

What's new in CINEMA 4D R10.5

Below is a brief description of all new CINEMA 4D R10.5 features.

CINEMA 4D core version

- Images for background templates can be dragged directly into a 2D view. ▶
- How to display Noise shaders in OpenGL mode. ▶
- Any CINEMA 4D command can be dragged into the editor view as a HUD element. ▶
- Navigation speed setting for tablet users. ▶
- Option for saving objects polygonally in the native CINEMA 4D format. ▶
- New Auto-Save function. ▶
- Native CINEMA 4D file format can be opened directly in Allplan 2008. ▶
- New DWG import format. ▶
- Selection assistance in the HUD. ▶
- New HUD commands. ▶
- Commands with which existing objects or materials can be put out as XRefs. ▶
- Camera rotation can be fine tuned via a manually adjustable pivot point. ▶
- Objects and materials can be saved to separate scenes using the XRef function. ▶
- Display of the last eight tools used. ▶
- Tool for interactively placing lights (and reflections). ▶
- Selecting all Phong Edge Breaks. ▶
- New Structure command for connecting Points or Edges. ▶
- New Structure command for removing edges in consideration of the Phong Angle. ▶
- Command for spinning selected edges. ▶
- A new Animation Palette option that will make it easier for users of other applications to use CINEMA 4D. ▶
- Scaleable Mini F Curves. ▶
- Selected keys can be moved using the cursor keys. ▶
- New key property, **Relative**. ▶
- Pseudo sequences for easy selection and repositioning of all keys on a given track. ▶
- Markers can be exchanged between scenes. ▶
- Selecting objects simultaneously in the Object Manager and the Timeline. ▶
- New KeyReducer algorithm. ▶
- Delete redundant Keys. ▶
- Insert any number of Frames. ▶
- Delete any number of Frames. ▶
- Commands for defining an animation before the first and after the last Key. ▶
- Command for making keys relative. ▶
- Command for switching the Key state between Mute and Active. ▶
- Selected Keys can be scaled and repositioned. ▶
- Commands to source out existing objects/materials as XRefs. ▶
- Up to five F-Curve snapshots can be made.. ▶
- Complex Curves can be controlled using RM Curves. ▶
- Command for displaying the Material Manager's layer tabs in rows. ▶
- Resetting parameters to default setting. ▶
- The Editor Camera's settings can now be accessed. ▶
- A history list for the help system. ▶
- A full text search can be conducted within the help system. ▶
- Help can be accessed directly from dialog windows. ▶
- Help pages can be bookmarked. ▶

BodyPaint 3D

- Command for importing older BodyPaint 3D color presets. ▶
- Command for importing older BodyPaint 3D brush presets. ▶
- Various scaled UV Islands can be scaled proportionally to corresponding object surfaces. ▶
- New ABF UV Relax algorithm. ▶
- Two new commands for arranging a UV Mesh in round or square shapes. ▶

MOCCA module

Many of the following also apply to the CINEMA 4D core version.

- Collision Objects can now also be Generators. ▶
- Various new settings for the Skin Object. ▶
- The Cluster Deformer can be used to deform object groups via point selection or vertex maps. ▶
- The Jiggle Deformer is used to create secondary motion. ▶
- The Point Cache Deformer transfers animations in the Point Cache Tag to other objects. ▶
- Squash and stretch lets deformations such as that of a bouncing ball be created. ▶
- The Joint Align tool can be used to freely align joints using a variety of settings. ▶
- Several new modes for the Weight Tool. ▶
- The Weight Tool now works symmetrically. ▶
- The new Paint Tool allows precise painting of vertex maps. ▶
- Command that transforms a point selection into a cluster. ▶
- New bind functionality ▶
- The IK Tag has a new squash and stretch functionality. ▶
- Several new options have been added to the IK Spline Tag. Joint rotation can be more precisely controlled, and more. ▶
- Using the Point Cache tag, object point information can be baked and transferred to other objects via the Point Cache Deformer. ▶
- Two new Weight Tag options ▶

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- The Weight Tag can now account for one vertex map per joint. ▶

NET module

- Command for defining which scene file should be used as the master file for NET Render. ▶

HAIR module

- HAIR supports multiprocessing. ▶
- A new parameter for the Paint Guides Tool with which the interpolation of newly painted Guides can be controlled. ▶
- Hair can be made to bend in the direction of the Target Object. ▶
- New parameter for defining hair shadow density. ▶
- Stepless antialiasing quality for hair shadows at light source level. ▶
- Hair shadow density at light source level. ▶
- New, faster interpolation mode, suited especially for use with fur. ▶
- New antialiasing mode for stepless adjustment of antialiasing strength. ▶
- Steplessly adjustable antialiasing strength. ▶

MoGraph module

- Removing unwanted texture reflection in X and Y directions. ▶
- New, faster Effector for simple effects. ▶
- The effect of each Effector can be restricted to a selection of Clones. ▶
- The effect of the new Volume Effector is limited to object volume. ▶
- Clone selections are saved to the MoGraph Selection Tag. ▶
- Interactive Clone selection. ▶
- Clone selections can be read using the MoGraph Selection Node. ▶