

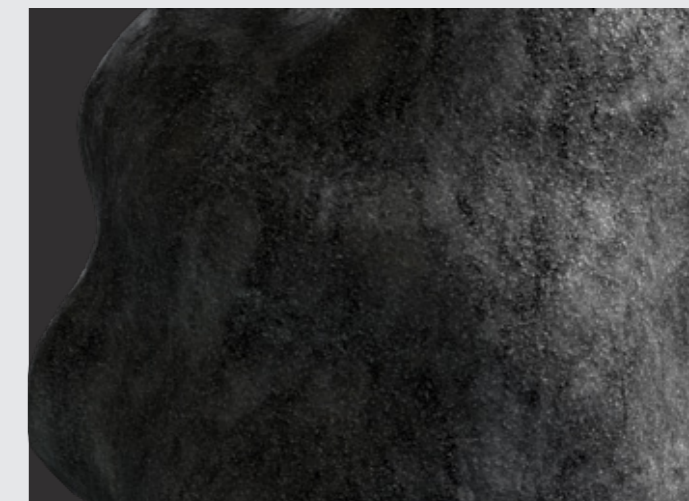
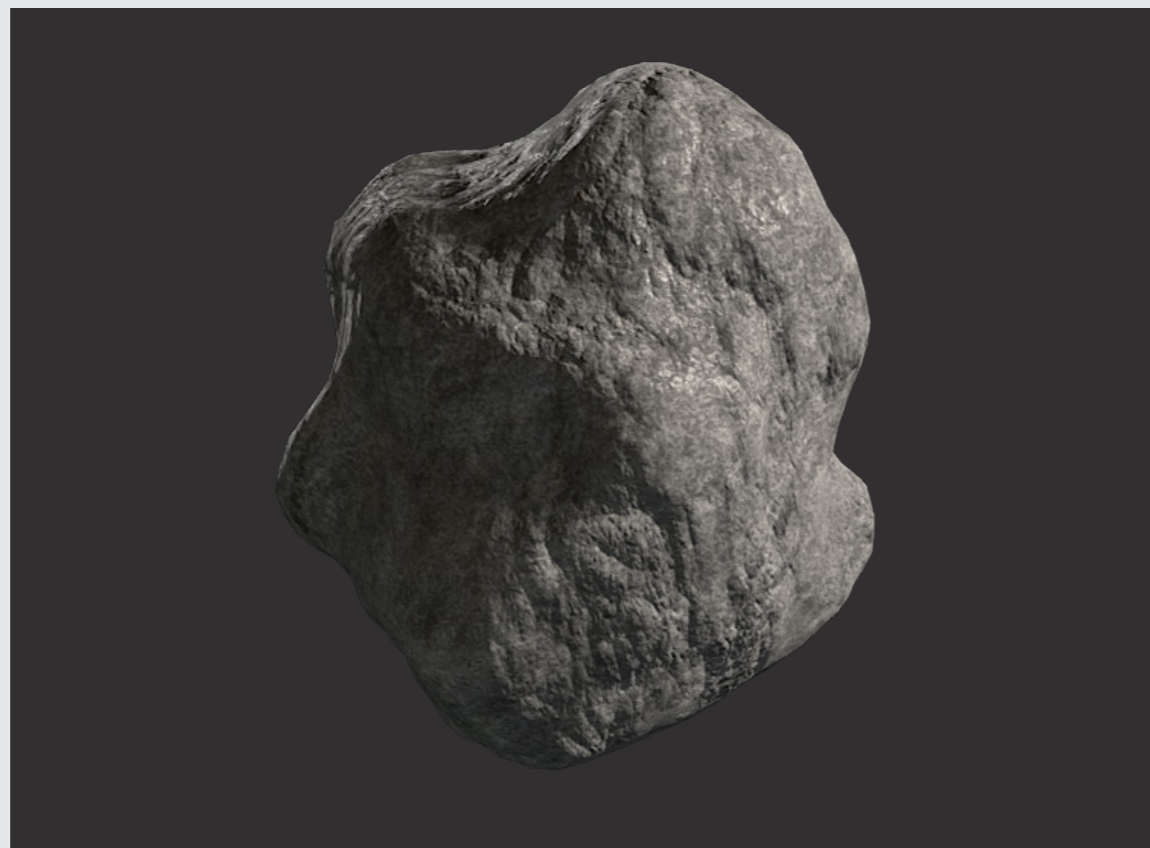


Cinema 4D  
Shader



**STONE-SHADER-COLLECTION 2018 V01**

PROCEDURALE LAYER SHADER IN CINEMA 4D

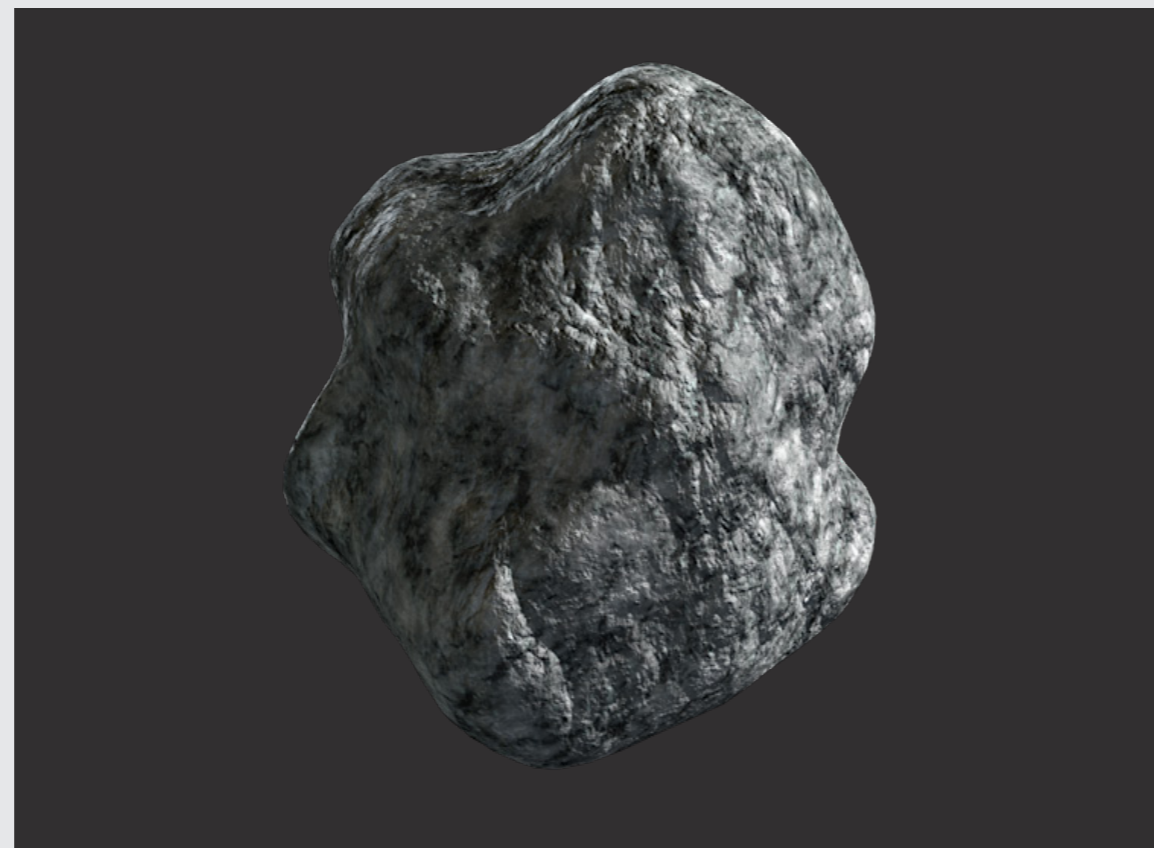
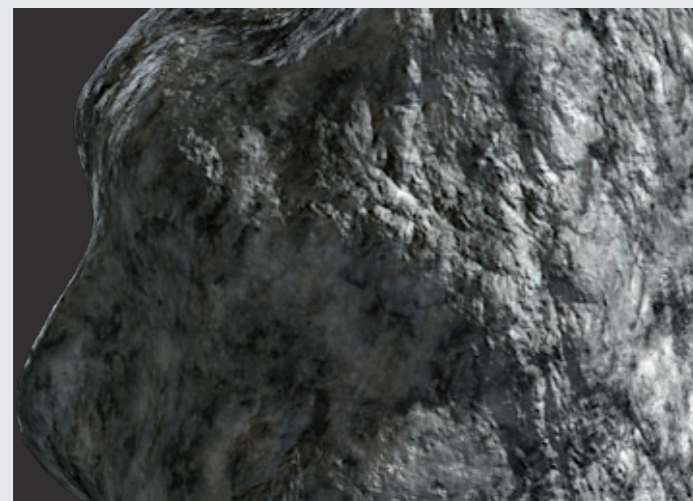


