

Forum:[Hack Forums](#)

Thread: [\[The Empire\] How To Make Ivy in Cinema 4D](#)

.Element - October 6, 2013, 6:46 pm

[img]http://imageshack.us/a/img90/6030/bannermo.gif[/img]

How to create ivy in Cinema 4D
(and make it look good)

In This Tutorial You Will Learn To:

Fracture an object into pieces and generate ivy to give it a grungy feel.

To see examples of what you will be making, refer to these threads:

[Complexity 3D logo / design](#)

[Some 3D work.](#)

Step 1.

Download and install the plugin: [Click Here](#)

- To install, drag the folder called IvyGrower inside of the .zip into the plugins folder wherever you have Cinema 4D installed.

Mine is: E:\Program Files\Maxon\Cinema 4D R14\plugins

Step 2.

Import or create whatever you want to have ivy grown on and setup your scene to however you like.

I'll just be using a simple MoText.

Step 3.

Fracture your object by either using a plugin called Nitroblast or Thrausi, there may be others you can use but those are the two ones I prefer.

Nitroblast is not free and I will not be posting a free download link for it but if you want to purchase it: [Click Here](#)

or you can download Thrausi: [Click Here](#)

Nitroblast is what I use and it gives it a better look in my opinion. You may run into some troubles with the tutorial if using Thrausi, but if you have any problems feel free to post a reply and I will respond.

My Nitroblast Settings [\(Click to View\)](#)

Step 3. (Part 2)

Expand the nitroblast until you get to all of your pieces. [\(Click to View\)](#)

Then, go to the MoGraph tab and click on Fracture. [\(Click to View\)](#)

Right click on the dynamic layer that all of your pieces are grouped in and click select children. Then hold ctrl and click the dynamic layer again so you only have your pieces selected and drag them into the fracture layer.

This is what you should end up with. [\(Click to View\)](#)

Step 4.

Now you want to get rid of all the tags and materials connected to the pieces.

Hold shift and select all of the tags and materials and then hold ctrl and deselect the phong tag (two brown balls)

Keep holding control and drag the materials/tags on to the Fracture. Right click one of the tags or materials and click on Select Identical Child Tags and then press backspace or the delete key.

If you did not understand that, here's an example. [\(Click to View\)](#)

You then want to do the same with the Phong tag you have left over, except instead of deleting all of them, you want to change the Phong Angle to around 11°

Delete the phong tag on the Fracture so they are only connected to the pieces and you are done with step 4!

Once again, a gif is provided if you are having trouble [\(Click to View\)](#)

Step 5.

Now you want to add a random effector. Select the Fracture and go to the MoGraph tab once again, and select Random from the Effector group. [\(Click to View\)](#)

Adjusting the settings on the Random Effector is all up to you and you can play around with how you want it to look.

Here is an example of something I would do. [\(Click to View\)](#)

Step 6.

Throw on a stone/grungy looking material onto the Fracture and set the projection to cubic, check the box next to seamless and Tiles U & V to 2.

Visual provided to help. I'll add some materials to download if this gets enough good feedback as well. [\(Click to View\)](#)

Step 7.

Time to make the ivy! With the Fracture selected, go to the plugins tab and click on Ivy Grower. I usually keep all of the settings the way they are in the Growth tab but feel free to try different stuff. I usually will lower the Branch and Leaf Size in the Birth tab. [\(Click to View\)](#)

Now just double click somewhere on your object where you would like ivy to grow, press Grow Ivy and let it generate until you are satisfied with how it looks, then go to the Birth tab and Give Birth. Keep repeating in different places and changing the sizes of the Branch and Leaves so it's different every time.

Once again, visuals provided. ? [\(Click to View\)](#)

Final Comments:

I hope you guys enjoyed this tutorial as it is my first one I've ever made in text form and hopefully it was easy enough to understand. You can always post your questions and I will answer as fast as I can.

Feel free to post your pieces from using this tutorial below, I would love to see what you guys come

up with! ?

Useful Links:

Ivy Generator Plugin: [Click Here](#)

Nitroblast Plugin (Recommended): [Click Here](#)

Thrausi Plugin (Not Recommended): [Click Here](#)

Doxicity - *October 6, 2013, 6:57 pm*

Very nice tutorial. I know you worked hard on it. I'm sure it will help many people.

Ienaos - *October 6, 2013, 8:11 pm*

Even though I quit doing 3D work, amazing tutorial.

.Element - *October 6, 2013, 8:16 pm*

(Oct 6, 2013 08:11 PM)Rixem Wrote: [\[CITE\]](#) Even though I quit doing 3D work, amazing tutorial. Thank you. Spent a good amount of time working on it. Hopefully some people find it useful. ?

SIM-1729678 - *October 9, 2013, 9:13 am*

amazing thing man! good work! This is really usefull!

Owl. - *October 11, 2013, 11:31 am*

Thanks for sharing, it's really good !

.Element - *October 13, 2013, 5:25 am*

(Oct 9, 2013 09:13 AM)bggreman1 Wrote: [\[CITE\]](#) amazing thing man! good work! This is really usefull! (Oct 11, 2013 11:31 AM)Owl. Wrote: [\[CITE\]](#) Thanks for sharing, it's really good !Thanks for the kind comments guys. ?

Feel free to post the results of what you make with this!

Xanbot - *November 7, 2013, 4:33 pm*

Good tutorial!

Kind Regards,
The Jargon

DidntDolt - *October 17, 2014, 8:05 pm*

Thanks! for the tut, really helpful