

Notes and Tips on Supported Features by Thea for Cinema4D

Thea for Cinema4D is currently in beta phase. Many features of Cinema4D are not supported at all or they are partially supported. Many of the features are planned to be supported in next versions but there are many that are incompatible between the two applications (for example, ambient color used in Cinema4D materials). Please read below for some notes and tips on (un)supported features.

Geometry

1. Many geometries, such as instances, cloners, nurbs, booleans, metaballs and others, are supported. Render instances are highly recommended for heavy scenes to avoid running into memory issues.
2. Hair and particles are not inherently supported by Thea Render, but they will be supported as render instances in the next versions.

Materials

1. Cinema4D materials are automatically converted internally to Thea Render materials when launching a render, so explicit conversion is not necessary (i.e. using Convert Materials functionality).
2. The following channels are supported: Color, Diffusion, Specular, Reflection, Transparency, Bump, Alpha, Luminance, Fog, Displacement.
3. Not all parameters in the channels mentioned above are supported due to the different material systems. Upon conversion, the plugin will convert Cinema4D materials to Thea Render ones, using several heuristic rules.
4. Cinema4D (procedural) shaders are supported only through texture baking. Texture baking can be controlled using Thea Render settings and Thea Bake tag. Note that texture baking is currently (internally) disabled during interactive rendering and material preview generation for performance reasons.
5. Thea Render materials can be edited inside Cinema4D for describing the majority of materials with up to two layers per category. For certain cases of materials with layered textures, editing with the standalone Thea Render material editor may be needed (by double clicking on the material preview in that case).

Environment

1. Cinema4D physical sky is supported only as a means to activate Thea Render own physical sky. Cinema4D sky object is supported only for activating an image-based environmental lighting (use the Luminance channel of the assigned material for this purpose).

2. Background object is supported only as a means to set the background image. Foreground and environment objects are not supported.

Point Lights

1. Only some of the parameters of Cinema4D lights are supported. Finer control can be achieved by adding Thea Light tag next to Cinema4D light. In this case, only visibility and shadow is controlled by Cinema4D point light description, while all radiometric parameters are controlled by Thea Render light tag description.

2. Cinema4D area lights are converted to actual geometries in Thea Render.

Camera and Display

1. Cinema4D (physical) cameras are supported only for setting up camera position and parameters of f-number, film, lens-shifting and z-clipping. Explicit support for Cinema4D tone mapping and color profiles on source image does not exist currently.

2. Thea Render camera tag can be used to override Cinema4D camera. In that case, the camera can also be used to override Thea Render display options.

Rendering

1. Thea Render Channels must be activated from Thea Render settings. Note that currently, the channels can only be saved and edited through Thea Darkroom window.

Interactive Rendering

1. Cinema4D own interactive render region is supported. For smoother interactive rendering though, it is recommended to use Thea Darkroom interactive rendering (IR button).

2. Currently, only camera navigation and material editing are optimized for best interactive experience; all other operations will trigger a complete re-transfer of the scene to Thea Render, slowing down the interactivity.

Animation

1. Thea Render supports animation rendering within Cinema4D. Note though that, currently, neither animation export nor motion blur are available.

Team Render

1. Team Render is supported by the integrated plugin but only for animations where each client

processed a full frame. Co-operative rendering on the same frame using Team Render is not supported; currently, you can only use Thea Render network rendering for co-operative rendering on still images.

2. Team Render should not conflict with Thea Render own network rendering; make sure that Network is set to None (in Thea Render Settings > General > Distribution).