**Stone Shader 01**

Proceduraler Layer Shader ab Cinema 4D R13

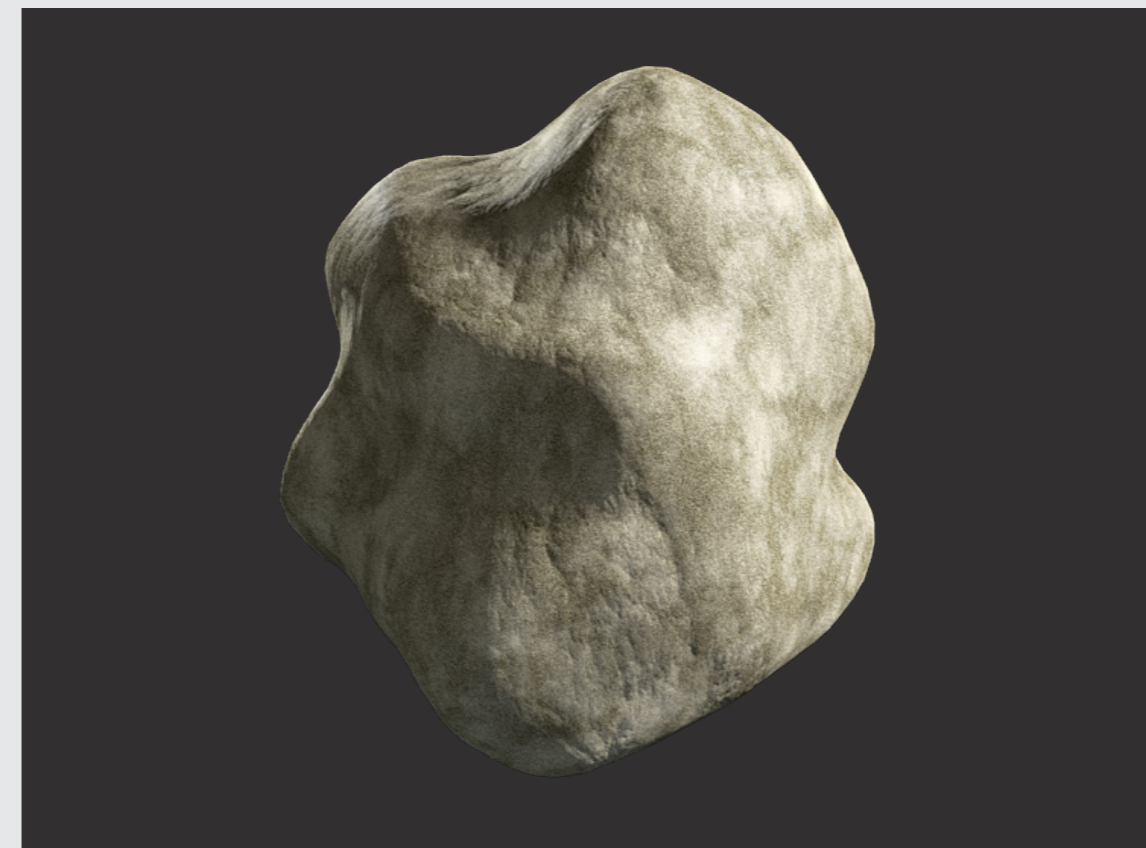
**Stone Shader 02**

Proceduraler Layer Shader ab Cinema 4D R13



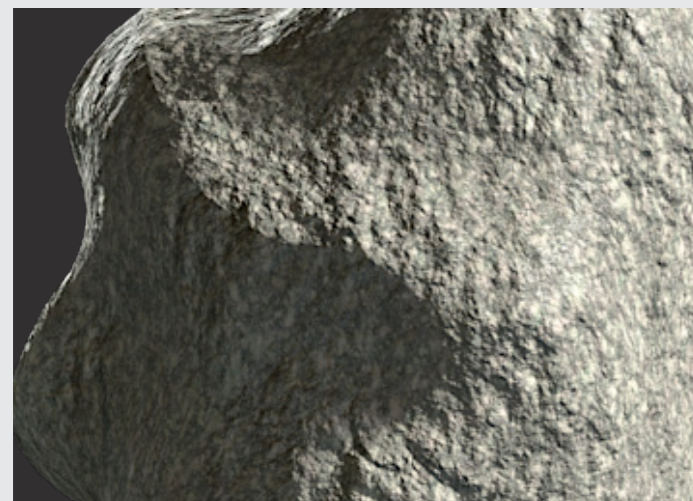
**Stone Shader 03**

Proceduraler Layer Shader ab Cinema 4D R13



**Stone Shader 04**

Proceduraler Layer Shader ab Cinema 4D R13

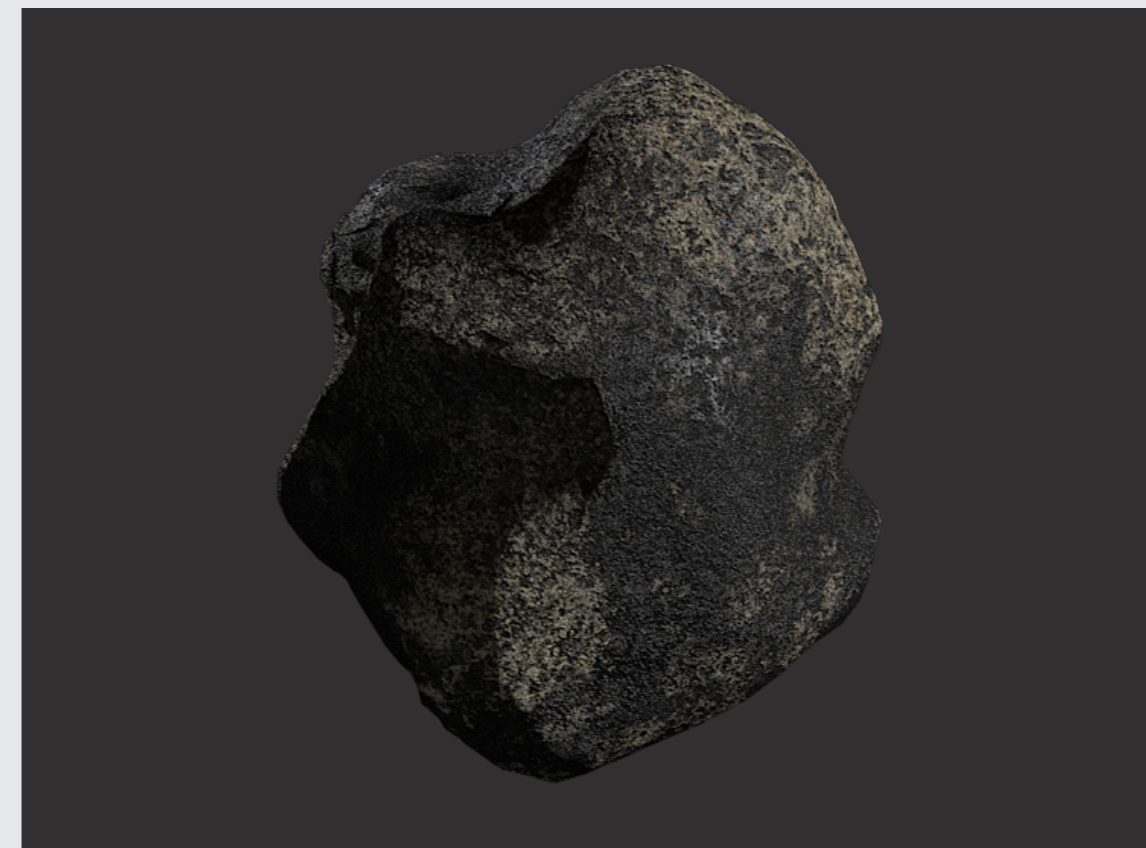


**Stone Shader 05**

Proceduraler Layer Shader ab Cinema 4D R13



3dxtrem\_stone\_shader\_05

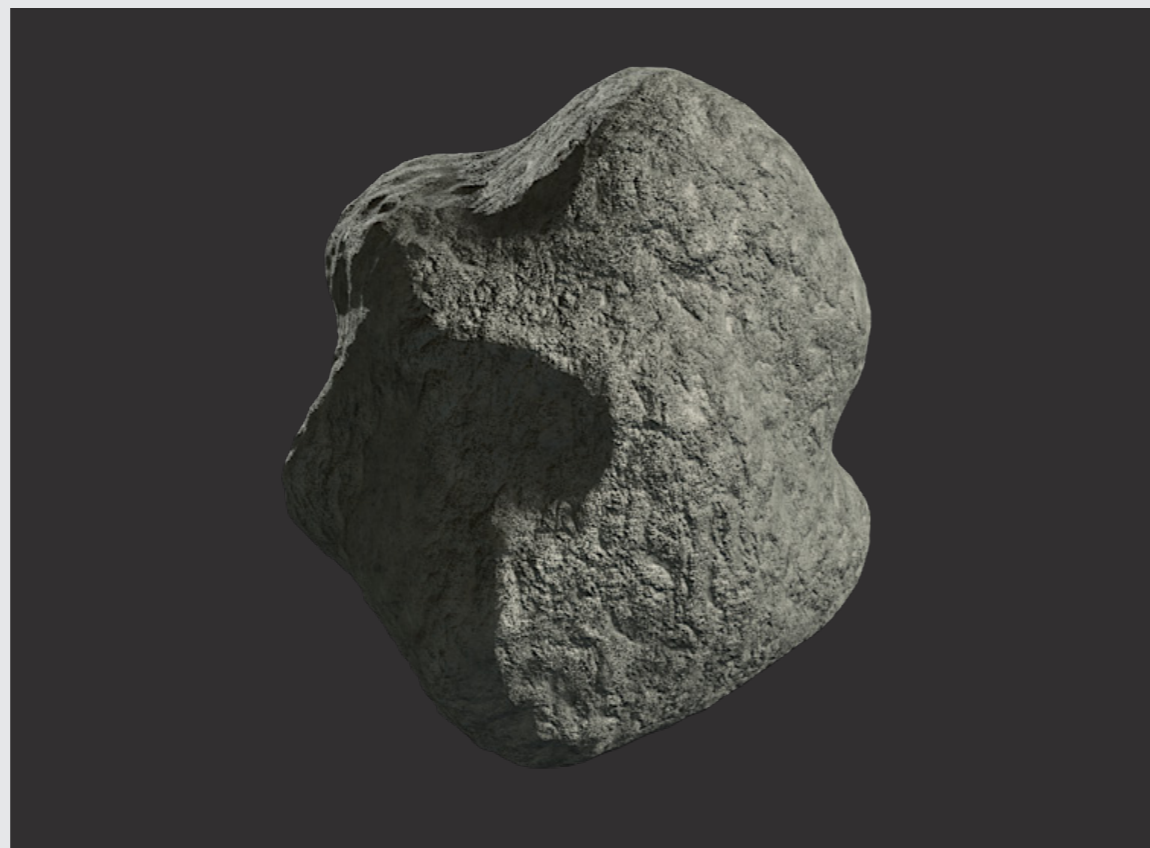
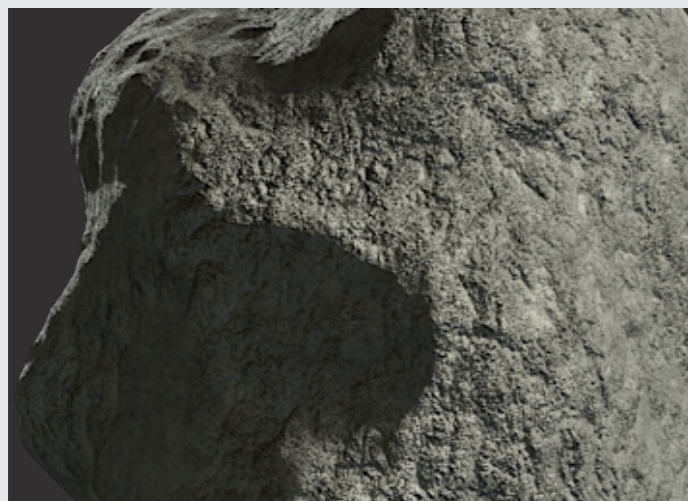


