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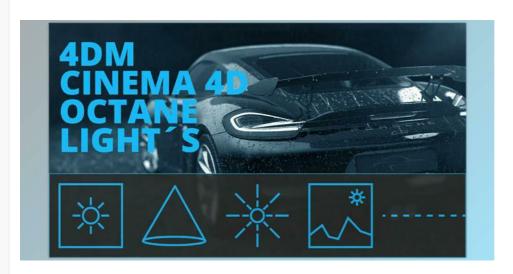
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Cinema 4D Octane Lightkit - 4DM-Works

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Cinema 4D Octane Lightkit - 4DM-Works: This is a straightforward and simple Cinema 4D Octane Light setup. There is a Shape/Area lighting, Spotlight that has OpenGL Viewport visualization, a Sunlight as well as the HdriSky and Seamless floor set-up. Each light/Setup has all the settings on one tab. There are Solo and Unsolo buttons for each light. Additionally, you can find buttons for the C4D Lightning tool buttons in the tab. You can change the position of lights or target lights and also create specular lights. We think this could be beneficial for a product or car pictures.

Gfx plugin details of 4DM-Works - Cinema 4D Octane Lightkit

The product is a straightforward and simple Cinema 4D Octane Light setup, for more information about this post you can click on the home page link in the sidebar.

- This LightKit is compatible with all lights (Area/Shape, Spot as well as Sunlight, HdriSky, Seamless Floor) with easy settings (all settings are in one tab)
- The Cinema Lightplacement tool to place lights, specular or aiming lights.
- You can solo or un solo the 4dm lights by pressing the push of a button
- The Lights are preconfigured to work with the settings of all (also the texture projections)
- Lights can be copied without being connected to XPresso
- There is no need to make use of the Content Browser in order to add light to the scene. We have scripts for each Light that can be incorporated into Your C4D Layout.
- Seamless floor layout
- Spotlight comes with Gobo support as well as some Gobo textures are also included.
- HdriSky with preview globe

Octane Light kit Screenshots and examples: Icons for UI integration:

Settings Arealight:

Settings Spotlight:

Settings Sunlight:

Settings HdriSky:

Settings SeamlessFloor:

seamless floor examples

How to Install

- 1. Put the "4DM_LightKit" folder under the Cinema 4D "Script" folder
- 2. Put "4dm_lightkit.lib4d" under the Cinema 4D "library/browser" folder
- 3. Start Cinema 4D
- 4. You have access to the LightKit tools via Contentbrowser or via the scripts from the script menu





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