



The Key to Ultimate Photo-Realism

While the standard renderer produces outstanding results in little time, the Advanced Render module provides advanced features like Global Illumination and Caustics to achieve ultimate realism.

Renderings will look even more realistic with Global Illumination (incl. HDRI), surface and volume caustics, highlights, glow and enhanced depth-of-field. SubSurface Scattering provides realistic translucent surfaces for the simulation of wax or skin.



Ambient Occlusion, SubpolyDisplacement

With the integrated Ambient Occlusion feature, Advanced Render uses the environment to simulate shadow casting. This would otherwise only be possible with Global Illumination. This speeds up workflow immensely, which is especially important when a deadline is breathing down your neck.

With SubPolygonDisplacement your scenes will reach a level of detail never experience before. Highly detailed scenes can be created using just a handful of polygons, and rendered with awesome speed thanks to the highly efficient displacement

algorithm. Since details are first displayed during rendering when using SubPolygonDisplacement, you not only save precious memory, working in the editor is much easier as well.

SKY and PyroCluster

Additionally, Advanced Render also contains SKY - an amazing tool for the easy creation of 2D or 3D volumetric clouds and effects. SKY lets you create to your heart's desire. A collection of 50 presets helps you quickly find the fitting atmospheric environment for your scene. But that's not all: SKY lets you create any weather condition imaginable, "paint" clouds, and even correctly simulate the sun, moon and stars. SKY even lets you accurately create rainbows.

PyroCluster is a volumetric shading system that uses particles to simulate smoke, dust, fire and other similar effects. Combined with the power of Thinking Particles and CINEMA 4D's default particle system, PyroCluster can create truly amazing special effects.