3dxtrem\_stone\_shader\_06



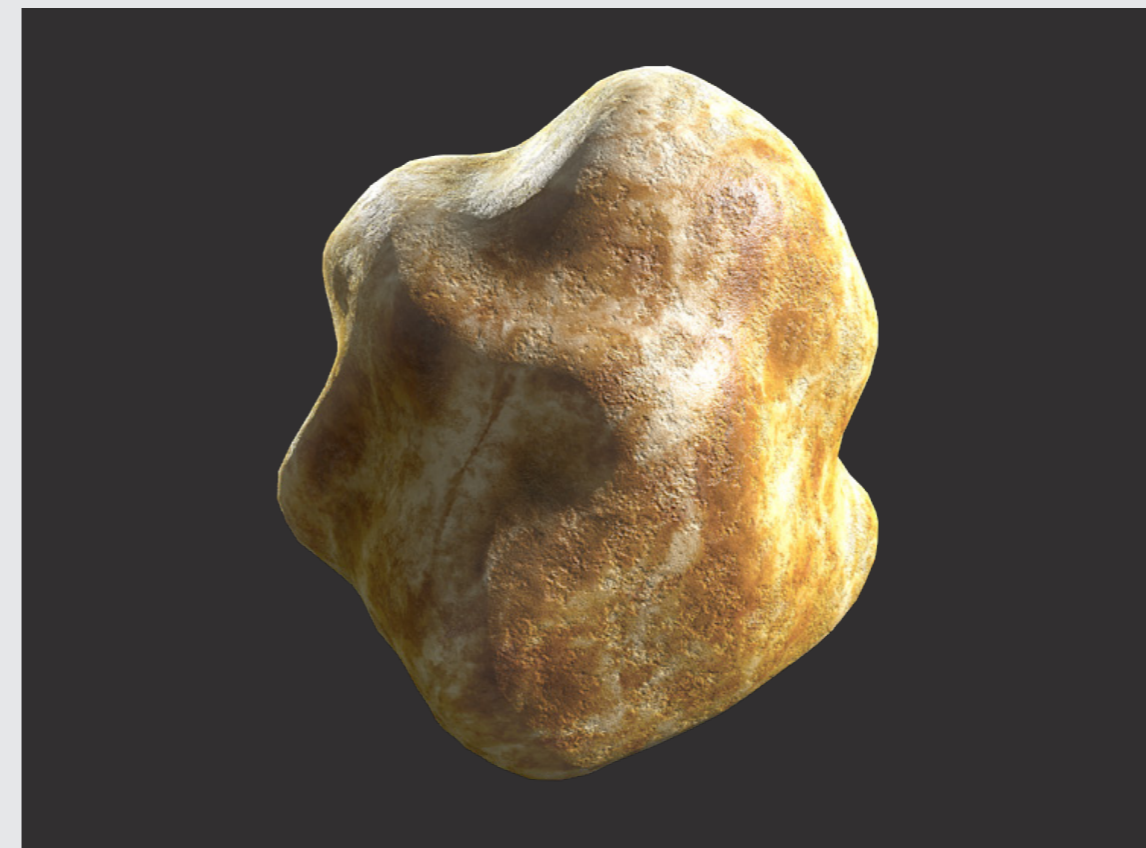
**Stone Shader 06**

Proceduraler Layer Shader ab Cinema 4D R13



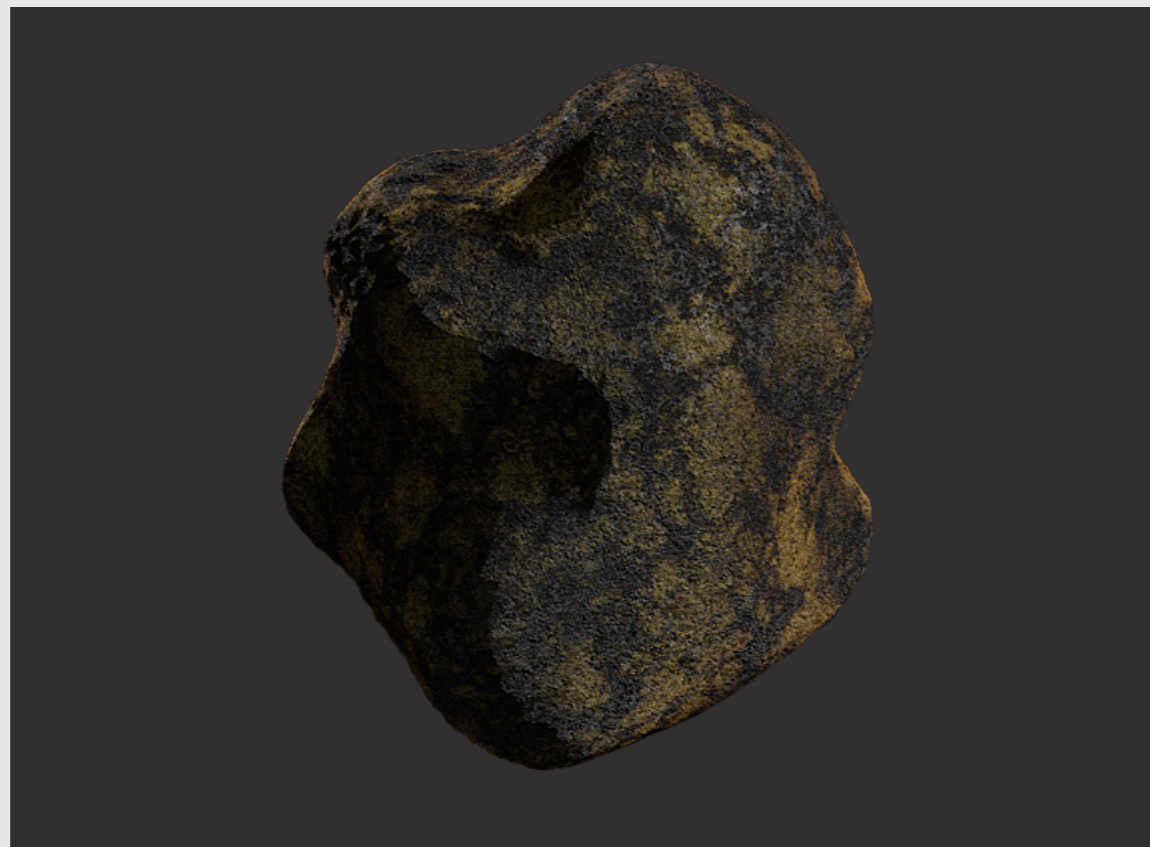
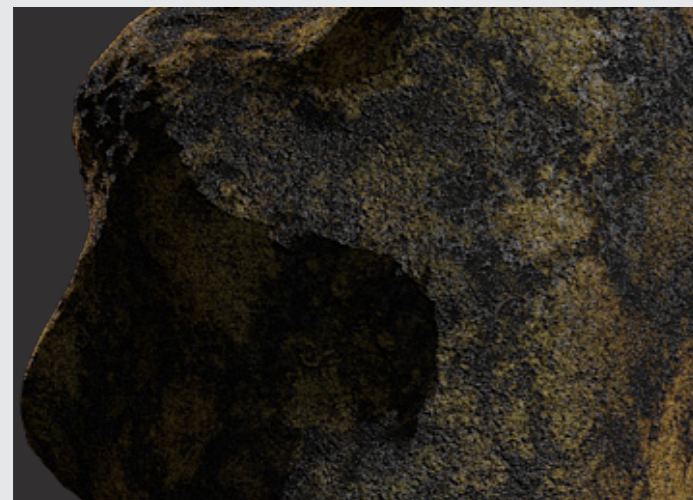
**Stone Shader 07**

