



Cinema 4D tutorial

Software needed:

Maxon Cinema 4D version 6 and higher. I used version 8.1.

AmbientOcclusion shader (still beta)

Any 2D package capable of mixing layers. I used Photoshop 6.0.

We need two passes to create the image, in this case that means setting up two different scenes.

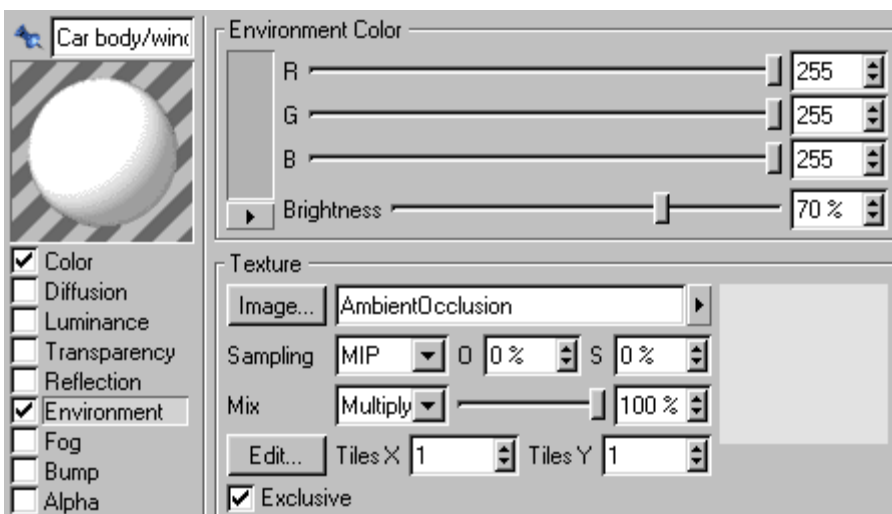
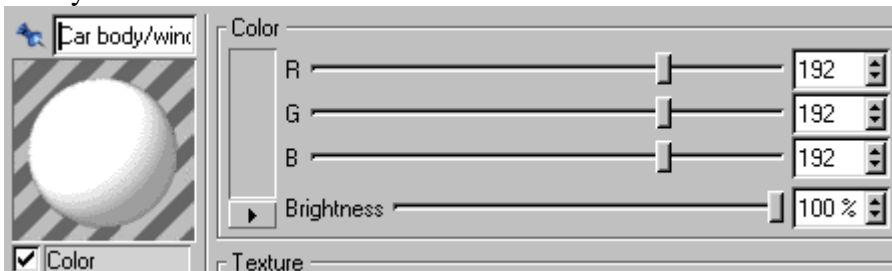
Scene 1 using the AmbientOcclusion shader.

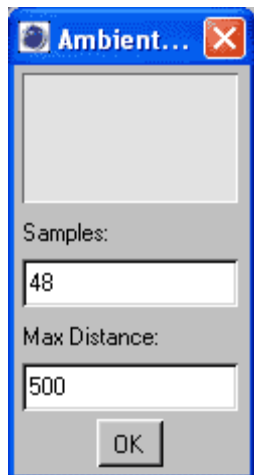
We do not need any lights in this scene, so don't forget to turn off 'Auto light' in your render settings options tab.

I used four different materials, one for the Car body and windscreen, one for the rest of the car (IE. rims, tires, headlights), one for the floor and one for the sky.

