop).

Import and Export

CINEMA 4D; Direct 3D (export only); DXF; QuickDraw 3D; VRML 1; VRML 2; 3D Studio R4; Wavefront; DEM (import only); Adobe Illustrator (import only); Lightwave (import only); Imagine (import only); TIFF; TGA; BMP (PC only); PICT (Mac only); IFF; JPEG; AVI (PC only); Movie (Mac only).

C.O.F.F.E.E.

Integrated programming language for plug-in development; object-oriented structure; high execution speed; platform-independent – C.O.F.F.E.E. plug-ins can be exchanged across all platforms without modification; optional developer kit available for registered developers; many free plug-ins already available via the internet.

Technology

MMM support:

Multiplatform: currently runs under Win9x, WinNT, MacOS (PowerMacinstosh).

Multithreading: program elements run completely independently of each other, enabling background rendering.

Modularity: CINEMA 4D is based on the latest programming techniques. Its modular structure facilitates quick ports to other/new operating systems. Memory-friendly and extremely fast, CINEMA 4D GO is ideal for graphics studios, web designers, multimedia companies, hobbyists and students.

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