



The GREAT SUMMIT Slice4D V2.1

Version 2.1 - June 2016

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1. Introduction

Slice4D V2.x - Slice your object in multiple objects.

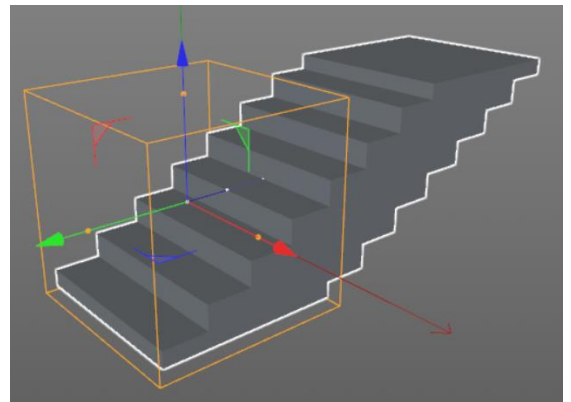
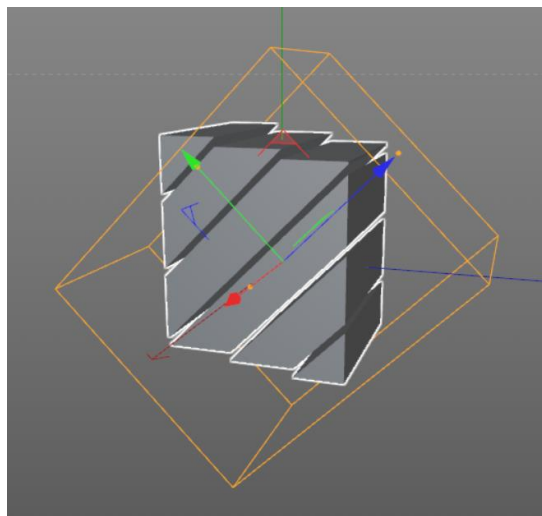
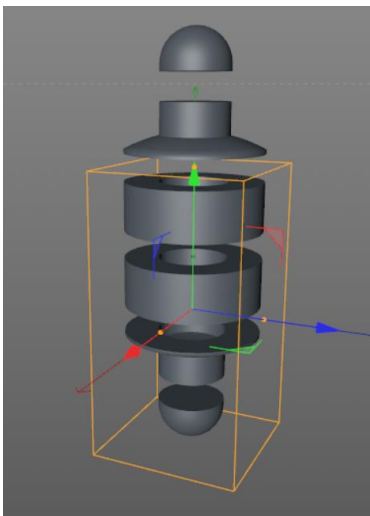
Slice4D V2.x is the long awaited next version of the popular Cinema 4D Slice4D Plugin.

It is now a fully supported version with following added functionality:

- Gizmo object to control slicing.
- Position, Scale and Rotate Gizmo to fully control slicing.
- Real time update when changing Gizmo or parameters.
- All parameters can be animated.
- Phong Tag control.
- Online manual and support.
- V2.1: Move clones relative (Gizmo axis) or absolute (world axis).

For more information, video tutorials, examples and FAQ, please visit our website at www.thegreatsummit.com.

Some examples.

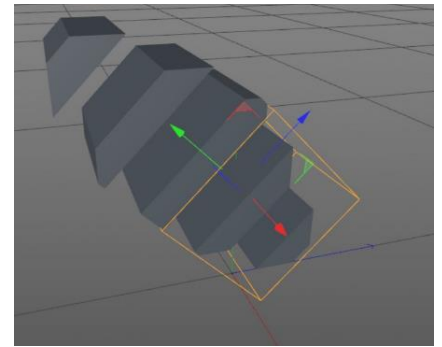
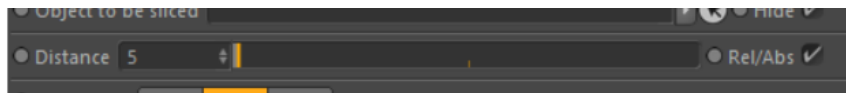


1.1 What is New in V2.1?

Using Rel/Abs field, you can now move the slice over the Gizmo axis and not just over the world axis.

Rel (field is not selected): Move over Gizmo axis.

Abs (field is selected) : Move over world axis.