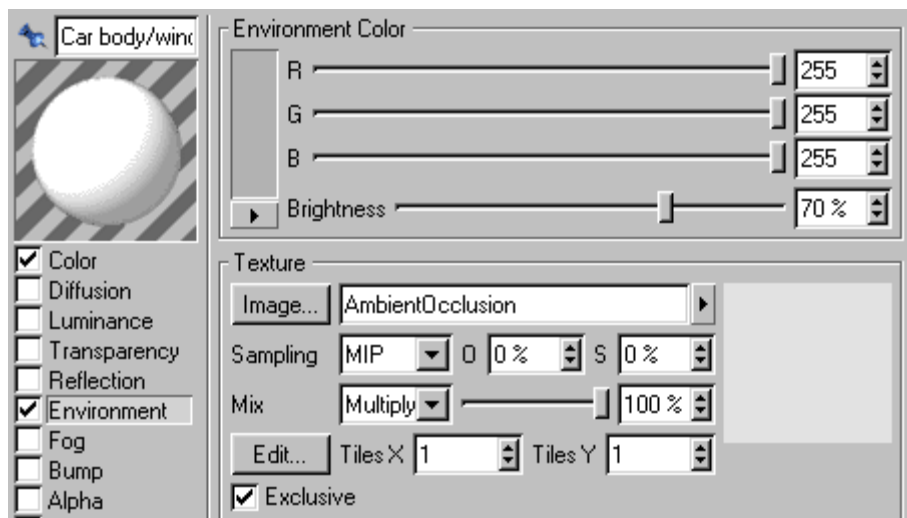
Creating the materials using the AO-shader:

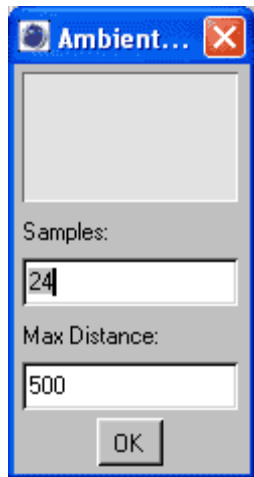
-car body/windscreen:



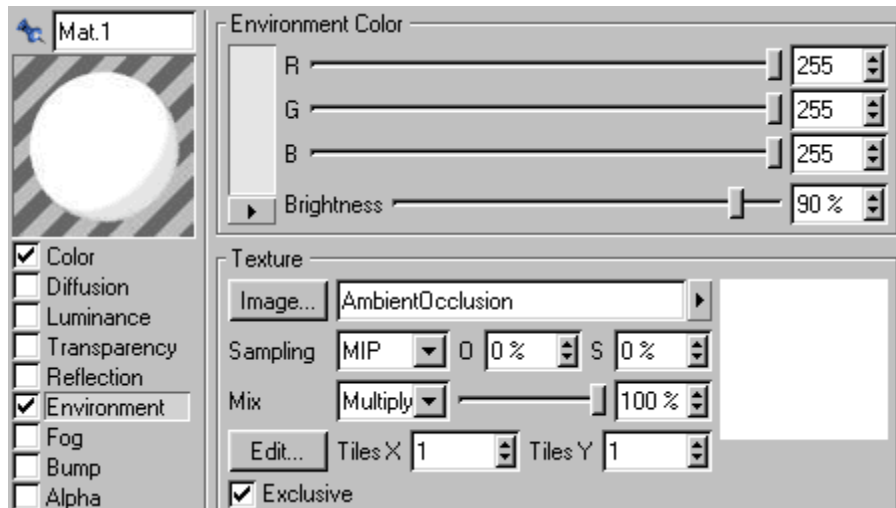
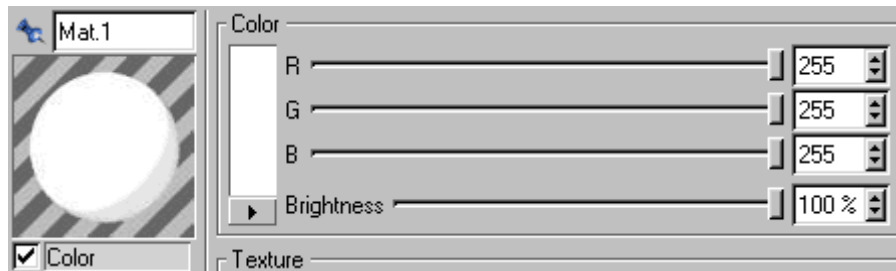


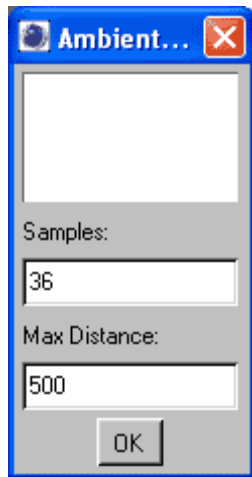
-car rest:





