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Thread: [Pokemon Ball I created in Cinema 4D and the progression](#)

Wake - July 30, 2015, 1:51 pm

Tell me what you guys think about this Pokemon I made In Cinema 4D

[IMG]http://img13.deviantart.net/d3a0/i/2015/049/a/e/pokemon_ball_i_created_in_cinema_4d_by_link_designs-d8ijwey.png[/IMG]

The progression Into the finished product

[IMG]http://img01.deviantart.net/ae5d/i/2015/049/1/7/pokemon_ball_being_created_in_cinema_4d_by_link_designs-d8ijvzp.png[/IMG]

Maxi - July 30, 2015, 1:52 pm

It is great if you made this yourself, I do not understand Cinema 4D at all so if you did this yourself this is impressing to me!

Wake - July 30, 2015, 1:54 pm

(Jul 30, 2015 01:52 PM)Maxi Wrote: [\[CITE\]](#) It is great if you made this yourself, I do not understand Cinema 4D at all so if you did this yourself this is impressing to me!

Thanks a lot bud I used a tutorial for some parts of It but I would be more then happy to PM you the tutorial link If you would like to try this your self Its pretty simple!

StevesTrolls - July 30, 2015, 1:55 pm

Oh wow, that looks quite good :) I've only worked with Cinema 4d for 3d text. You should try getting some new lightrooms - but great work! :)

Wake - July 30, 2015, 1:57 pm

(Jul 30, 2015 01:55 PM)StevesTrolls Wrote: [\[CITE\]](#) Oh wow, that looks quite good :) I've only worked with Cinema 4d for 3d text. You should try getting some new lightrooms - but great work! :)

Yeah the black to white annoyed me a lot as well wasn't as smooth as I liked It to be and thanks a lot bud!

Technii - August 28, 2015, 9:24 pm

The quality is amazing bro. wow! it really looks nice. You should use that software more to make designs and charge lots of money.