Drive! v2.06.0 for Cinema 4D

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Morph

The car's body could be imposed on the motions of an object. For example, you can use the simple cube to add animated sequences to the car simulation to create stunning, physically impossible movements or push cars onto a moving line.

Gfx plugin details of Drive! v2.06.0 for Cinema 4D

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The temperature of the Tyre

By calculating the friction between the wheels and the ground The simulation calculates the temperature on the tyre's surface. This friction results from slippage while moving or braking. The data can be mapped to the vertex map of a polygon object representing a tyre, e.g. to dynamically alter the texture and appearance of the tire by using vertex map shaders or control an emitter of the smoke from tyres.

Check for collisions with the Underbody

As of now, only the upper parts of the car have been inspected to determine if they have collided with the ground to ensure a rollover of the vehicle. In the present, the underbody has been also been tested for contact with the ground. A vertical offset that can be adjusted allows considering extending parts of the vehicle in the middle (e.g. driveline, exhaust pipes, or driveline) into consideration. This feature is useful, e.g. off-roaders can be seated on top of a mountain or race car becomes stuck in the dirt.

Lane Changes

Vehicles are now able to alter the direction of travel, i.e. it is the object that defines routes. The command to change the route is sent to the car using the new command object. Thus, e.g. branches or maneuvers to overtake can be achieved. This new feature means that cars do not drive routes assigned to them in accordance with the object hierarchy and always pick the closest starting point from all routes that exist.

A Support for Command Instance Support of Command Instance

In addition to the original, an example of command objects could now be found within Command objects. So, the original object is able to be located anywhere in the hierarchy of objects. An ideal example is a command to change lanes. It is located in the chest of a slow-moving car. A car that is faster and coming from behind is able to pass over the command object that is movable and shifts the lane to pass.

New Execution Conditions for Commands

The requirement "Stationary" for the execution of command was modified to the more flexible and flexible "Speed". If the vehicle moves over the object of command with a speed that is within the defined interval, the command will be executed. The earlier "Stationary" behavior can be executed using the value between 0 and 1 km/h.

Enhancements to the Gearbox

The gearbox is now stabilized and optimized to ensure maximum engine performance. It shouldn't be subject to errors in simulation when operating with high ratios of gears.

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