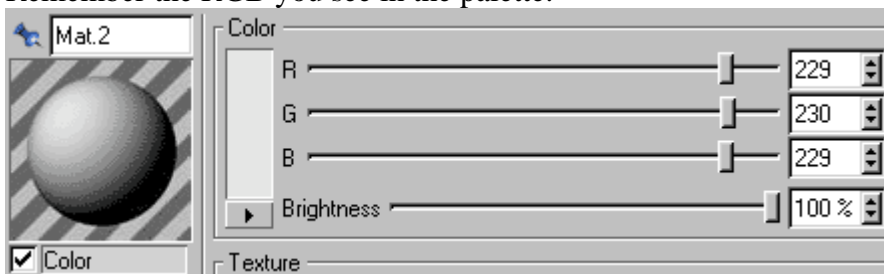
-floor:





Creating the sky material:

To get a smooth background with no visible horizon just 'region render' a small part containing horizon. Alt-printscreen this into photoshop and use eyedropper on the floor very close to the horizon. Remember the RGB you see in the palette.

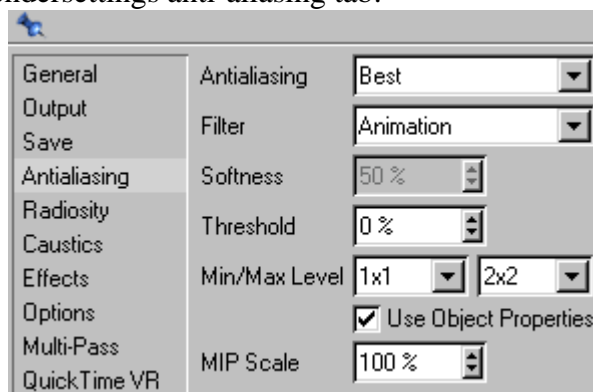


Create a new material in C4D and only tick the color-channel. Use your RGB value and set brightness to 100%.

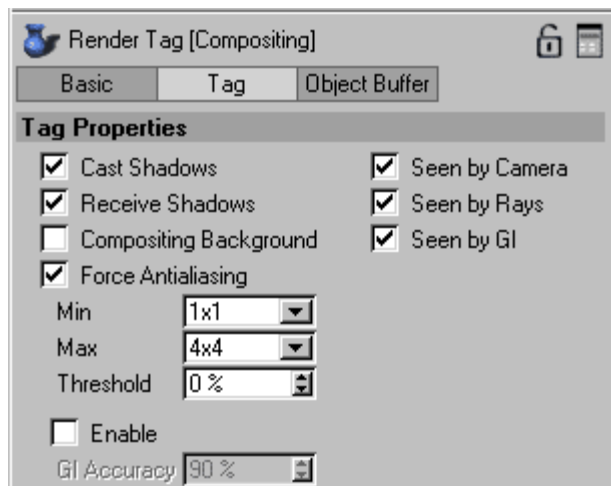
Use this material for your sky.

AA settings:

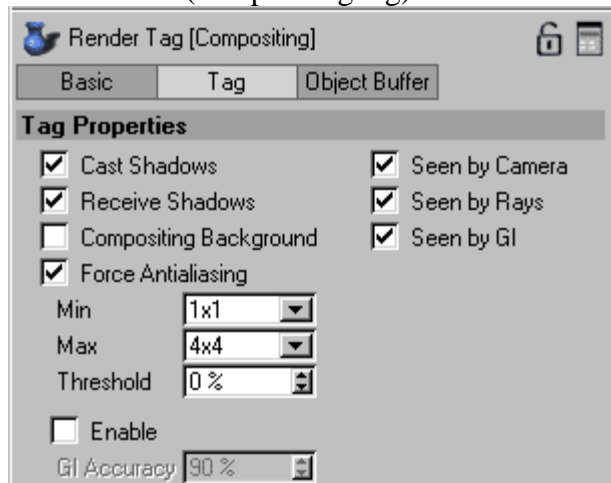
-rendersettings anti-aliasing tab:



-car body Force AA (compositing tag):



-floor Force AA (compositing tag):



Rendered at 1024x576 (16:9) took 57min. Some settings might have been a bit overkill. While you are rendering just continue setting up the second scene.

