

Forum:[Hack Forums](#)

Thread: [\[TUT\] How to make a Cracked 3D Text in C4D](#)

rl fennec - November 16, 2012, 5:40 am

Hello members of HF. Some of you may be wondering how people make a 'cracked' 3D text in Cinema 4D like this?

Well today I am going to teach you how to do so.

Programs Needed: Cinema 4D (I would suggest R12 or R13)

Difficulty Level: Easy!

So first off you want to get a plugin for Cinema 4D called 'Thrausi'. This can be found [here](#). After this has been downloaded you want to install it.

After you have downloaded Thrausi extract it to your desktop for convenience then go to Computer -> Local Disk -> Program Files -> MAXON -> Cinema 4D R12/R13 -> Plugins. After you have reached that destination just drag the Thrausi file that was extracted from before into that folder. (This is exactly the same for people who have cracked Cinema 4D as well)

Now to get to work! What you want to do first is open Cinema 4D. It does not have to necessarily be in a lightroom but if you want to make it look nicer then I suggest using or making your own lightroom. After you have opened the program you want to make a basic text like so.

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After you have completed this step you want to go up to Plugins -> Thruasi 1.22 R12 -> Thrausi but make sure all of your text layers you want cracked are highlighted like so.

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Now that is open you want to adjust the settings for how many peices you would like the text to be cracked into. Myself, personally I put it at about 11-20 pieces but it depends on the text, the person and the job you are doing.

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After you have configured how many pieces you want it to be, press Break Now. This will be breaking the text into the actual pieces.

Now for this step you are going to be adding a Random object so that it will actually be cracking the text itself. You will also need to tick each layer so that it actually shows the cracking effect. You can do this by simply clicking on the red crosses.

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Now that we have actually cracked the text we can play around with the strength of how cracked we want it. This can be adjusted by selecting the Random object layer and playing around with the strength like so.

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You may be thinking, "Well this is bland, with the inside of the cracks being grey!" Think again. We can change the colours and effects of that by simply adjusting the colour object down the bottom. Myself personally I like making it black, makes it looks nice and clean but again, it depends on the artist, the job and the text. For tutorials sake I am going to add a glow effect to it!

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There we have it! The image we have now did not turn out to be the best as I was only doing this for tutorials sake. I hope whoever read all of this though it was helpful! This is my first ever tutorial and I put a lot of hard work and effort into it so yes! Have a nice day my fellow HF buddies. Take care. ?

Mumble - November 16, 2012, 2:33 pm

Very nice tutorial, I will try this out soon.

Dextraction - November 16, 2012, 8:11 pm

Very nice, in depth tutorial psd! ?

mucix - December 2, 2012, 1:06 pm

Thanks for this TUT, Keep the good work up! ;d ??????

Kaszz - December 4, 2012, 3:42 am

Didnt really like the font on the text, but that is up to the individual persons. But the tutorial is HQ, and i think it is basic for a nice text :)

Board - December 4, 2012, 3:45 am

Sick tut man, i will try this later and post me results

rl fennec - December 4, 2012, 3:53 am

(Dec 4, 2012 04:45 AM)Explore Wrote: [\[CITE\]](#) Sick tut man, i will try this later and post me results
Thanks a lot for the positive feed back man.
I hope you found it helpful.

vatraxaki - December 8, 2012, 11:10 am

Nice and easy tutorial.... thanks a lot man, is amazing!