

**INTRODUCTION.**

The Voxelizer is a Generator plugin for Cinema4D R12 or greater which quickly and easily converts any geometry into a Voxelized grid.

**CONTENTS.**

The Voxelizer Generator plugin.  
Docs as PDF  
EULA.

**COMPATIBILITY.**

Cinema 4D R12, R13 , R14  
OSX and Windows 64bit.

**INSTALLING THE PLUGIN.**

To install the plugin , all you need to do is extract the zip file to you c4d plugin folder and restart C4D. The plugins can be found in the texture or shader menu , along with all the other shaders C4d has to offer.

**SERIAL NUMBERS.**

Your serial number can be entered into the personalize section dialogue.  
This is the same place where you entered your C4D serial.

**FUTURE SERIAL NUMBERS.**

When you purchase this plugin, you are entitled to one free serial number update within 1 year. After this period, if your C4D serial number changes and we have to generate a new key there could be a small service charge.

**SOFTWARE UPDATES.**

The latest version can always be found in the [Dropbox](#) folder which you where provided with when you purchased the plugin.

**SUPPORT.**

I can provide limited support via email, the forum or Skype. If you need intensive support or any special solutions, my prices are very reasonable.

**USING THE VOXELIZER OBJECT.**

This is a Cinema4D Generator plugin so you place any geometry you want Voxelized , under the Voxelizer

# OBJECT PROPERTIES.

## GENERATE

Choose from either a **Single Mesh** , which has the advantage of being very fast to work with , or a point cloud , which can be used with Mograph cloner or or various other particle systems

## CELL SIZE

Define the voxel cell size in world units.

A smaller cell size generates more geometry, takes longer to calculate and consumes more memory.

## RENDER DETAIL

This increases the cell resolution at render time only. e.g. if yur cell size is 10m the render detail is set to 200% , when render the scene to the picture viewer, the cell size is 5m instead of 10 and you then have many more voxel cells and of course loads more geometry to deal with.

## CELL OFFSET

Use this value to reduce the bounding area of the of each generated voxel cell.

## CALCULATE UV

If you enable this , each cell is given the average UV coordinate of the polygons which occupy its space. This allows you to easily transfer surface shading from your objects onto the voxel cells.

## COPY TAGS

Enable this if you want various tags to be copied over from the object you are voxelizing.

## HISTORY LEVELS

Adding History levels stores the previous cache state under the current cache state. You may need to bake everything if you intend to render on NET render or similar.

## GEOMETRY

By default cube blocks are used as cells. If you want to use something else, just insert the object geometry source in here. You should keep these objects as few polygons as possible or you will generate massive polygon counts.

## MODIFIER

Here you can link a standard Cinema4D Modifier or deformer to the voxels and move their position , without distorting the voxel cells.

## **NOISE TYPE**

If you enable either Noise or Turbulence, you need to set the Cell Offset to something other than 0%. this will then rescale the voxel cells in world space.

## **NOISE SPEED**

A multiplier for the Noise time period. Higher values being faster and lower values being slower.

## **NOISE SCALE**

A scaling factor for world space noise.

## **TIPS**

If you want to voxelize a large area , use separate Voxelizers for each object and set the position / rotation,ect to world center. This way you won't consume as much memory and this will be much faster.

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