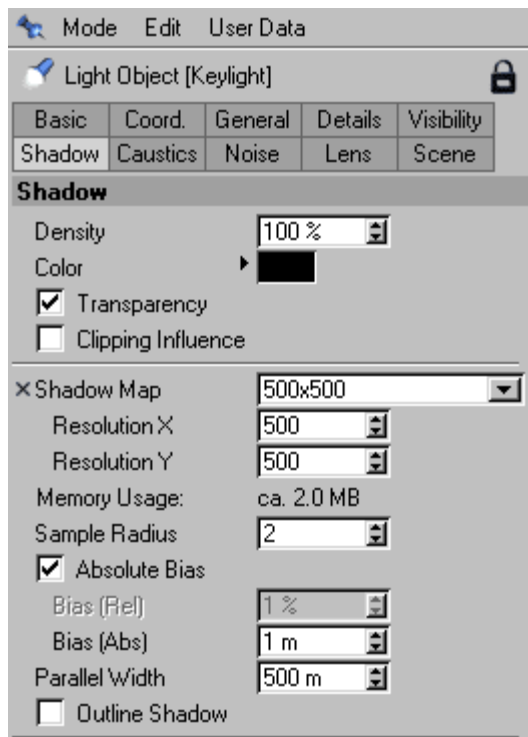
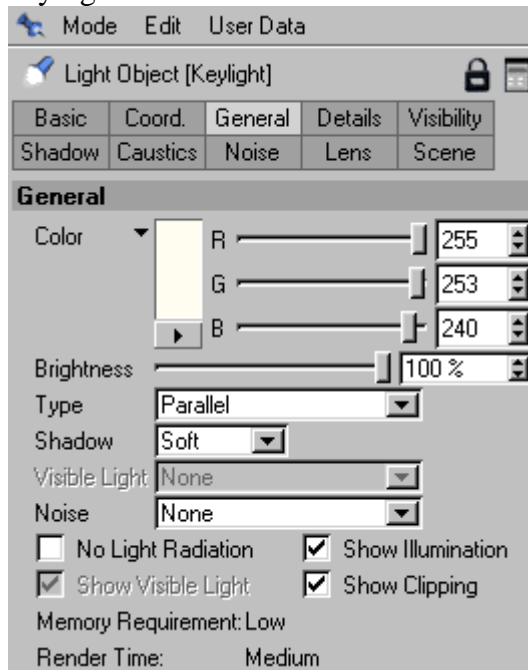
The rendered AO-pass:



Scene 2 using regular materials and raytrace lighting.

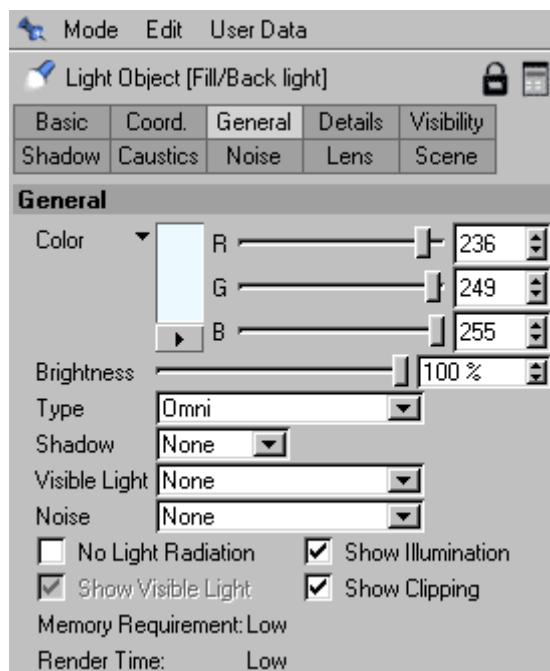
I used a simple but effective three-point-light setup:

