

## **DOSCH DESIGN is Providing Realistic Driving Effects with 3 New DOSCH 3D-Products for Cinema 4D with Physics-Engine**

*(November 10th 2010)* Vehicles in animations shouldn't just move about – they should move realistically, and specifically following the exacting laws of physics. Starting now this is possible with the newest DOSCH DESIGN car 3D-model products for Cinema 4D which are outfitted with the critical physics-engine. They permit the user to adjust the most important motion functions of these cars in a simple and automatic way – and do so quickly.

From the idea to release-ready the vehicle-models underwent numerous experiments and drove many virtual test tracks. But the result speaks for itself: With the help of the Physics-Engine even large traffic scenes can now be realized in very little time, including dynamic rides through open terrain, over ramps and bumps, or simply approaching a stop-sign or a red traffic light. With assistance of the physics-engine all 3D-models possess features like automatic steering and turning wheels, manual height-adjustment of the car body, and much more. Furthermore all vehicles include a driver 3D-model.

The 3 products' use is diverse since realistic vehicles are needed in many areas of 3D-animation. Whether it is architectural visualizations, commercials for TV or Flash-content, action-loaded chases in TV-shows or big-budget movies, or game development; it won't take long to breathe realistic life and excitement into previously static and maybe dull scenes or footage.

The products DOSCH 3D: Driving Cars 2009, DOSCH 3D: Driving Transport 2010 and DOSCH 3D: Driving Concept Cars 2009, are all specialized for use in C4D, with the first 2 featuring 20 branded vehicle models and the latter 10 concept designs. All models are very detailed and completely textured 3D-models and available for \$229 through the homepage at [www.dosch3d.com](http://www.dosch3d.com).

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### **About DOSCH DESIGN**

DOSCH DESIGN develops demand-inspired computer graphics products for professional use in the areas of 3D-design, visualization, animation, movies/TV and desktop publishing. In the process DOSCH DESIGN products combine high design and quality aspirations with an attractive price/performance ratio of its products. DOSCH DESIGN products can always be used license-free, which means there is no additional cost even for commercial use. Further information or images can be requested from the following offices.

## Media-Contacts:

### EUROPA

Dosch Design GmbH  
Attn: Gisela Reger  
Kirchgasse 1  
97828 Marktheidenfeld - GERMANY

Tel: +49-93 91-50 70 90-0  
Fax: +49-93 91-50 70 90-20

Email: [gisela@doschdesign.com](mailto:gisela@doschdesign.com)  
Web [www.doschdesign.com](http://www.doschdesign.com)

### USA

Dosch Design US Shipping Center  
Attn: Harald Dertinger  
603 Ruskin DR  
Altoona, PA 16602 - USA

Tel / Fax: 1 (866) 3D-DOSCH (*Toll-free*)  
Tel / Fax: +1 (814) 943-2807 (*international*)

Email: [infoUSA@doschdesign.com](mailto:infoUSA@doschdesign.com)  
Web [www.doschdesign.com](http://www.doschdesign.com)