



Arnold v4.7.9.1 for Cinema 4D 2023-2025 (Win)

2025-02-10 16:46:47 [label](#) [我要反馈](#) [下载页面](#)



Arnold v4.7.9.1 for Cinema 4D 2023-2025 (Win): Arnold is an extremely advanced Monte Carlo ray tracing renderer specifically designed for feature-length animation and visual effects. It was initially developed in collaboration with Sony Pictures Imageworks. Now, their primary renderer, Arnold, is in use at more than 300 studios across the globe, including ILM, Framestore, MPC, The Mill, and Digidigit Pictures. Arnold was the main renderer in dozens of movies, from Monster House to Cloudy with a Chance of Meatballs to Pacific Rim and Gravity. It's accessible as a standalone renderer for Linux, Windows, and Mac OS X and via plug-ins to Maya, Softimage, Houdini, and Katana.

Gfx plugin details of Arnold Render

For more information about this post you can click on the home page link in the sidebar.
To search for similar products to Arnold for CINEMA 4D,

New Changes:

- C4DtoA 4.7.8, powered by Arnold 7.3.5.0, introduces a minor feature update that includes new shader presets and enhanced Scene Export functionality.
- Shape index via Effectors in Arnold Scatter: The Arnold Scatter object now reads the shape index (Modify Clone parameter) from its Effectors in the new 'effectors' Shape Mode. You can use Fields via the Plain Effector or Cinema 4D shaders via the Shader Effector to control the distribution of shape instances across the surface. (C4DTOA-3010)
- Instance visibility via Effectors in Arnold Scatter: The Arnold Scatter object now reads visibility from its Effectors. That means the Hide mode of the Push Apart Effector is now supported. (C4DTOA-3011)
- New isolate-selected options in the IPR: You can now choose which type of nodes are filtered by isolate selection in the IPR window. Objects and lights are filtered by default; material selection is ignored. Settings are available from the context menu of the toolbar button and the Render menu. (C4DTOA-3094)

C4DtoA is compatible with Arnold's complete toolbox of features with tools created to save time and provide you with an increase in "direct-ability" over lights, shaders, and various other render effects, such as:

- Arnold shading network editor for writing custom shaders
- Advanced shader for toon
- The AOV has a wide range of support
- Procedurals (stand-ins)
- Excellent IPR performance
- Light manager
- The software supports Thinking Particles, XParticles, and Turbulence.
- Adaptive samples



去下载

标签

Other 平面设计



价值评估

商业价值约 ¥6635.87万元



下载数量

已下载 222908次