1. Key light:



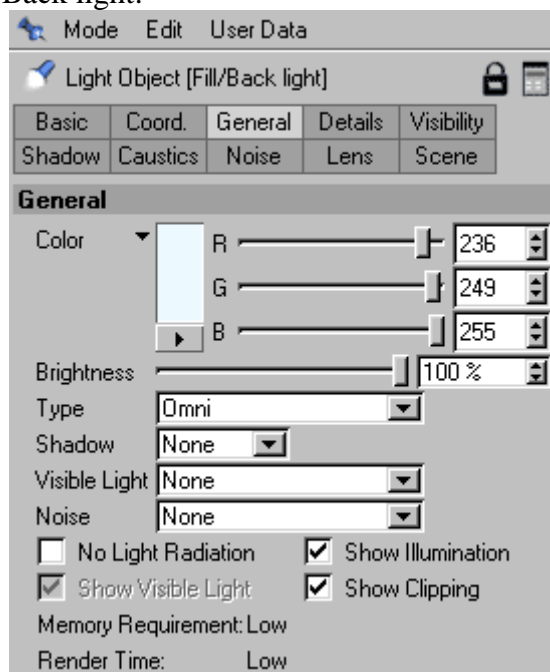
Positioned almost vertically above floor.

2. Fill light:



Positioned very close to camera.

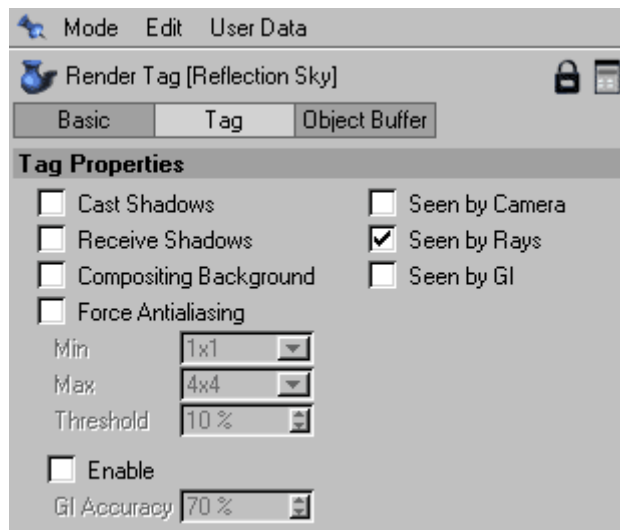
3. Back light:



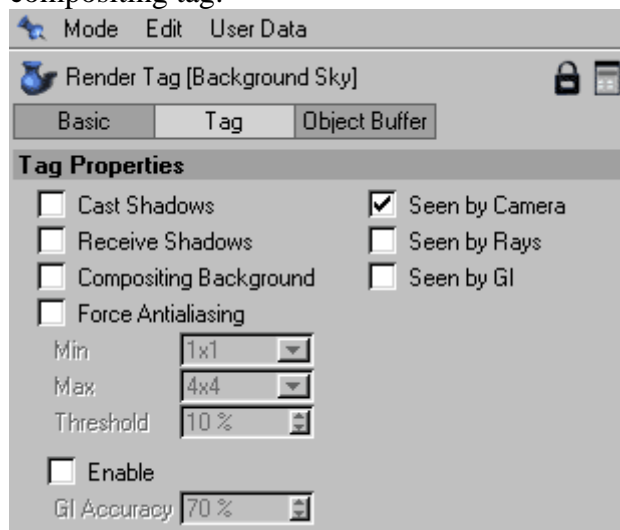
Positioned in line with car and camera, behind and slightly above the car.

