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Thread: [Abstract Cubes Wallpaper \[C4D\] \[Step by step\]](#)

Exiledperson - May 23, 2015, 3:26 pm

Hello there, in this simple tutorial, I will be making a wallpaper in Cinema 4D like this:

Tutorial:

1. Create your project and go to your Render settings, add the Global Illumination and the Ambient Occlusion effects. (Improves quality of the render)

2. Go to the Anti-Aliasing tab and change Anti-Aliasing to Best, the Min Level to 2x2 and the 'Max Level' to 8x8.

3. In the Save tab, change the Format to JPEG, since that format works really well on desktop wallpapers, in the Output tab, set the resolution of your wallpaper to the resolution of your screen's resolution. (Usually 1920x1080)

4. Create a Cube object and double the size.Y:

5. On the same properties page of the cube, enable the Fillet and change the radius to ~8.

6. Add a Cloner and a Random Effector to your project and drag them inside eachother (Random > Cloner > Cube):

7. Click on the Cloner, change the Mode to Grid Array, change the Count to 20-1-20 and change the size to around 3800-200-3800 (so you will get a 1-layer-high grid):

8. Click on the Random Effector and change the Transform > P.X and P.Z to 0. Change the P.Y to whatever you like, I prefer to use 200cm:

<https://i.imgur.com/tTyVPXW.png>

9.A Time for materials! Create a new material and double click it to open it's properties. Enable the Reflection tab and change the Brightness to ~75%. If you want the wallpaper to have single-colored blocks, proceed to step 9.B. If you want it to have semilar-colored blocks or multiple-colored blocks, proceed to step 9.C.

[img]<https://i.imgur.com/uj3wsxu.png>[/img]

9.B Go to the color tab and change it to any color you like, close the Material editor and drag the Material you just created to the Cube object. Add 1 or 2 lights to the scene, change your camera position, press the Render button and you are now done! This can be the result:

9.C Go to the Color tab, change the Texture to Mograph > Color Shader, close the Material editor. Proceed with step 10.

10. Drag the material you created to the Cloner, go to the Parameter tab of the Random effector and set the Color mode to On, you should see colors now. If you're pleased with this, render it and you are done. If you do not like the colors, go to step 11. Result you could get:

11. Head back into the Material Editor, if you want all blocks to be similar-colored, lower the Mix Strength, 0% means all the same color and 100% means all random colors. If you like it, you can also change the Mix Mode, Multiply gives a really cool effect in my opinion:

This would be a similar-colored gold-like wallpaper:

You can also try out some different camera positions if you wish, it also looks great when the camera is looking straight down on the grid, instead of what I showed you.

This was my first tutorial, hope it was somewhat useful, I had a fun time making it. Let me know if you would like more tutorials like this.

One L?ve - May 25, 2015, 2:13 pm

This is a good tutorial, keep it up.

balvant baldaniya - May 25, 2015, 10:11 pm

hmmmmm looking grate man....

dFaced - May 26, 2015, 5:46 am

There seems to be a lack of C4D tutorials around here! Great Job!

Hulk - May 26, 2015, 11:24 am

This is really a nice and detailed tutorial!

Keep this up man, I like it!

W?lr?? - June 14, 2015, 8:55 pm

This is epic. Can't wait to try it out for Cinema 4d.

chozenHack - June 16, 2015, 3:37 pm

mm i tS so amazing i want and i try :D

Band1to - January 8, 2016, 12:16 pm

This is really a nice and detailed tutorial!

Thanks Bro! :)

Issvor - January 8, 2016, 3:29 pm

I was always curious on how people made these types of pictures. I'm actually just getting back into C4D, so this helps a lot. Awesome tutorial :)

pilot703 - February 9, 2016, 10:46 am

This looks really good thanks for the idea