



### 3dtoall – MaxtoC4D v6.3-3DS MAX 2014-2022-C4D R15–R26 (Win)

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From 3Ds Max, to Cinema 4D with '2 clicks'.

- Supports 3ds Max Cinema 4D 2015-2022 R15-R25
- Vray, Corona, Octane, Redshift Support!
- Add to Your Cinema 4D library of objects!
- Open models designed for 3ds Max, and then upload the models into Cinema 4D with '2 clicks'
- Make use of to make use of powerful 3ds Max tools and transfer the scene into Cinema 4D
- Plus much more!

#### What exactly is MaxToC4D?

MaxToC4D is a plugin that allows you to transfer the current 3ds Max scenes into Cinema 4D with 2 clicks to solve common problems with the import and export process automatically, in order to achieve the best results the fastest manner and with the least effort.

#### Who's this for?

To all 3D artists who use 3ds Max or Cinema 4D. The benefits will be immediate.

If you're an avid user of 3ds Max, you can add an additional aspect to the workflow by sending your scene into Cinema 4D to use the rapid advanced rendering there as well as the collection of objects and hair/grass system that is integrated, etc.

If you're using Cinema 4D you can sometimes prefer modeling inside 3Ds Max to use specific tools, or simply because you have models you've already made or perhaps because you've bought models in the past , but in .max file format (arch models, for instance) and you would like to integrate them to be used in an existing Cinema 4D project in a speedy manner.



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