To get a nice reflection on the car while maintaining a smooth background I used the 'dualsky' trick:

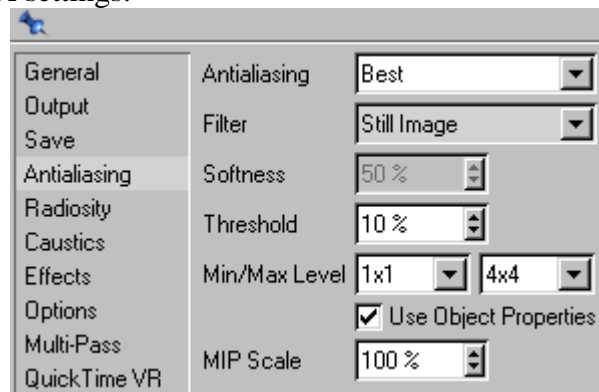
1. Sky with fake-hdri-map (or genuine hdri-map) material for reflections:
compositing tag:



2. Sky for background (apply the same 'smooth background' trick as before):
compositing tag:



AA settings:



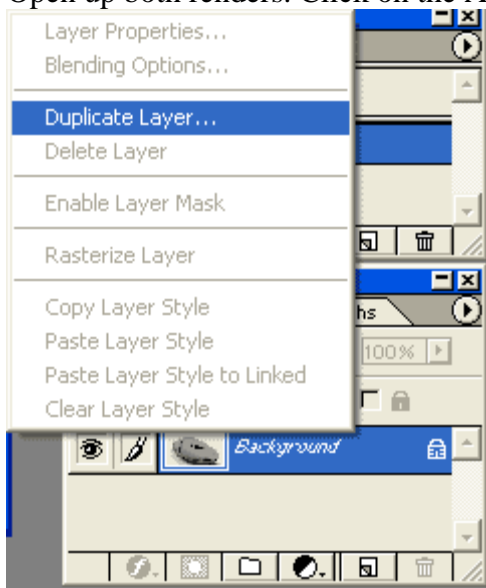
Rendered at 1024x576 (16:9) took 4min 45sec.

The rendered Raytrace-pass:



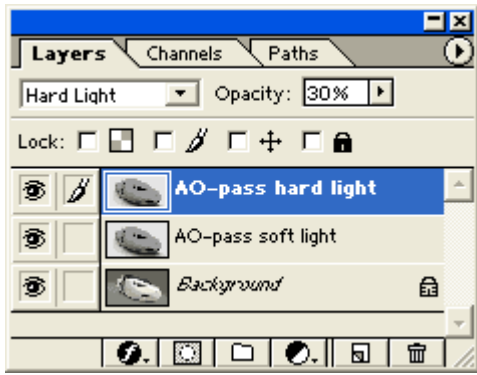
Compositing these two passes together in Photoshop

Open up both renders. Click on the AO-pass render and duplicate it's layer twice to the Raytrace-pass render.

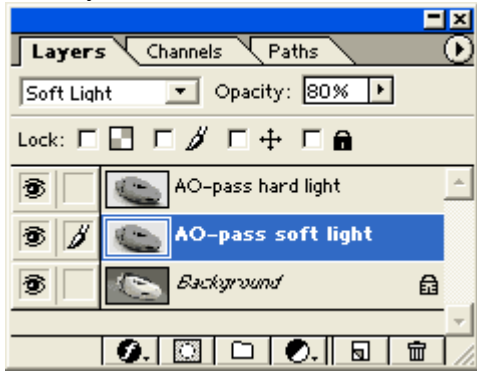


Use the settings below or try different mixing styles yourself:

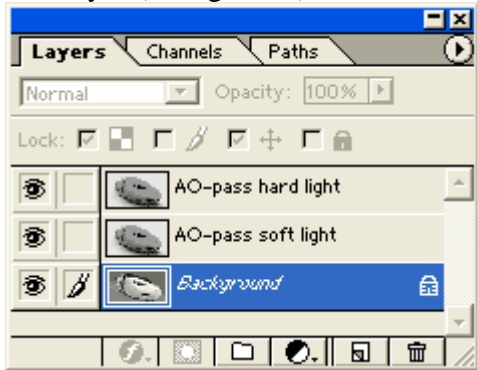
top layer:



middle layer:



bottom layer (background):



Flatten image and fiddle around with levels and hue/saturation.

The final compos:



Click for 1024x576 image

If you have any questions about this tutorial contact me:
[email/msn: ponke008@hotmail.com](mailto:ponke008@hotmail.com)

Or if you are a CG Talk member ask your questions in [this topic](#).

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