



Blendy360Cam v2.2.1 for Cinema 4D (WIN)

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BLENDY 360 CAM IS A COLLECTION OF IMMERSIVE CINEMA 4D CAMERAS

FULLDOME/FISHEYE

Blendy 360 Cam has been created specifically for Immersive theaters. Domemaster is the language we speak.

Visit PanoramaPANORAMA

Equirectangular format,

Compatible with 360 video platforms of all kinds compatible with all 360 video platforms, including YouTube.

Go to StereoscopicSTEREOSCOPIC

Expand Cinema 4D's native stereo camera to create true 3D immersive renderings

Go to and more, AND MORE

Cubemap, Cylindrical, and Little Planet. The formats that are supported by the format can be completely customizable.

Real-Time Preview

Watch the video as you render straight onto Dome (with Blendy Dome VJ), Oculus Rift, or your preferred Syphon application.

Win and Mac & Internet

Compatibility with Cinema 4D

to work with Mac as well as Windows.

Install it on each render client on your farm. Licenses are required only for workstations.

Enter RENDER FOR FARM SUPPORTRENDER SUPPORT

Blendy 360 Cam has been endorsed by

SUPER RENDERS FARM.

You can now make the images you create in your Blendy 360 Cam for Cinema 4D projects using the ability of a genuine Render Farm on the internet.

PLUGIN Compatibility

Cinema 4D custom lens plug-ins such as Blendy 360 Cam aren't incompatible with renders from external sources (like Octane and RedShift) as well as some screens-based effects (like Hair shaders and Toon Outline).



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