Rel: Move over Gizmo axis

2. Installation

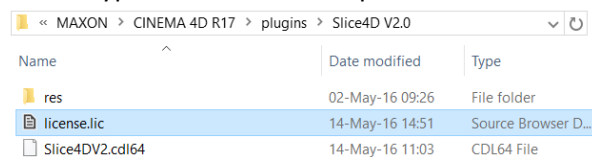
When you buy the plugin from our website, you will receive an email with a zip file containing the plugin and a separate mail with the license file.

For V2.1 you receive a new license file. You cannot use the V2.0 license file.

Unzip the File in the Maxon Cinema 4D plugins folder.

Rename the license file to license.lic and copy it to your Slice4D V2 folder.

Here a typical Windows example.



Note: Remove any old Slice4D V2.0 plugin folders!

Note: For Slice4D V2.1 you **cannot** use the old V2.0 license file.
Use the license file you got together with Slice4D V2.1!

Compatibility

- CINEMA 4D R15, R16 or R17 (latest build for each version).
- Studio, Visualize, Broadcast and Prime, Student.
- Both Mac & PC builds are included.
- 64 bit only.

Requirements

- An Internet connection for accessing the online (this) manual.

3. Using Slice4D V2.1

When you start-up the plugin “Slice4D V2”, two new objects are created:

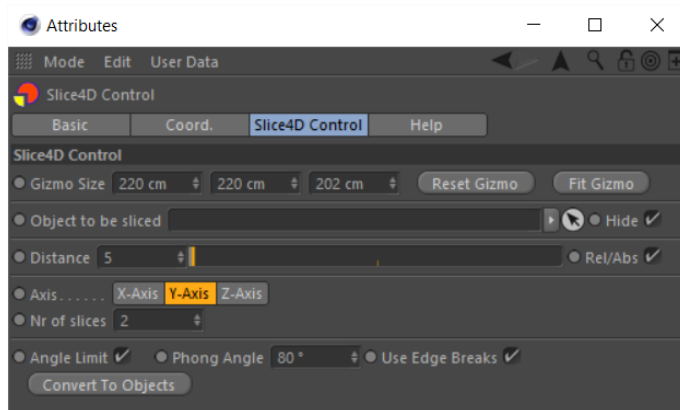
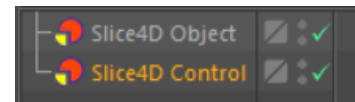
1. Slice4D Object.

Sliced objects will be placed as children under this object.

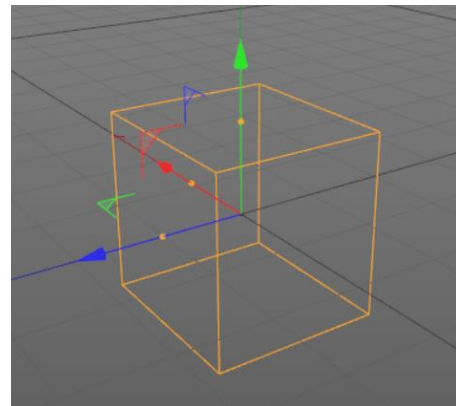
2. Slice4D Control.

Using this object – *the Gizmo* – you control the slicing.

This is done by setting parameters in the attributes of the object or controlling the Gizmo (position, scaling and rotation). Position and rotation are controlled by the standard Cinema 4D position and rotation tools. Scaling is done using the handle on the Gizmo.



Slice4D Control parameters



Slice4D Control Gizmo

Now add the object to be sliced to the “Object to be sliced” field.

Instantly you will see that the object is sliced in 2 and moved over a distance of 5.

When you now move, rotate or scale the Gizmo, you will see that the slices are sliced accordingly.

3.1 Slice4D Control Parameters

Gizmo size : Controls the size of the Gizmo. Same as scaling the Gizmo using the handles.

Reset Gizmo: Reset the Gizmo to its default value. Position and rotation: 0,0,0 and scaling 220,220,220.

Fit Gizmo : Fit the Gizmo around given object.

Object to be sliced: Drag & Drop the object you want to slice to this field.

Note:

Only use polygon objects or following parametric objects:

Cone, Cube, Cylinder, Disc, Plane, Sphere, Torus, Capsule, Oiltank, Tube, Pyramid, Platonic, Landscape.

