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Thread: [Cinema 4D - Advanced Compositing For Beginners](#)

Euras - September 4, 2011, 7:46 am

In this tutorial I will show you how to achieve professional compositing effects using Cinema 4D. The outcome should look similar to this:

[img]<http://host.talkgfx.net/images/finalcwc.png>[/img]

So lets get started. First thing's first, you need to choose an image which you will use to composite your 3D object into. Make sure that the image you choose is High Definition. In this tutorial I will be using an image I found on <http://ezr.me/269>.

Now we need to turn the image into a material so that we can use it. Double click the empty space in your Materials Manager, and a new material will be created.

[img]<http://host.talkgfx.net/images/1gkg.png>[/img]

Double click on the newly created material, and you will be faced with the Material Editor. For now, we only need to focus on the "Colour" tab, so uncheck Specular which will be checked by default.

Under the Texture sub-title of the Colour tab, browse for your HD image. Also, take a note of the images resolution, as you will need to know it for the next step.

[img]<http://host.talkgfx.net/images/2mrm.png>[/img]

Now click the icon with 4 arrows pointing away from each other and a white circle behind them. A drop down will appear, and you'll need to select "Background".

[img]<http://host.talkgfx.net/images/3nln.png>[/img]

Drag your newly created material onto the Background object in your Objects Manager. The image will now be shown as the background to your view port. Now along the top icon menu, select the 3rd clipboard image, which will open up your Render Settings.

[img]<http://host.talkgfx.net/images/4kfk.png>[/img]

Now under the Output tab, you will need to change the Width & Height values to match those of your image. In my case, I will be changing the width to "1152" & the height to "864".

You can close your Render Settings for now.

Now you're going to need to add a Plane. Go to Objects > Primitive

> Plane. Using your view port navigation icons located to the top right of the window:

Position your plane so that it aligns with the floor of your background image.

[img]<http://host.talkgfx.net/images/6qzq.png>[/img]

Whilst holding CTRL, drag the material from your Background object, onto your Plane object.

Right click on your Plane object, and select Cinema 4D Tags > Compositing.

Click the newly created compositing tag, and have a look at the Attributes Manager. Check the box next to Compositing Background, and uncheck the box next to Cast Shadows. If you now hit render you will see your plane doesn't show.

[img]<http://host.talkgfx.net/images/8qsq.png>[/img]

Now this step is more of a security measure, which prevents your from accidentally messing up your scene. Go to Objects > Scene > Camera. Click the little black target box next to your Camera Object. Right click your Camera object, go to Cinema 4D Tags > Protection. This will prevent the camera from moving around when you're looking through it.

[img]<http://host.talkgfx.net/images/9did.png>[/img]

Now to add your 3D Object. In this tutorial I'll be using MoGraphs MoText, however you can use any 3D Object you want. Go to MoGraph > MoText, and in the Attributes Manager, alter your settings until you're happy with how it looks. Also I find it easier to set the Align attribute to Middle. The font I've used is called "HelveticaNeue LT 95". I also set the depth to 60.

[img]<http://host.talkgfx.net/images/10dqd.png>[/img]

Now the image I'm using doesn't have much of a light source, so I'm just going to place 1 light above the text, unchecking the Camera target icon so that I can move around my scene. Go to Objects > Scene > Target Light, and place the light above the text like so:

[img]<http://host.talkgfx.net/images/11oho.png>[/img]

Now under the Light's attributes, select the Shadow tab. Set the Shadow to Area, and the Density to around 75%. If you hit render you'll be able to see some basic shadows forming.

[img]<http://host.talkgfx.net/images/12nnn.png>[/img]

Go back to your Render Settings, and click Effect. Select Ambient

Occlusion & Global Illumination. The default settings for both will do for now. You can close your Render Settings again. Now we're going to work on texturing the text. So add a new material like you did at the start. I'm going to set the colour to bright white. I'm also going to add a bit of reflection, so under the reflection tab, click the small arrow next to where it says "Texture". Select Fresnel. Set the Brightness to around 20%, and the Mix Strength to about 40%.

[img]<http://host.talkgfx.net/images/13xjx.png>[/img]

Drag the material onto your text and see what it looks like. Just be aware that it may take a lot of tweaking until you get the texture to look how you want it. Now at the minute, the only reflections are being created through the text object itself. To make the scene look more realistic, we want the text to reflect the background image. Go back to the scene icon and this time select "Sky".

[img]<http://host.talkgfx.net/images/14.png>[/img]

Now you'll need to create a new material, which will be pretty much the same as the first one you created for the background. This time however, make sure the only tab selected in the Material Editor is the "Luminance" tab. Load up your image in that tab, and drag it onto the Sky.

Now we need to add a compositing tag onto the sky just as we did with the Plane. Only this time, the settings need to be slightly different. Make sure they're the same as mine:

[img]<http://host.talkgfx.net/images/16.png>[/img]

Now to make your text look a little nicer, under the Attributes Manager, select the "Caps" tab, and change your settings to the following:

[img]<http://host.talkgfx.net/images/17.png>[/img]

And that's it, you're done. Hopefully you guys liked this tutorial and learned some new helpful tips along the way.

Uh Logan - September 5, 2011, 10:00 am

Wow, good tutorial. Nice share. Some of the pictures werent loading for me but that might just be me. I'll try this later. Thanks.

Gam? - September 6, 2011, 6:19 am

Sweet tutorial bro. I've been needing this. Thanks for sharing!

frallan123 - *September 6, 2011, 2:51 pm*

Awesome tutorial helped me alot, thanks for sharing!

Clones - *September 16, 2011, 9:34 pm*

This is really a very nice tutorial, thanks for sharing. :)

nV My TuRBo - *September 16, 2011, 9:37 pm*

You should have made a video that would make it even better. This is really good though, nice work.

Originality - *October 3, 2011, 3:11 pm*

Very good tutorial. I'm not very experienced with Cinema, so this will help me a bit.