

Forum:[Hack Forums](#)

Thread: [\[C4D Tut\]\[detailed\]\[beginner friendly\]How to make cool effect renders in C4D](#)

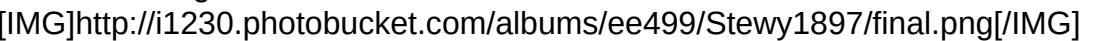
Stewie1897 - May 14, 2012, 3:07 pm

Hello hackforums.

Today I have decided to make a tutorial on how I make the effect renders and backgrounds that I do. This is an extremely detailed tutorial and it is beginner friendly. When using this tutorial, keep in mind that you should give this your own feel and you do not need to copy everything that you see here.

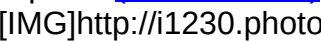
The Tutorial:

I will be showing you how make images like this here:

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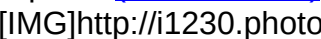
First open up cinema 4d, create a new project and change the render settings to 1280x720

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[IMG]http://i1230.photobucket.com/albums/ee499/Stewy1897/step1.png[/IMG]

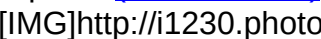
Next, select a sphere from the shapes.

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[IMG]http://i1230.photobucket.com/albums/ee499/Stewy1897/step2.png[/IMG]

After that select the array tool from the toolbar and drag the sphere into the array tool.

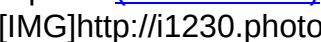
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[IMG]http://i1230.photobucket.com/albums/ee499/Stewy1897/step3-1.png[/IMG]

Next, make about 10 copies of the array with the sphere.

Now, use the rotate tool to make the spheres into a ball. You can add more copies if needed.

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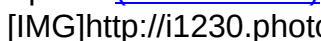
[IMG]http://i1230.photobucket.com/albums/ee499/Stewy1897/step5.png[/IMG]

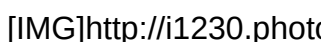
Now click file in the material section, click shader, then click banji.

After that open up the new material and uncheck diffuse.

Now go to specular 1 and select the middle of one color, I chose green but you can use any color. Next choose specular 2 and select the darker version of that color and then in specular 3 choose the lighter version of the color.

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[IMG]http://i1230.photobucket.com/albums/ee499/Stewy1897/step7.jpg[/IMG]

[IMG]http://i1230.photobucket.com/albums/ee499/Stewy1897/step8.jpg[/IMG]

[IMG]http://i1230.photobucket.com/albums/ee499/Stewy1897/step9.jpg[/IMG]

Now go to transparency and set the refraction index to 1, then uncheck reflection and check environment.

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[IMG]<http://i1230.photobucket.com/albums/ee499/Stewy1897/step10.jpg>[/IMG]

Now in environment click the drop arrow, go down to effects and choose lumas.

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[IMG]<http://i1230.photobucket.com/albums/ee499/Stewy1897/step11.jpg>[/IMG]

Now click the color box in environment and for the speculars that will show up in the lumas effect do what you did with the first speculars.

Now check roughness and change it from noise to FBM

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[IMG]<http://i1230.photobucket.com/albums/ee499/Stewy1897/step14.jpg>[/IMG]

Now copy these settings, you can change them a bit if you'd like

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[IMG]<http://i1230.photobucket.com/albums/ee499/Stewy1897/step15.jpg>[/IMG]

Now, you're done with your material. Apply it to your shape.

Now using the zoom button, RIGHT CLICK it and go back to about here.

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[IMG]<http://i1230.photobucket.com/albums/ee499/Stewy1897/step17.jpg>[/IMG]

Now zoom into your shape using your mouse wheel or left clicking the zoom button. Go to the inside of the shape.

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[IMG]<http://i1230.photobucket.com/albums/ee499/Stewy1897/step18.jpg>[/IMG]

Add a light and change the intensity level to 30-40%. Now render, you should get something like this

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[IMG]<http://i1230.photobucket.com/albums/ee499/Stewy1897/step19.jpg>[/IMG]

If You would like to make it look a little better change the anti aliasing setting to 16x16.

I hope you liked my tutorial and that you learned something from it.

If you have any problems make sure you did everything right and if the problem continues just post here.

DataFaize - May 24, 2012, 11:31 pm

Stewie, You're excellent at graphics.

Stewie1897 - May 26, 2012, 4:45 pm

(May 24, 2012 11:31 PM)DataFaize Wrote: ([CITE](#)) Stewie, You're excellent at graphics.

:D thanks. Hope you like the tutorial.

DataFaize - May 27, 2012, 4:08 am

(May 26, 2012 04:45 PM)Stewie1897 Wrote: [\[CITE\]](#) :D thanks. Hope you like the tutorial.It looks really HQ, Its just that i don't have C4D.