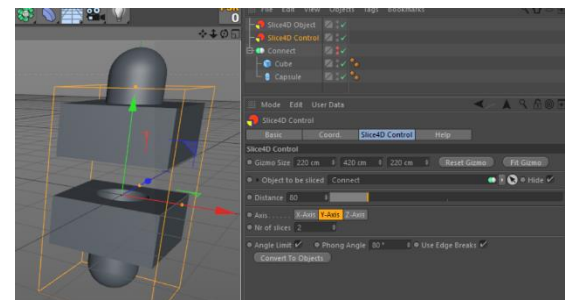
See also “4. Additional information”.

Note:

Besides the above “standard” object the

Connect object is also supported.

However, only above defined objects may be used as child of the Connect object.

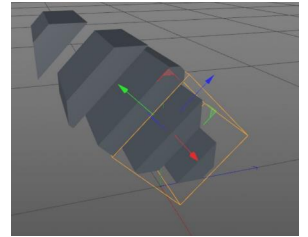


Distance: Moves the slices over this given distance.
The start is always the “bottom” of the Gizmo.

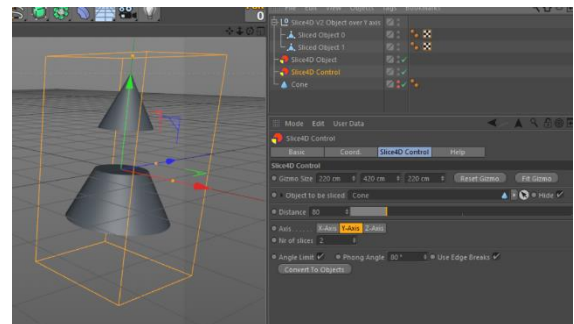
Rel/Abs: Here you define the axis over which the sliced objects are moved.
Abs (field is selected), according to the world axis.
Rel (field is not selected), according to the Gizmo axis.

Axis _____ : Defines over which axis the object is sliced.

Nr of slices: Number of slice to be created.



Convert To Object: This button creates polygon copies of all sliced objects created. It converts the Slice4D Object using the “Current State to Object” command.
The new polygon object are placed under a Null and have their Axis Reset. Also a Phong Tag – with default values – and a UVW Tag are added to each object. See also “4. Additional information”.



The name of the Null depends of the axis used.
For example, when sliced over Y axis, the name is: “Slice4D V2 Object over Y axis”.

Angle Limit, Phong Angle, Use Edge Breaks:

Here you can set the default values for the Phong Tags that are added to each created sliced object. Set these values before you click the “Convert To Object” button.
Each Phong tag will have the same values!

Note: All parameters can be animated and will update the scene in real time!

3.2 Slice4D Control Parameters - Help

Manual: This will open up the Slice4D V2.1 manual in your browser.

About: This will show a dialog with information about the current version of the Slice4D V2 plugin.

3.3. Animating.

Animating Slice4D V2.x can be done by using the standard Cinema 4D animation Tools.

All Slice4D V2.x parameters can be animated!

See for an example of how to animate the Slice4D V2.x parameters, the Slice4D V2.x tutorial on our website.

4. Additional information

Slice4D V2.1 uses Boolean Objects to create the slices.

As you know using Booleans sometimes gives strange results.

For example when the edge of a Boolean is exactly over the edge of object, strange things may happen.

If this happens, change the size of the Gizmo slightly or reposition the Gizmo slightly.

Objects with no thickness.

Objects like Disc and Plane have no thickness in the Y direction.

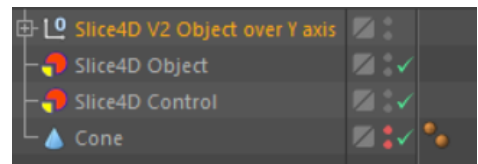
So, there will be no slices when you slice such an object in the Y direction.

Cinema 4DPipeline – sequence of the relevant objects.

Due to the Cinema 4D's pipeline – the order in which Cinema 4D take place - the order of the related Slice4D V2 objects is important.