Proceduraler Layer Shader ab Cinema 4D R13



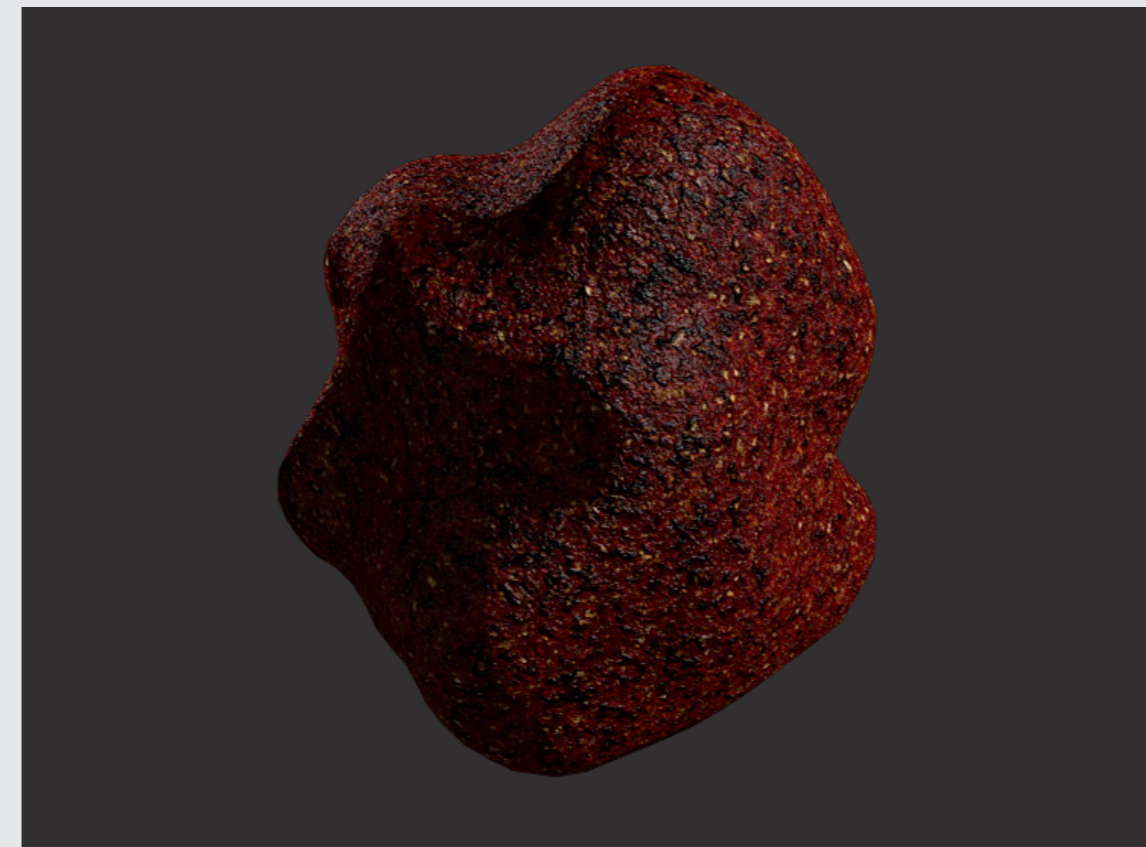
**Stone Shader 08**

Proceduraler Layer Shader ab Cinema 4D R13



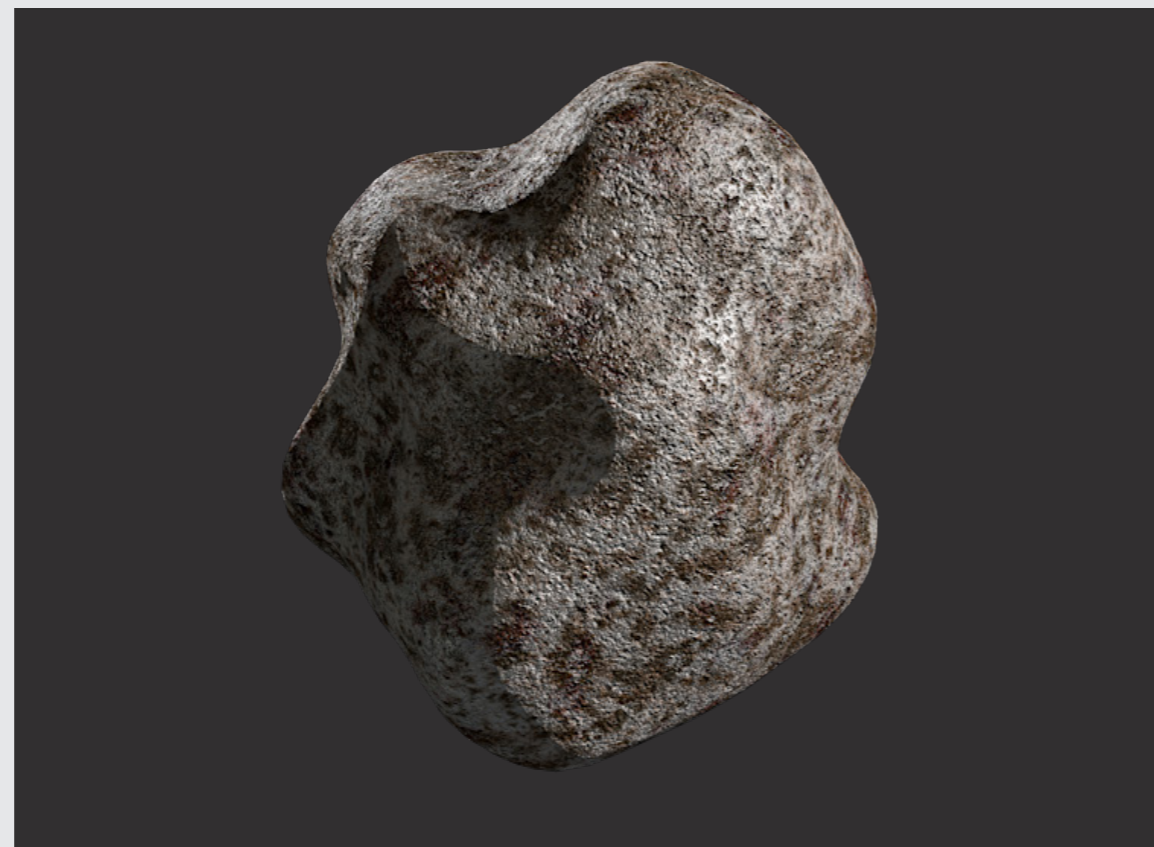
**Stone Shader 09**

Proceduraler Layer Shader ab Cinema 4D R13



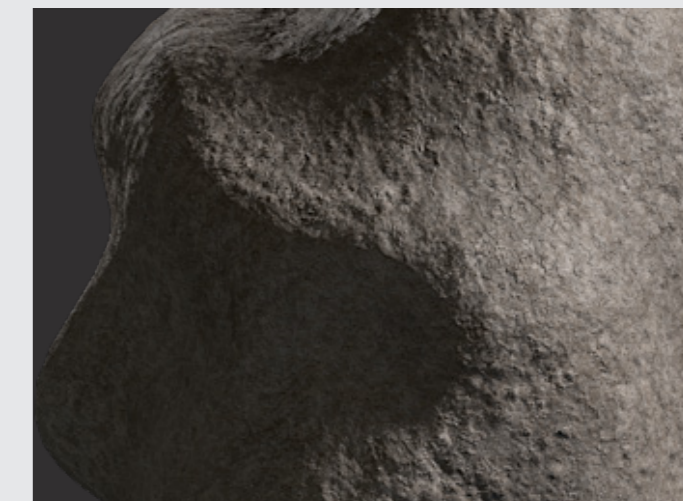
**Stone Shader 10**

Proceduraler Layer Shader ab Cinema 4D R13



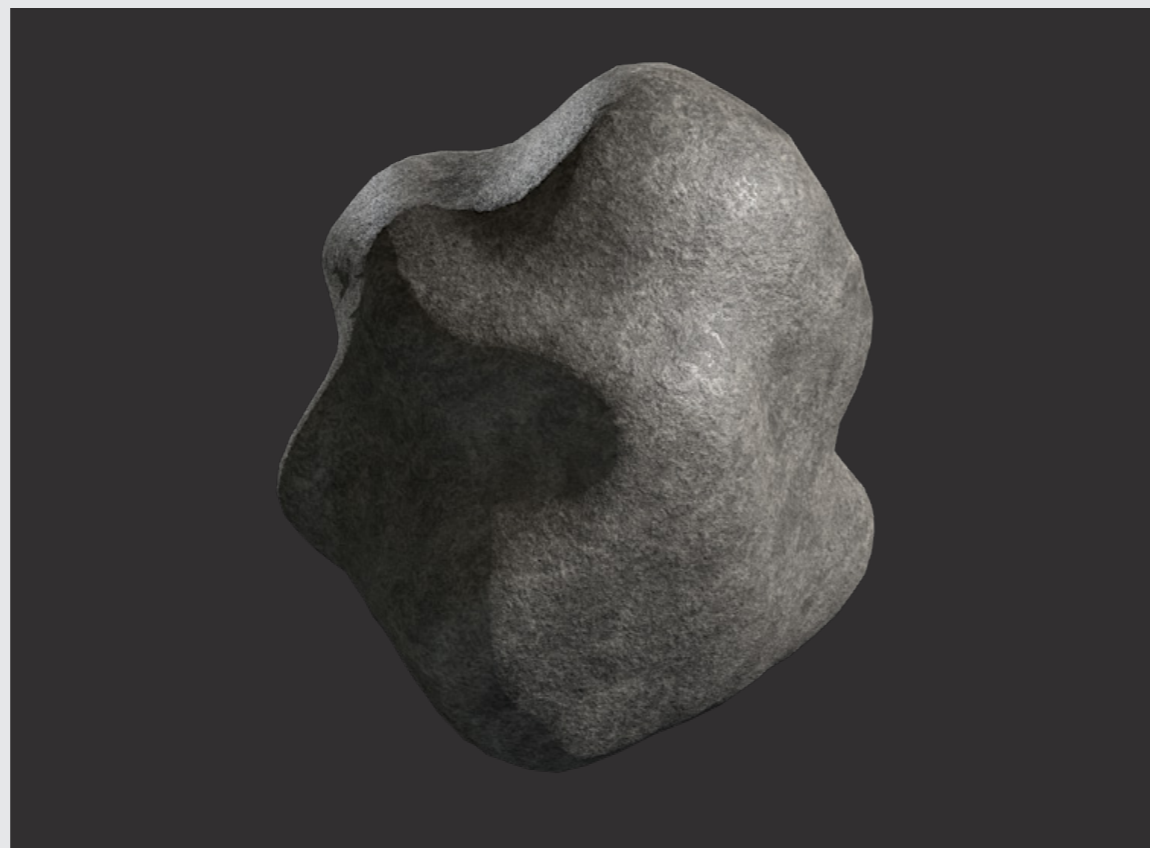
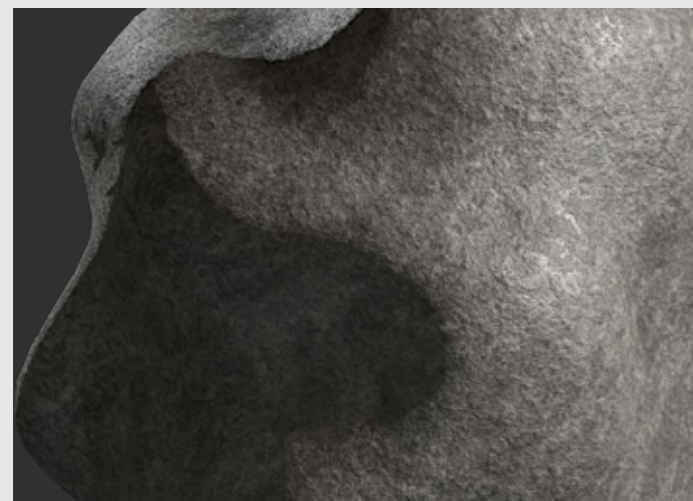
**Stone Shader 11**

Proceduraler Layer Shader ab Cinema 4D R13



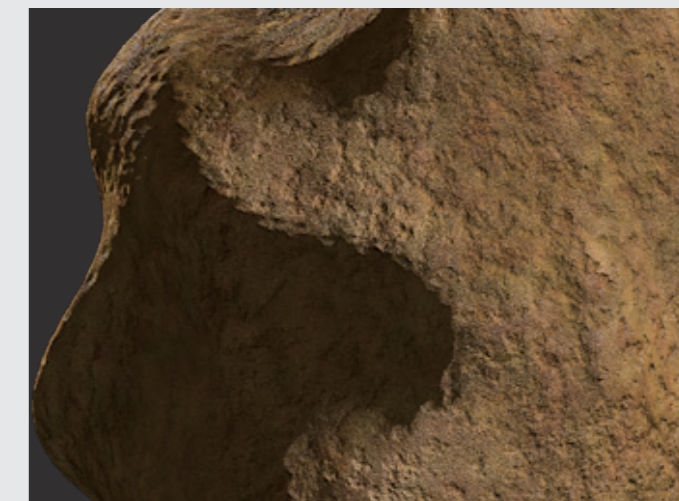
**Stone Shader 12**

Proceduraler Layer Shader ab Cinema 4D R13



**Stone Shader 13**

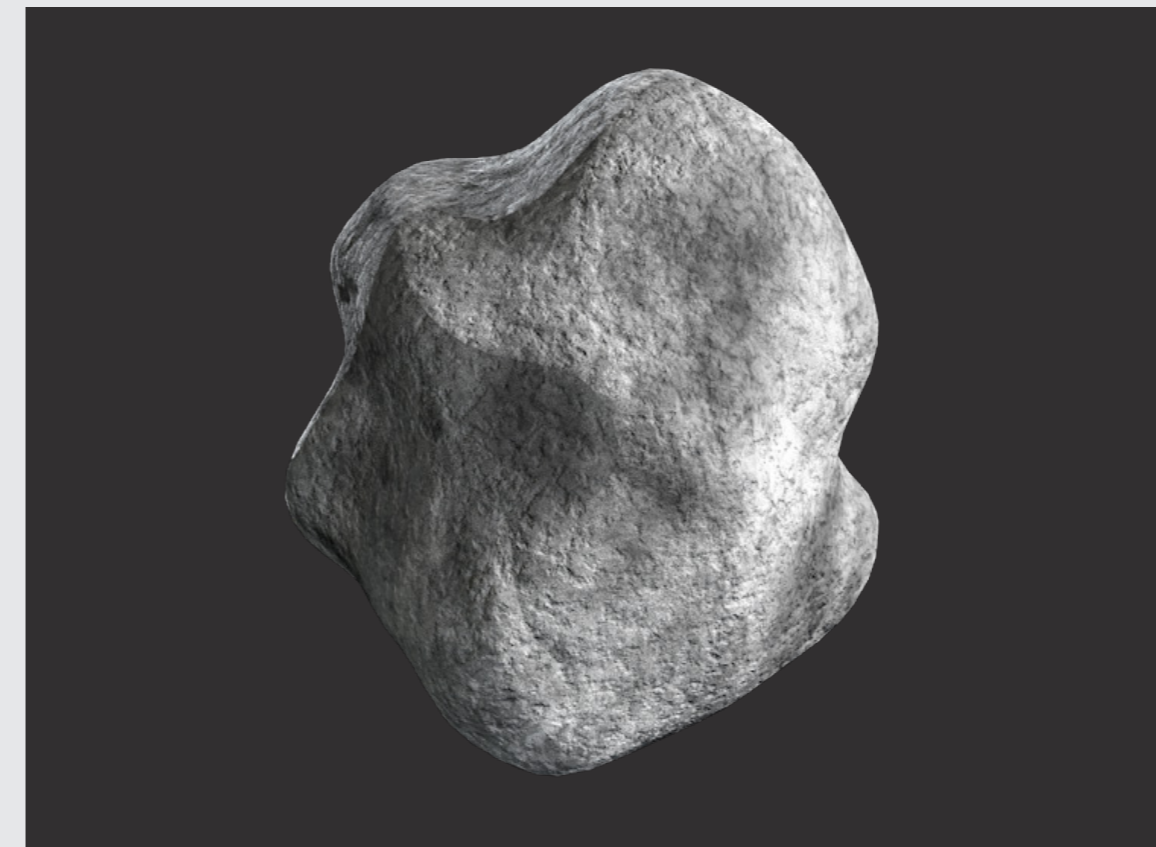
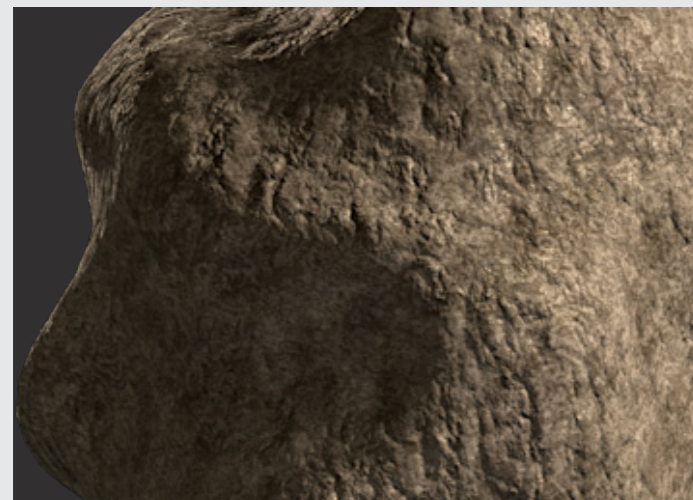
Proceduraler Layer Shader ab Cinema 4D R13



