



## Laubwerk SurfaceSPREAD v2.0.7 For C4D R25 (WIN)

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**Laubwerk SurfaceSPREAD v2.0.7 For C4D R25 (WIN):** A simple and effective method to disperse Laubwerk Plants (and the rest of your objects) on splines and terrains. The plugin provides a variety of interactive and parametrical models to Maxon Cinema 4D.

SurfaceSPREAD 2 is specifically designed to create ('scatter') vast amounts of object clones across surfaces and Splines. Additionally, it includes shaders, terrain generators as well as other helper objects that will meet your landscaping requirements within Cinema 4D.

By using SurfaceSPREAD 2 object SurfaceSPREAD 2 object you can quickly scatter large quantities of object clones, like Laubwerk Plants on surfaces. For splines, you can use SplineSPREAD. SplineSPREAD object. Use parametrical tools, environment-sensitive parameters (e.g. slope or height), or manually regulate your distributions using vertex painting, splines bitmaps, or distribution modifiable.

### WHAT'S NEW IN SURFACE SPREAD 2

Ten years later, since its first release, Laubwerk has released version 2 of SurfaceSPREAD. It is the most effective, fast and original scattering plug-in that works with MAXON Cinema4D!

- Native Support is available for R20 and R21 as well as support for the latest R21 licensing
- Easy licensing with online activation
- SplineSPREAD object
- SurfaceSPREAD object is able to be used in conjunction with MoGraph Effectors
- Rapid rendering because of Cinema 4D Multi-Instances support
- Point cloud drawing mode

### Improvements:

- The editor's performance is improved with a speedy preview, allowing massive amounts of instances making use of less RAM
- Cinema 4D Hair object link is now available for the dispersion of objects across painted guides.
- Many bugs have been fixed

### System requirements

- Maxon Cinema 4D (R16-25), MacOS X or Windows
- A computer capable of running your version of Cinema 4D
- Around 30MB disk storage is required per installed Cinema 4D version
- For network rendering (e.g. Network Render, Team Render), SurfaceSPREAD must also be installed on the render nodes. There is no need for activation of the license in this instance.



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