The order must always be:

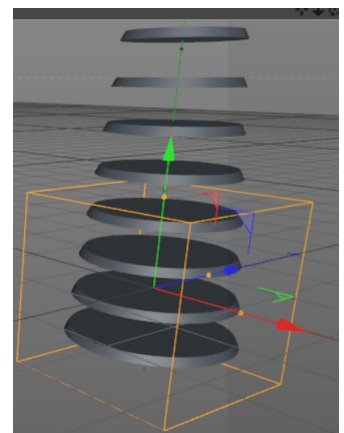
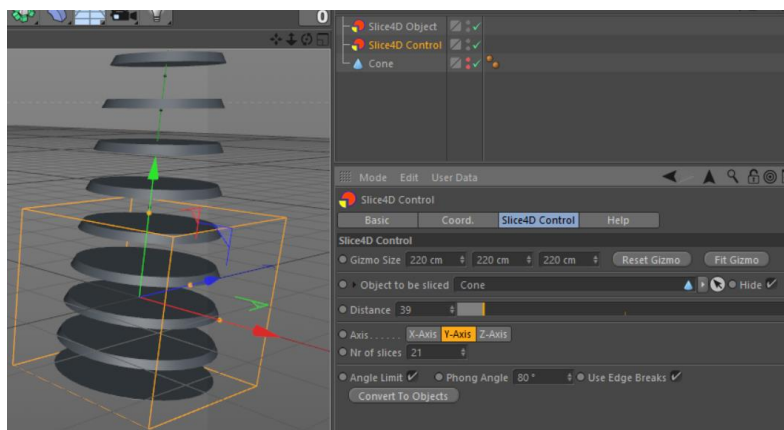
- Slice4D Object
- Slice4D Control
- The object to be sliced



Converted objects will be placed at the top of the hierarchy.

Zero sized objects.

Sometimes the number of slices - in relation with the size of the Gizmo – will lead to a sliced object with size (0,0,0). In that case no sliced object displays.



In the picture on the left, the number of slices is 21. The first sliced object (at the bottom of the Gizmo) is flat, but still showing. On the right, the number is incremented to 22. Now the first sliced object (at the bottom of the Gizmo) is not showing because the size (0,0,0).

Phong tags.

When the Slice Object is converted to sliced objects using the “Convert To Objects” button, Phong tags - with default values - are added to all sliced objects.

You can edit the Phong tag to smooth the appearance of the objects.

Animating the object to be sliced.

Besides animating the Slice4D Control parameters, you can also animate the position and rotation of the object to be sliced. The object will be sliced according to the Slice4D Control parameters.

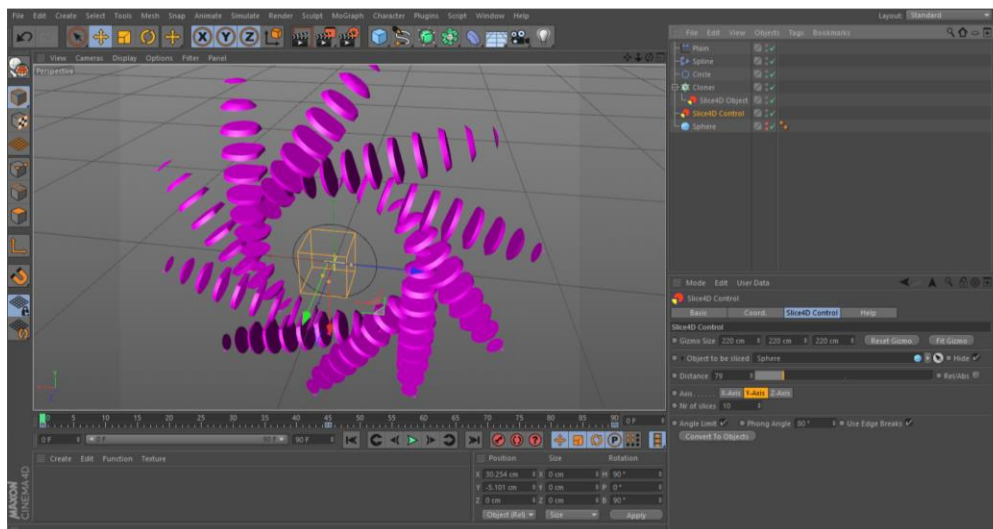
Note: Be sure the object to be sliced is below the Slice4D Control object.
See also “Cinema 4DPipeline – sequence of the relevant objects”.

5. Using the Slice4D Object directly

Another interesting feature is to use the Slice4D Object directly.
For example as a child of a Cloner Object.

However, again due to Cinema 4D’s pipeline and the fact that the Slice4D Object must be before the Slice4D Control object, it can happen that, when you change a Cloner parameter, the scene is not updated.
Update the scene by changing a Slice4D Control parameter.

Note: This will be fixed in later a version.



Note: See our website for a tutorial on using the Slice4D Object as a child of a Cloner Object.