**Stone Shader 14**

Proceduraler Layer Shader ab Cinema 4D R13



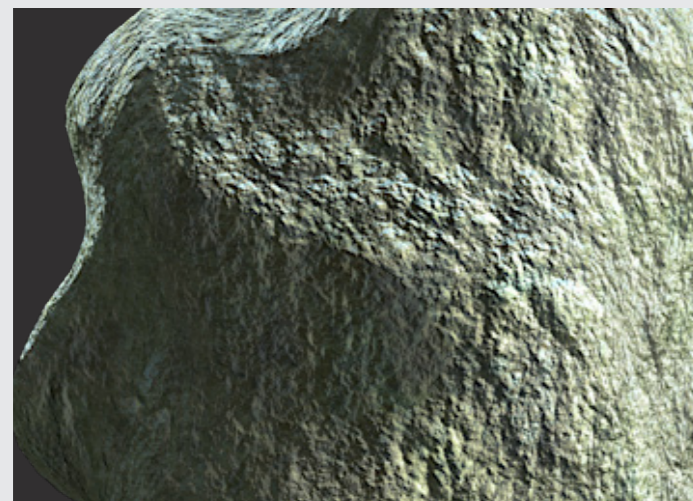


**Stone Shader 15**

Proceduraler Layer Shader ab Cinema 4D R13

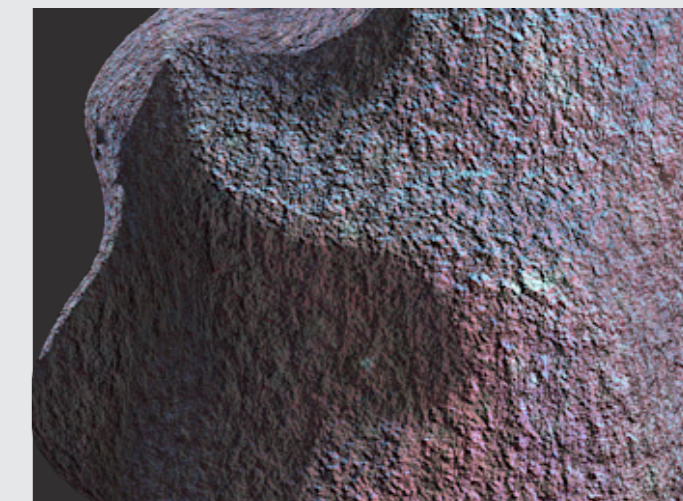
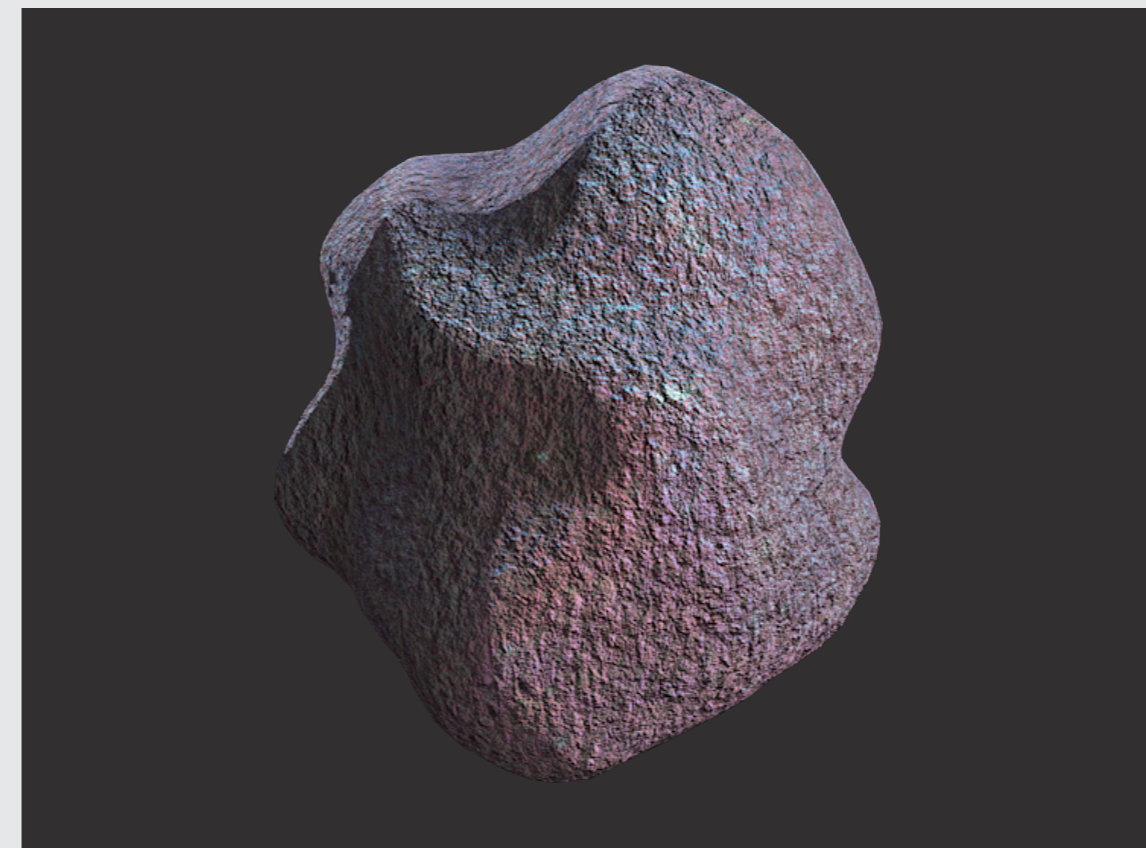
**Stone Shader 16**

