



CINEMA 4D

Release 14

Product Comparison List: Limited to differences between Lite and commercial versions of CINEMA 4D

Platform	Prime	Broadcast	Visualize	Studio	Lite
API: C++, Python	x	x	x	x	
Interface & Workflow	Prime	Broadcast	Visualize	Studio	Lite
Doodle viewport annotation tool	x	x	x	x	
XRef external instancing / referencing system	x	x	x	x	
3dconnexion 3DMouse support	x	x	x	x	
Stereo display in Viewport	x	x	x	x	
*All versions available in 11 languages: English, German, Spanish, Italian, French, Czech, Russian, Korean, Japanese, Chinese, Arabic					
Cameras	Prime	Broadcast	Visualize	Studio	Lite
Motion Camera, Morph Camera	x	x	x	x	
Camera Calibrator			x	x	
Data Exchange / Format Support	Prime	Broadcast	Visualize	Studio	Lite
After Effects (.aec) export/save with 3D data	x	x	x	x	
Nuke exchange	x	x	x	x	
Apple Motion compositing exchange with 3D data	x	x	x	x	
Apple Final Cut Pro compositing exchange	Mac	Mac	Mac	Mac	
Digital Fusion compositing exchange	Win	Win	Win	Win	
Shake compositing exchange	x	x	x	x	
Support for DXF, DWG, 3DS, DAE, FBX, DEM, LWS, STL, VRML2, OBJ, Collada (DAE), Alembic (ABC)	x	x	x	x	x*
IGES importer			x	x	
Okino connection - CAD file import via optional PolyTrans software (Windows only)			x	x	
BodyPaint 3D exchange - 3ds Max, Maya, Softimage and Lightwave	x	x	x	x	

*Import only



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Modeling Tools	Prime	Broadcast	Visualize	Studio	Lite
Polygonal modeling tools with N-gon support	x	x	x	x	
Modeling Generators: Metaball, Boolean, Symmetry, Array, Atom Array, Instance, Connect, Spline Mask	x	x	x	x	x*
Deformers: Bend, Twist, Bulge, Shear, Taper, FFD, Formula, Wind, Explosion, Melt, Shatter, Wrap, Polygon Reduction, Spherify, Spline Rail, Spline Deformer, Squash & Stretch, Connection, Jiggle, Surface, Wrap	x	x	x	x	x**
Displacement, Collision, Camera, Smoothing, Spline Wrap and Shrinkwrap deformers	x	x	x	x	
* Array, Boole, Spline Mask, Instance only. **Bend, Bulge, Sheer, Taper, Twist, Explosion FX, Formula, Wind only					
Sculpting	Prime	Broadcast	Visualize	Studio	Lite
Sculpt functionality				x	
Brushes				x	
Baking				x	
Materials & Texturing	Prime	Broadcast	Visualize	Studio	Lite
Sub-polygon displacement			x	x	
Sub-Surface Scattering		x	x	x	
Terrain Mask shader			x	x	
Brick, Wood, Pavement, Weather and Normalizer Shaders	x	x	x	x	
Sketch & Toon Art, Hatch and Spot (halftone) shaders			x	x	
Projection painting	x	x	x	x	
UV Editing	Prime	Broadcast	Visualize	Studio	Lite
UV editor	x	x	x	x	
Interactive UV mapping by projection types	x	x	x	x	
Optimal UV mapping to automatically remove seams	x	x	x	x	
LSCM unwrapping and relaxing	x	x	x	x	
ABF unwrapping and relaxing	x	x	x	x	



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Lighting	Prime	Broadcast	Visualize	Studio	Lite
Caustics			x	x	
Support of IES light data			x	x	
Rendering	Prime	Broadcast	Visualize	Studio	Lite
Render up to 128,000 pixels square / 32 bits per pixel	x	x	x	x	800x600
Multi-Pass output	x	x	x	x	x*
Object buffers - specify unique alpha channels per object	x	x	x	x	x*
Global Illumination (IR, QMC, mixed)		x	x	x	
Physical Renderer with physical camera, high-quality depth of field, high-quality motion blur		x	x	x	
Stereo rendering	x	x	x	x	
Depth of Field post effect			x	x	Pass
Vector Motion Blur post effect			x	x	Pass
CineMan Renderman-compliant bridge			x	x	
Sketch and Toon non-photorealistic rendering			x	x	
Pyrocluster volumetric particle rendering			x	x	
Physical Sky			x	x	
Render Queue batch rendering system	x	x	x	x	
Network rendering clients		3	3	unlimited	

*Only available thru the AE CINEMA 4D Layer.



