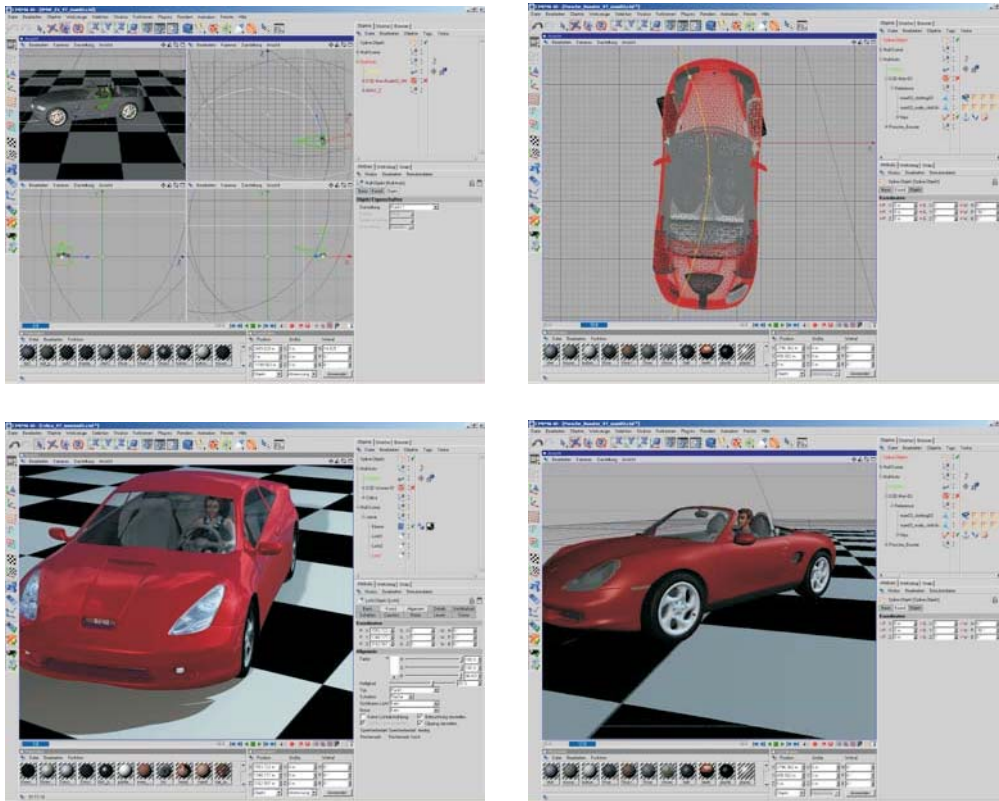


Dosch 3D: Driving Cars for Cinema4D



The product contains 12 cars including an additional 5 different driver 3D-models.

The specialty of this product is the included plugin which animates the wheels (rotate & turn) and the driver (steering motion) as the car moves along a certain defined path.

The set consists of:

- Audi A3
- Audi RS6
- Audi TT
- Cadillac Escalade
- Chrysler PT Cruiser
- Ford Focus
- Lincoln Aviator
- Mercedes CLK 320
- VW Passat
- Porsche Boxster
- Porsche Cayenne
- Toyota Celica
- 3 different male driver models
- 2 different female driver models

Use of the scenes in Cinema4D V7 :

Open the scenes with the desired car.

There are 2 object groups and one spline object.

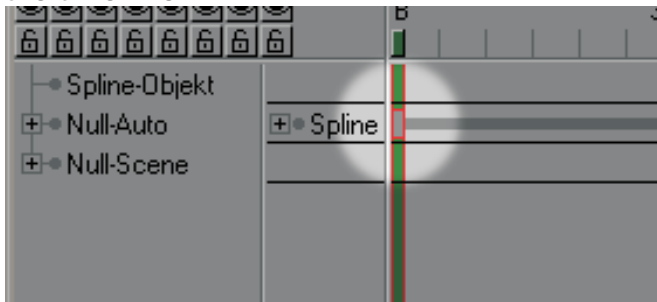


- Spline-Objekt = path of movement
- Null-Auto = The car and the driver figure
The camera only serves as a control function
- Null-Scene = sample environment (floor and lighting)