Proceduraler Layer Shader ab Cinema 4D R13



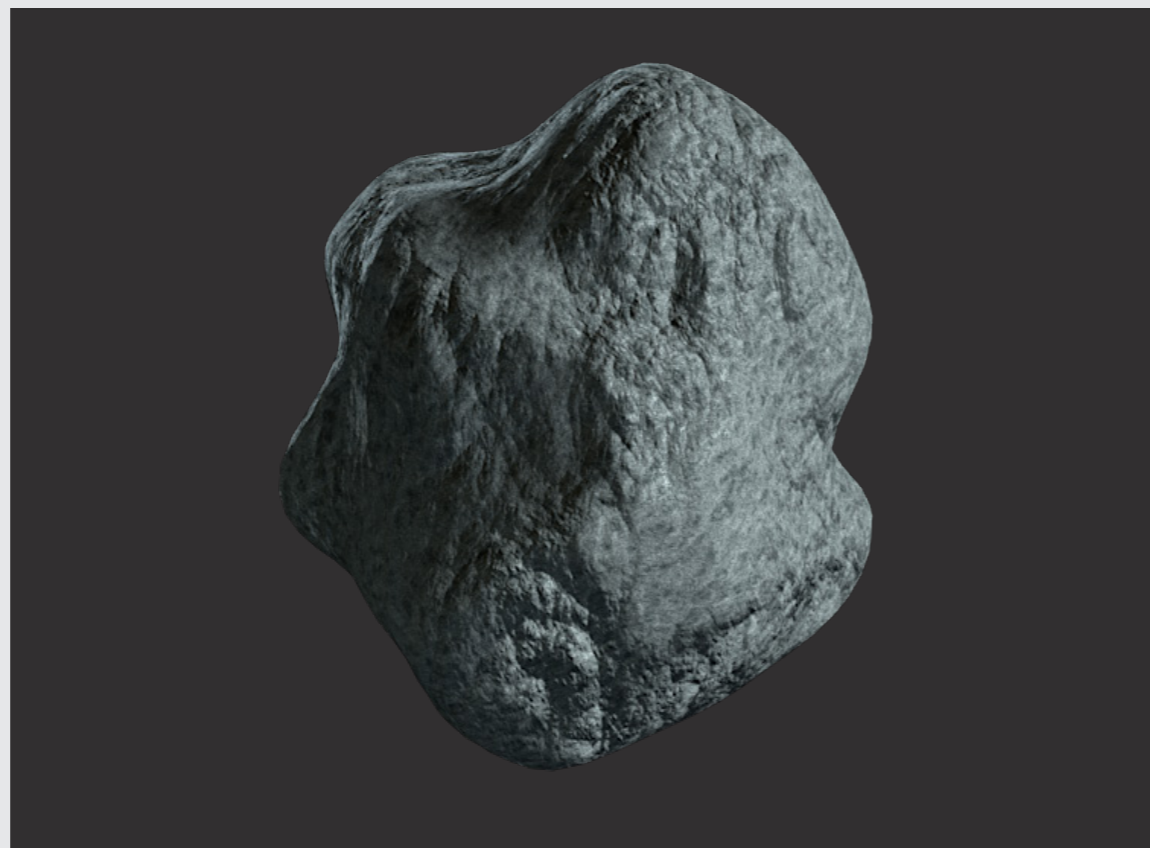
**Stone Shader 17**

Proceduraler Layer Shader ab Cinema 4D R13



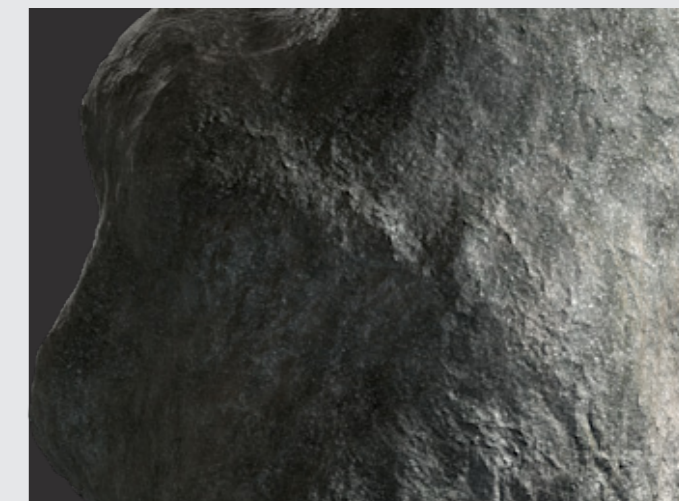
**Stone Shader 18**

Proceduraler Layer Shader ab Cinema 4D R13



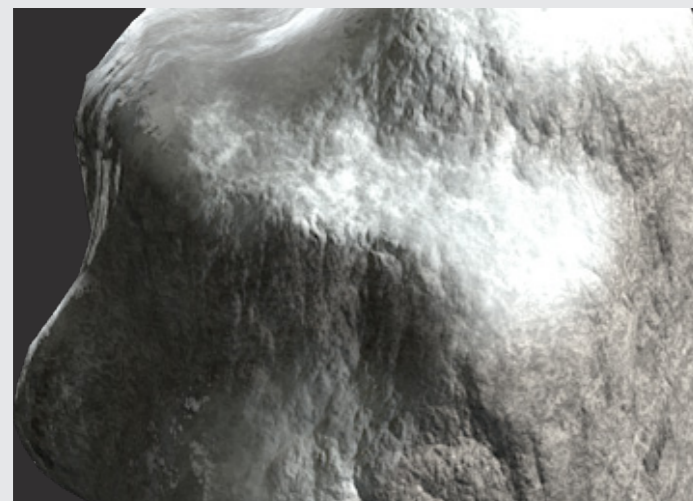
**Stone Shader 19**

Proceduraler Layer Shader ab Cinema 4D R13



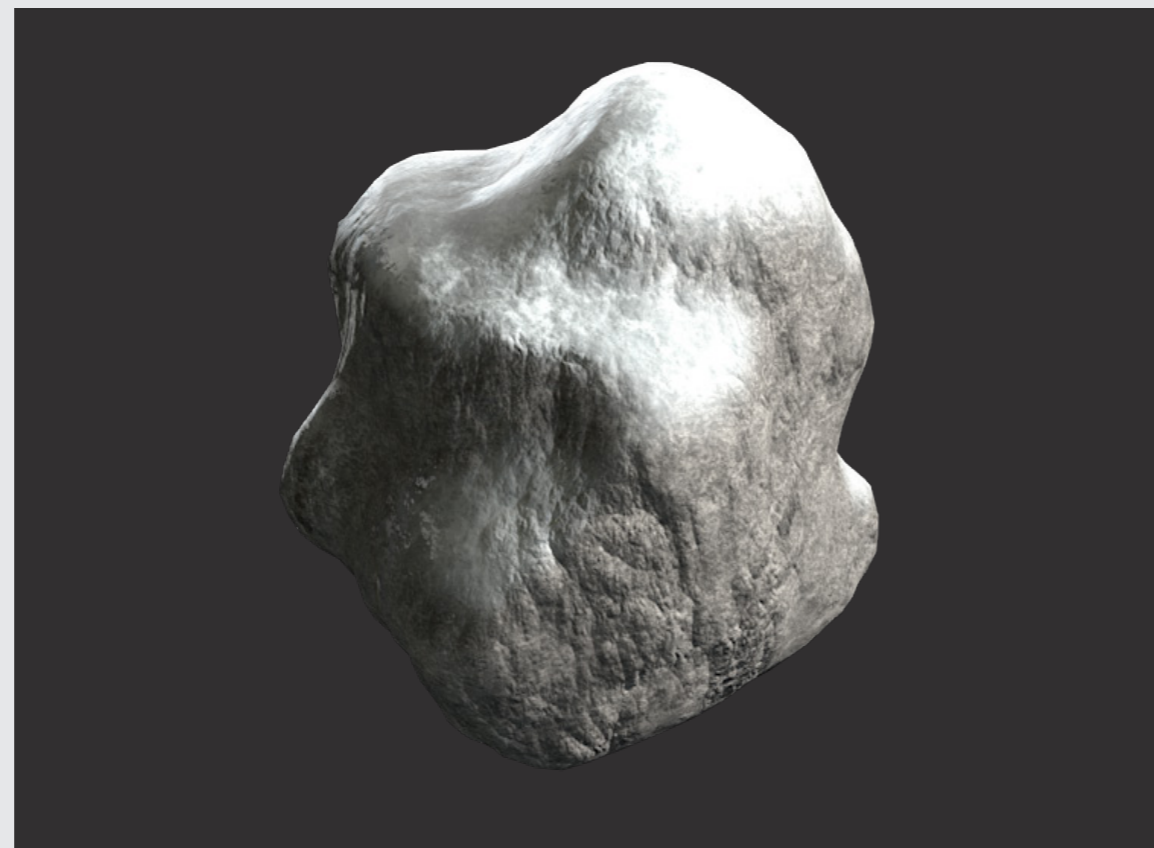
**Stone Shader 20**

Proceduraler Layer Shader ab Cinema 4D R13

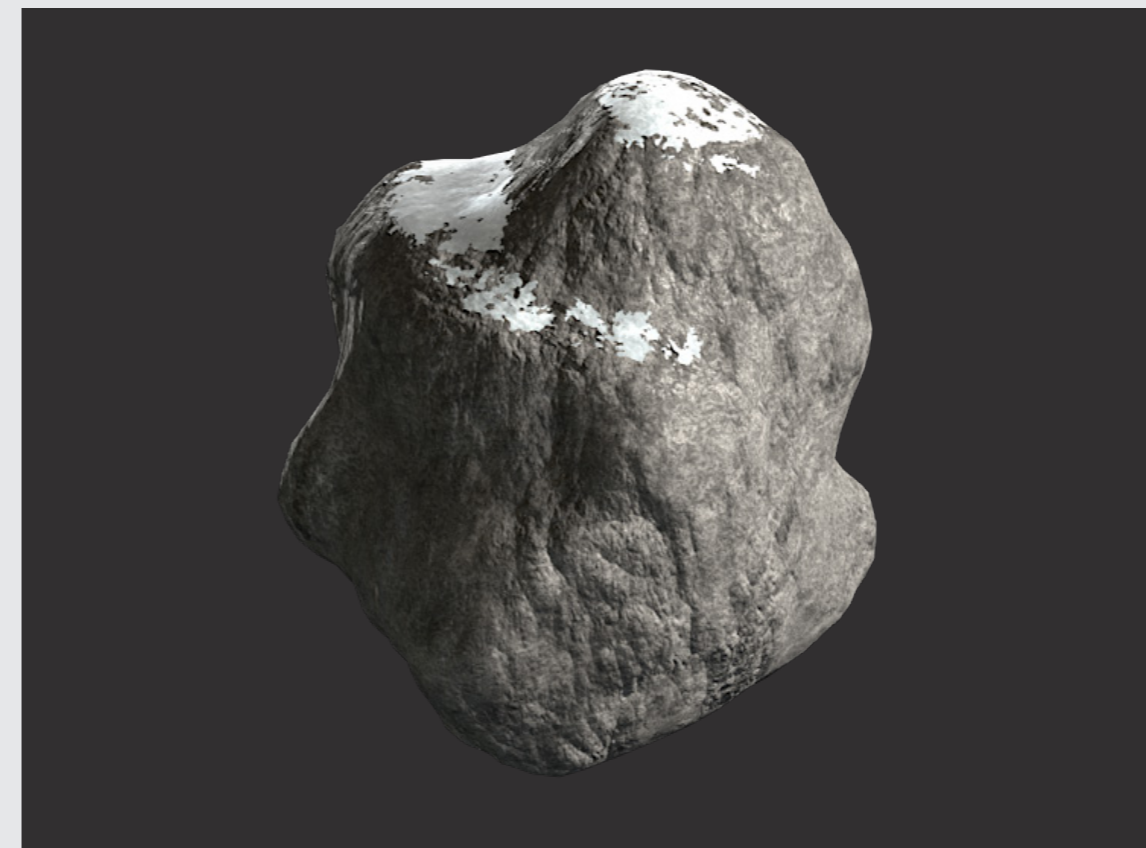


**Snow Shader 01**

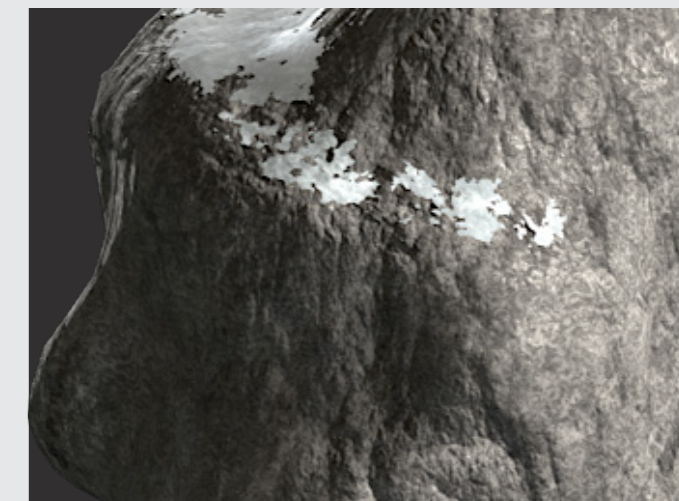
Proceduraler Layer Shader ab Cinema 4D R13