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Animation	Prime	Broadcast	Visualize	Studio	Lite
Cappuccino - realtime keyframing				X	
Timeline - up to four timeline windows with customizable track display and dopesheet or F-Curve view modes	X	X	X	X	X*
F-Curve Snapshot and Reduced Modification curves	X	X	X	X	
Keyframe reduction	X	X	X	X	
Keyframe baking	X	X	X	X	
ASCII animation import	X	X	X	X	
Non-linear animation / motion mixing system	X	X	X	X	
Constraints: PSR, Up-Vector, Clamp, Mirror, Parent, Aim, Spring	X	X	X	X	
Driver tag				X	
XPresso - node-based Expression Editor	X	X	X	X	X**
Virtual Walkthrough tool - first-person navigation and animation			X	X	
*One Timeline window only. **Does not include the Python Node.					
Dynamic Animation	Prime	Broadcast	Visualize	Studio	Lite
Basic particle system	X	X	X	X	
Thinking Particles node-based particle system				X	
Rigid Body dynamics (limited to MoGraph objects)		X		X	
Rigid Body dynamics				X	
Joints, Springs, Motors				X	
Soft Body dynamics				X	
Aerodynamics forces				X	
Plastic & Breaking Springs				X	
Breaking Connectors				X	
Cloth dynamics & dressing functions				X	
Hair dynamics				X	
Spline dynamics				X	



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MoGraph Tools	Prime	Broadcast	Visualize	Studio	Lite
Cloner object		X		X	
Fracture object		X		X	X*
Matrix object		X		X	
MoInstance object		X		X	
MoText object		X		X	
Tracer object		X		X	
MoSpline parametric spline generator with L-system functionality		X		X	
Effectors for Position, Scale, Rotation, Color, Time using Falloff, Shader, Random, Formula, Delay, C.O.F.F.E.E., Inheritance, Sound, Spline, Step, Target, Time or Volume		X		X	X*
PolyFX polygon fracture deformer		X		X	
MoGraph Selection tag		X		X	
Beat Shader		X		X	
MoGraph Multi-shader (blend)		X		X	
Extrude Deformer		X		X	
*Fracture Object, Plain and Random Effectors only after registration.					



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Character Animation Tools	Prime	Broadcast	Visualize	Studio	Lite
Character object / autorigger				X	
CMotion - parametric walk system				X	
Joints with full dynamic IK	X	X	X	X	
Skin Deformer supports linear, spherical and blended deformation based on joints	X	X	X	X	
Weight Manager and tools	X	X	X	X	
Auto weighting	X	X	X	X	
PoseMorph morphing and hierarchical mixing system				X	
Mirror tool	X	X	X	X	
Naming tool	X	X	X	X	
Paint tool	X	X	X	X	
Weight effector	X	X	X	X	
VAMP tool for translating weights, morphs, selection, textures, Uvs and vertex maps between different geometry				X	
Cluster deformer	X	X	X	X	
Morph deformer				X	
Tension tag				X	
Quaternion tag				X	
Point Cache tag	X	X	X	X	
Muscle deformer				X	
Point Cache deformer	X	X	X	X	
Correction deformer	X	X	X	X	
Visual Selector				X	



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Hair Simulation and Rendering	Prime	Broadcast	Visualize	Studio	Lite
Guide-based Hair system				x	
Hair instancing				x	
Feather object				x	
Fur system				x	
Hair styling tools: Move, Scale, Rotate, Brush, Comb, Clump, Curl, Cut, Push, Straighten, Add Guides, Mirror, Set Roots				x	
Hair dynamics				x	
Hair shading system with multiple speculars, texture-defined root/tip colors, variable transparency, thickness, length, scale, frizz, kink, density, clump, tighten, displace, bend, curl, twist, wave, straighten				x	