

CineThea Quick Start Manual

Version: 0.7 Beta

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Introduction

CineThea is a plugin using Thea Render as a standard renderer inside Cinema4d.

CineThea supports (at the moment) Cinema4D R 11 and R11.5 on Windows platform and R11.5 on OSX (both 32 and 64 bit architectures).

Installation

CineThea installation is easy and similar to most other Cinema4D Plugins. Simply Unzip Package in ...\\Cinema4D\\Plugins\\ without any subfolder.

The final structure of CineThea plugin folder should be:

CineThea (folder)

- CineThea.cdl (Win only)

- CineThea.cdl64 (Win only)

- CineThea.dylib (OSX only)

- res (folder)

- TheaTemp (folder)

The TheaTemp folder is used for data exchange and temporary file storage during render and exporting phases. Make sure that you have full read and write privileges on this (a standard Cienema4d installation should ensure that).

At the moment, scene generated with OSX version will not be compatible with Windows one - we will address this in the next release with a kind of Custom Save Project command.

Thea Render Supported Features

CineThea supports now most important Thea Render Features to produce still images (animation support will be added in forthcoming versions).

Renderer:

Complete support for all engines: Unbiased TR1, Unbiased TR2 and Biased (BSD).

Exported scene can be rendered automatically in Thea Darkroom or opened and edited in Thea Studio.

Environment settings support.

Physical sky support.

Multi-pass support.

Lighting:

Sunlight form physical sky.

Area lights (using emitter material on geometric meshes).

Materials:

Full Thea material support via Thea Material Lab interface.

Full Thea Texture, Colors and Procedurals.

Camera:

Full camera parameter support via Cinema4D parameter and Thea camera tag.

CineThea Structure

After Installation CineThea is visible inside Cinema4D in three places:

- As external renderer in common render settings.
- As a custom Material in material manager.
- As a custom tag In object manager menu (Thea camera tag).

General Overview

CineThea Render Videopost

With CineThea installed, Thea Render will become available as a standard external renderer in general render settings tab. By choosing CineThea, a new VideoPost will be available on left list; by editing it, you can find and set all Thea Render options.

There are some options which will be controlled by Cinema4D, like output image resolution and saving. CineThea options are distributed in several tabs; in system tab you can define basic parameters for plug-in and calculation.

Another important parameter is Engine; with this, you can define which render engine you will use for next render - time parameter has effect only on the unbiased engines and not the biased one. You can also define, if you like, to render in Thea DarkRoom or open scene in Thea Studio (using the "Open With" parameter).

On Units side you have to set the correct units you like to use to export/render scene in Thea Render; this is a completely independent parameter from Cinema 4D units settings. Thus, the modeling and rendering may take place using different scales.

For all render and environment settings please refer to Thea documentation.

Note: a very important thing is to set Thea Render directory parameter to Thea executable path; without this setting, CineThea will be deactivated. This parameter will be saved automatically in CineThea preferences, so you don't have to set it every time (except if you reinstall Thea Render in different place).

Note: on MacOSX, in some cases, Thea Material Lab or Thea Darkroom will not be executed in the foreground, look in the Dock.

Thea Material

You can find in Cinema4D Material List a new entry called Thea Material; this will be created only if CineThea is the current renderer for the scene.

When a new Thea Material will be created, no preview is available because material is "empty".

If you edit material (double click on material icon) Thea Material Lab will be opened and Cinema4D will wait for the user to close it.

Every Thea Material element is available and when closing Material Lab, the preview will be updated and material is now ready to apply and render.

Thea Material can be used as a standard Cinema4D material with texture tag - supported texture projections are UVW, Cubic, Cylindrical and Spherical.

Note: if you create a new material and edit it in Thea Material Lab without any "clear" or "new element" Material Lab cannot be closed. To solve this, simply press clear or add a new basic material and close.

Cinema4D materials are not currently translated; they are all converted in a grey default material.

Thea Camera Tag

All camera parameters are translated correctly including horizontal and vertical offset, by adding Thea camera tag on each camera. You can specify some custom parameters like f-number and shutter speed.