**3dxtrem\_snow\_shader\_01**

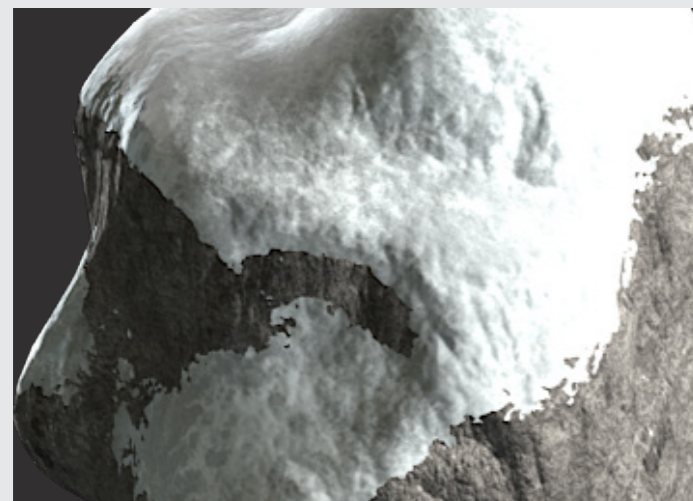


**3dxtrem\_snow\_shader\_02**



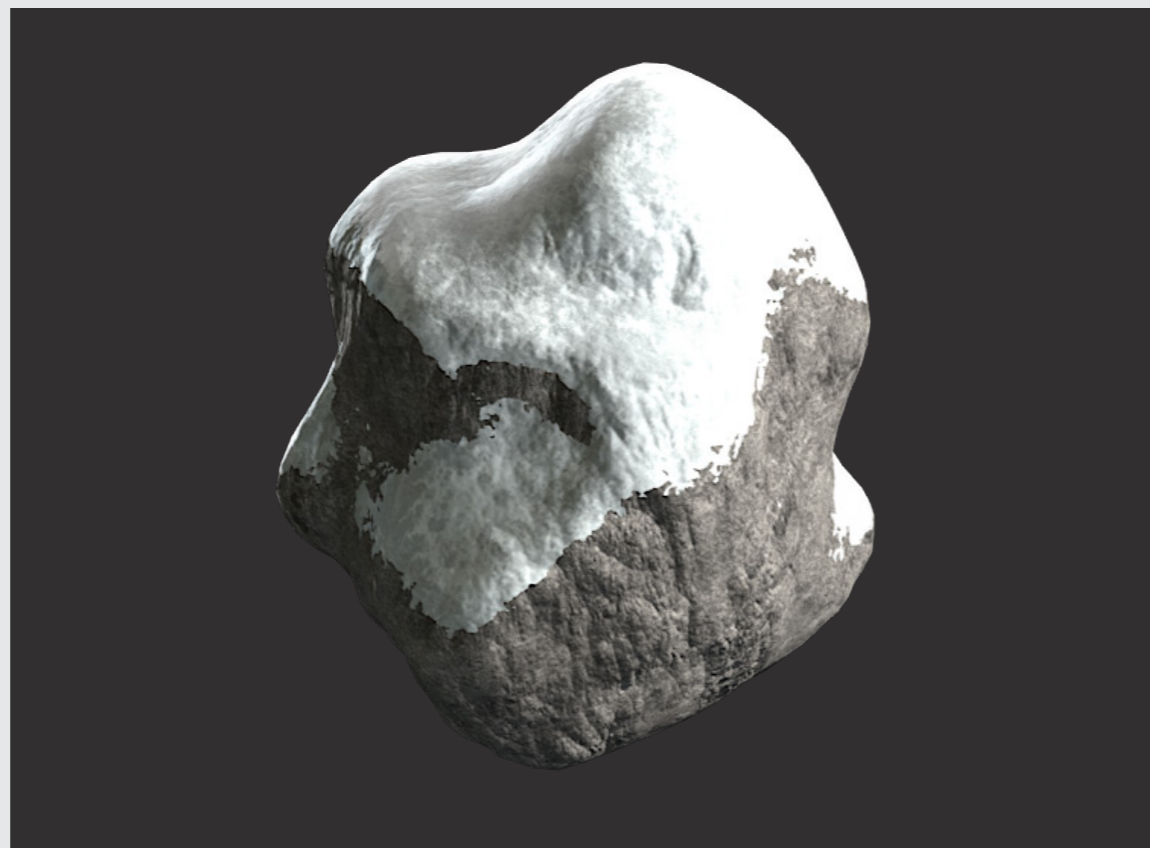
**Snow Shader 02**

Proceduraler Layer Shader ab Cinema 4D R13

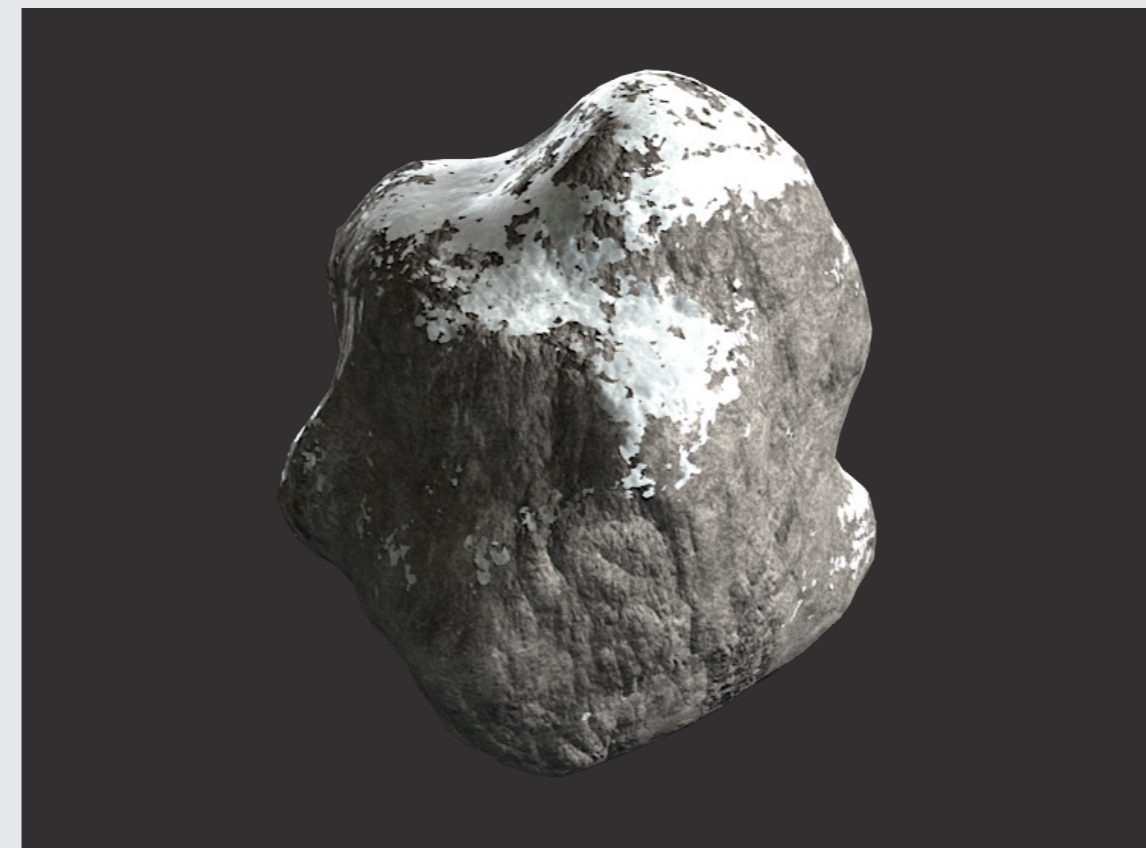


**Snow Shader 03**

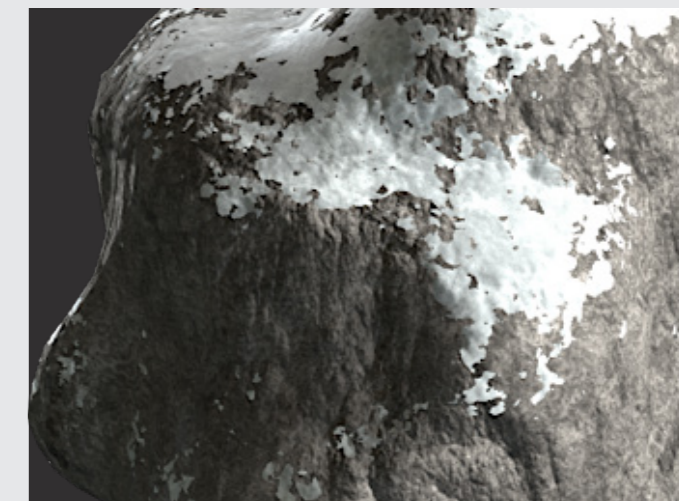
Proceduraler Layer Shader ab Cinema 4D R13



**3dxtrem\_snow\_shader\_03**

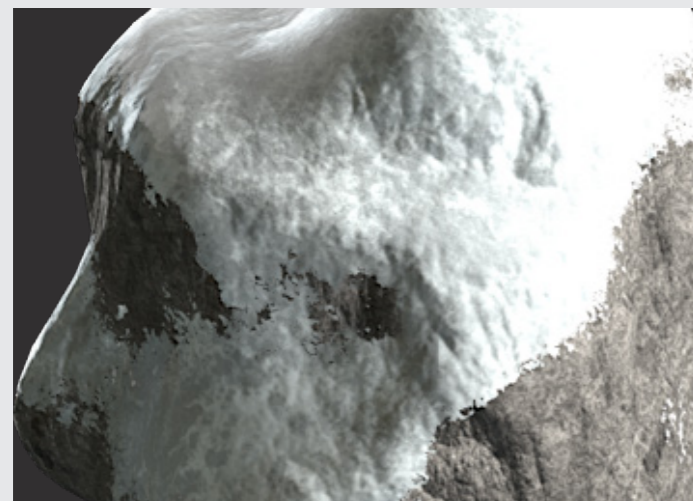


**3dxtrem\_snow\_shader\_04**



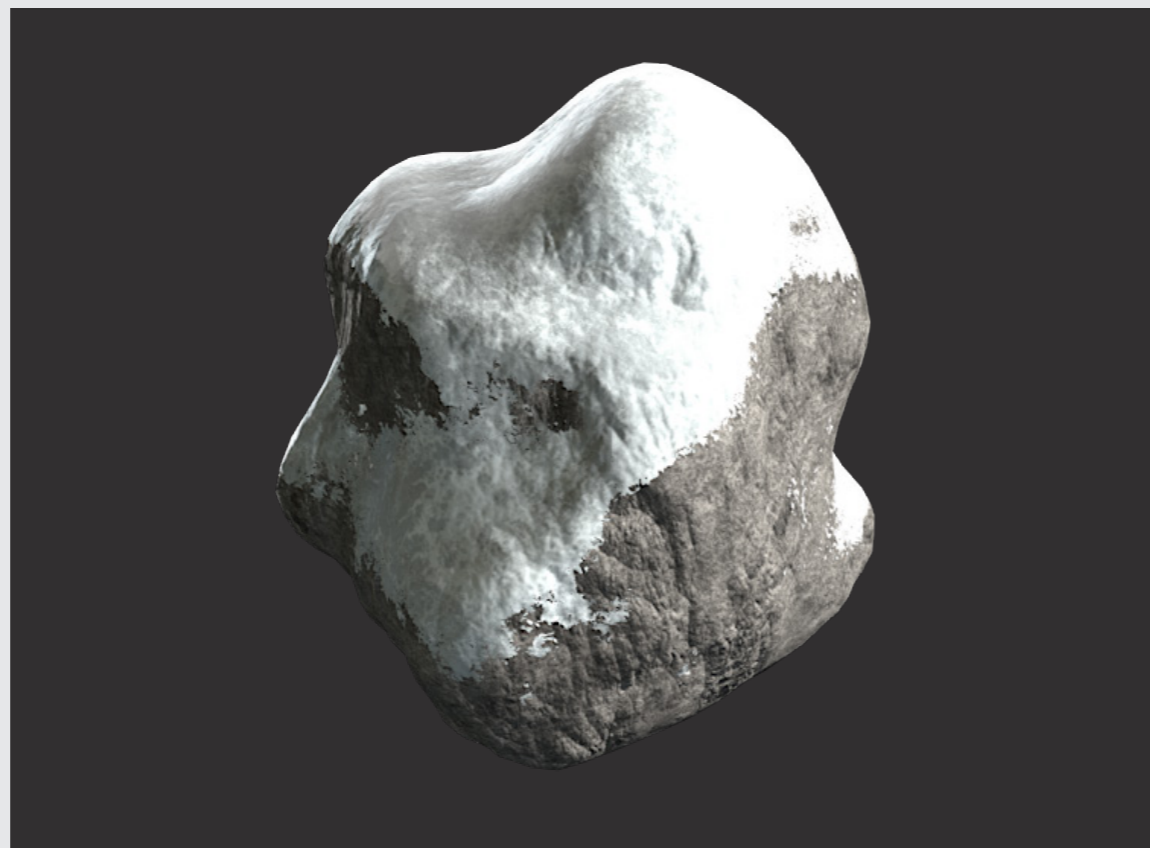
**Snow Shader 04**

Proceduraler Layer Shader ab Cinema 4D R13



**Snow Shader 05**

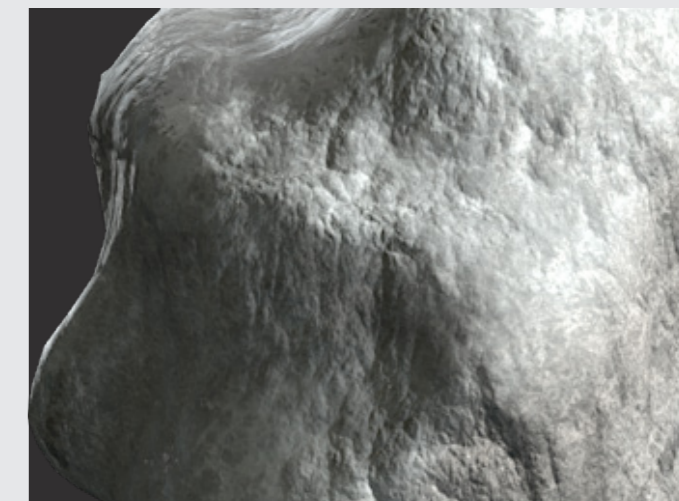
Proceduraler Layer Shader ab Cinema 4D R13



3dxtrem\_snow\_shader\_05



3dxtrem\_snow\_shader\_06



**Snow Shader 06**

Proceduraler Layer Shader ab Cinema 4D R13



**Dirt Shader 01 (Sand)**

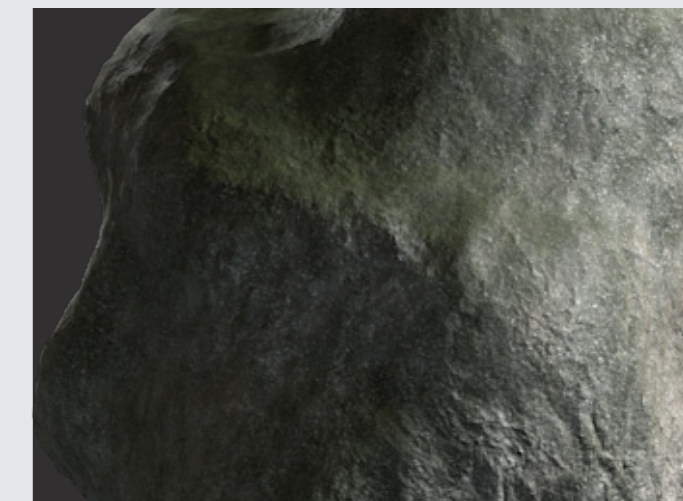
Proceduraler Layer Shader ab Cinema 4D R13