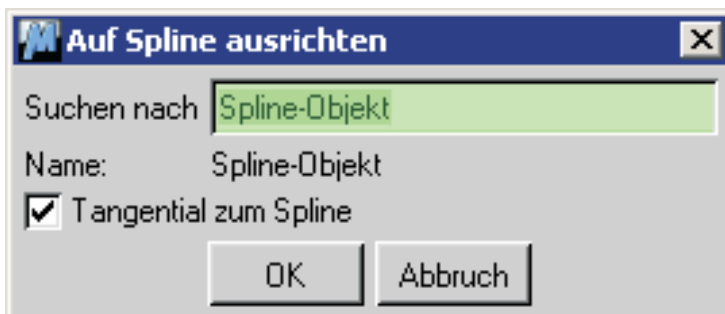
First create a new spline or modify the existing one as needed.

Please remember to name the spline uniquely, like "auto_path_audi", for instance

After the path has been defined it can be used with a double click on the spline key at the time line

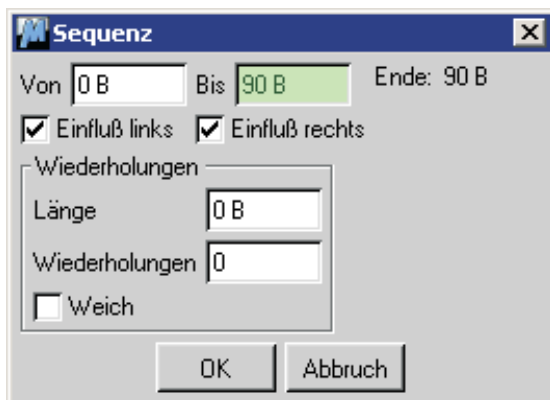
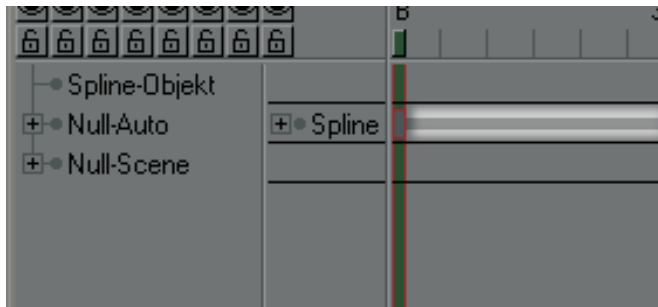


and enter the path name (e.g. „auto_path_audi“)



The car will now start moving along the selected path.

By changing the track (course) you determine the duration of the animation
Double click on the track and the time will be changed.



In order to achieve an even or accelerating movement please use the time curves.
For their use please review the Cinema4D manual.

Now you can copy the objects into your scene – First the spline, then the car.

Use of the scenes in Cinema4D V8:

Open the scene with the desired car.

There are 2 object groups and one spline object.



- Spline-Object = path of movement
- Null-Auto = The car and the figure
The camera only serves as a control function
- Null-Scene = sample environment (floor and lighting)

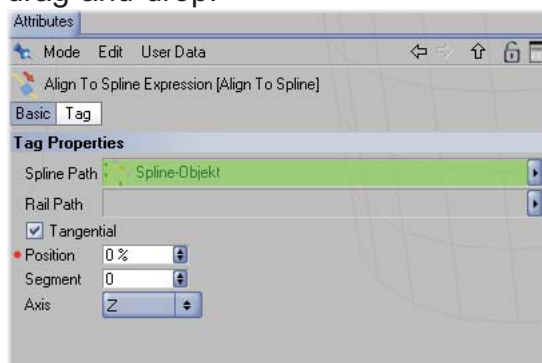
First create a new spline or modify the existing one as needed.

Please remember to name the spline uniquely, like “auto_path_audi”, for instance.

After the path has been defined it can be used by selecting “align with spline” icon.



and by assigning the path object „auto_path_audi“ in the attribute manager by using drag-and-drop.



For the use of the „align with spline“-feature and the keys, please consult the Cinema4D manual.

Then select both objects and copy them into your scene.

IMPORTANT:

It is possible that –at this point- the editor shows the steered wheels in a wrong position.

This will be corrected during the rendering process.