3dxtrem\_dirt\_shader\_01



3dxtrem\_dirt\_shader\_02



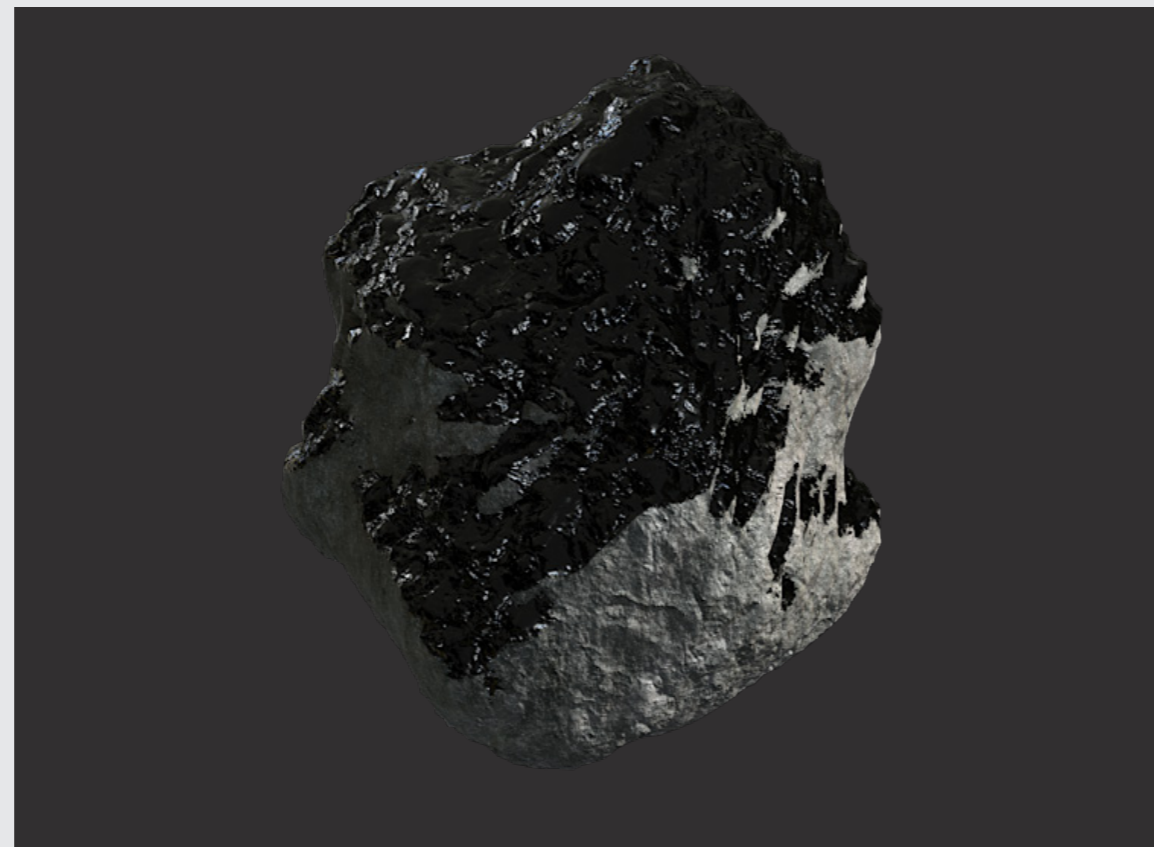
**Dirt Shader 02 (Moos)**

Proceduraler Layer Shader ab Cinema 4D R13

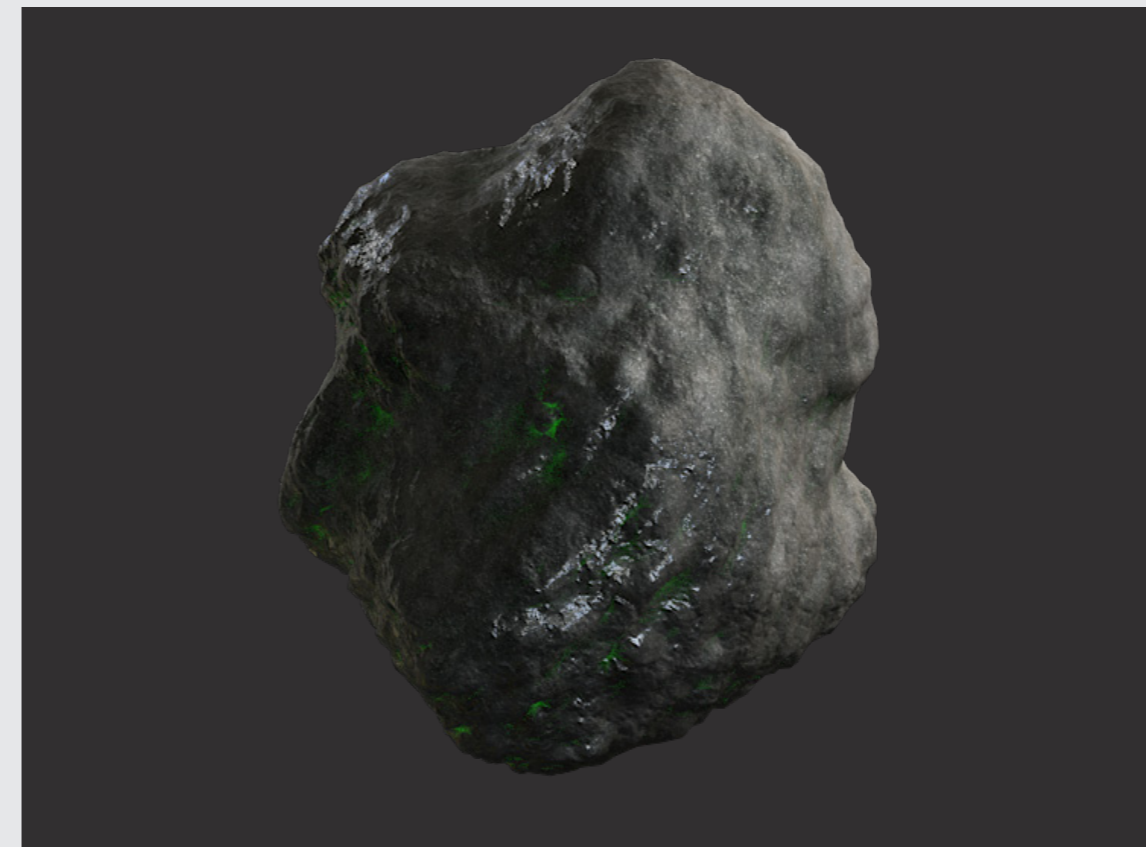


**Dirt Shader 03 (Tar)**

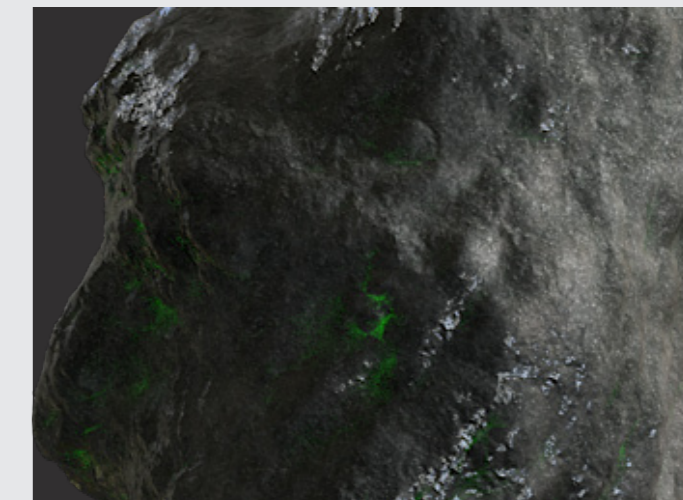
Proceduraler Layer Shader ab Cinema 4D R13



**3dxtrem\_dirt\_shader\_03**



**3dxtrem\_dirt\_shader\_04**



**Dirt Shader 04 (Alien)**

Proceduraler Layer Shader ab Cinema 4D R13





## Installieren der LIB-Dateien

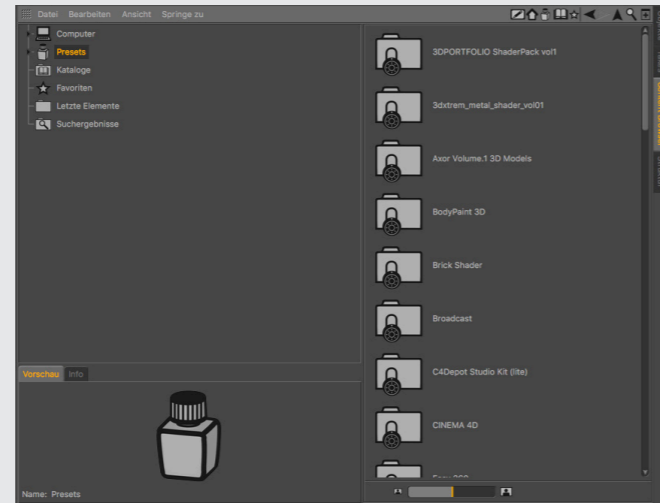
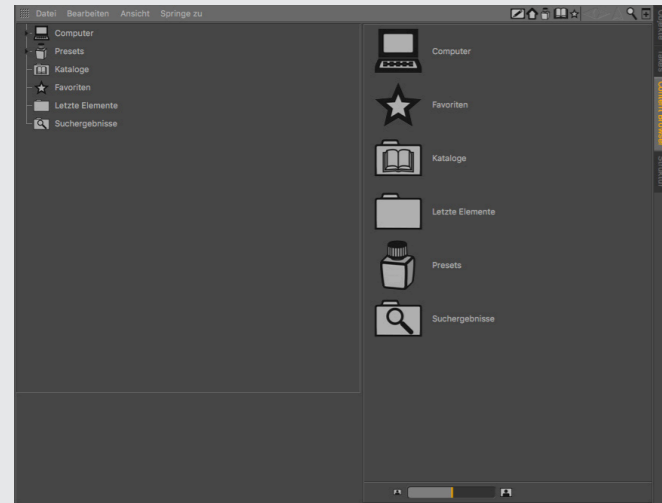
Die beiliegende .lib-Datei kann in der Cinema 4D Bibliothek geladen werden um eine Vorschau der Shader zu ermöglichen oder auch die gesamte Szene zu öffnen.

Zu finden unter: Programme > Maxon > Cinema 4d R18 > library > browser  
hier einfach die Lib - Datei hinzufügen (51 MB) und Cinema 4D neu starten.

## In Cinema 4D:

Man geht in Cinema 4d unter Funktion Fenster -> Content Browser (Schift+F 8). Es öffnet sich der Content Browser (direkt auch in der Seitenleiste zu finden).

Im Content Browser Links, suchen wir den "Preset - Ordner" (Das Tintenfass-Icons). Da gehen wir rein und sehen unsere Bibliothek.

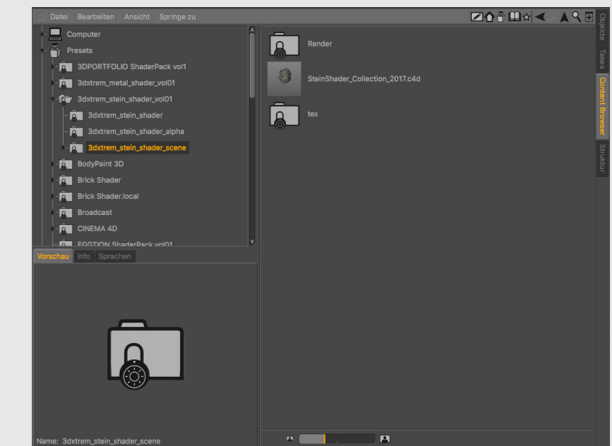
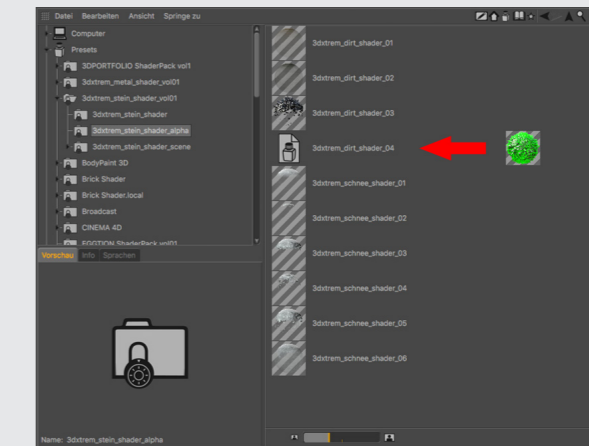
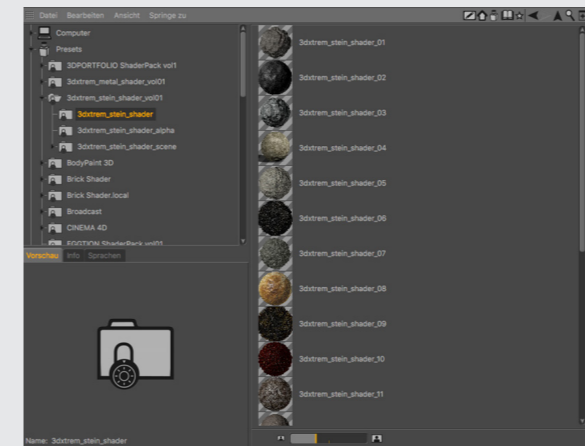


Hier können wir dann die 3dxtrem\_stein\_shader\_vol01 - Library sehen und öffnen. Es gibt 3 Unterordner.

1. 3dxtrem\_stein\_shader

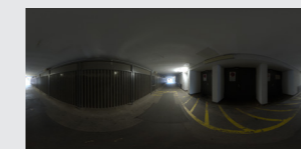
2. 3dxtrem\_stein\_shader\_alpha

3. 3dxtrem\_stein\_shader\_scene



Durch Doppelklicken eines Shader-Icon, können wir die Stein-Shader, die Stein-Shader-Alpha direkt in eine geöffnete Cinema 4D Szene einladen.  
Durch Doppelklicken der SteinShader\_Collection\_2017.c4d - Szene öffnet sich diese direkt.

HINWEIS: Der hier markierte 3dxtrem\_dirt\_shader\_04 (alpha) kann unter Umständen im Contentbrowser nicht als Grafik-Vorschau, auf Grund seiner Größe, richtig dargestellt werden. Ist jedoch durch Doppelklicken genauso funktionstüchtig.



## HDR - Bild

Das beiliegende HDR Bild "HDR\_110\_Tunnel\_Ref.hdr" kann frei benutzt werden und ist ein „free Sample“ von hdri-hub.  
<https://www.hdri-hub.com/hdrishop/freesamples/freehdri/item/114-hdr-110-tunnel-free>  
[www.hdri-hub.com](http://www.hdri-hub.com)