



CINEMA 4D

Release 14

Product Comparison List: Complete.

Platform	Prime	Broadcast	Visualize	Studio	Lite
Mac and Windows	X	X	X	X	X
64-bit architecture	X	X	X	X	X
OpenGL 3.0 support	X	X	X	X	X
API: C++, Python	X	X	X	X	
API: C.O.F.F.E.E.	X	X	X	X	X
Interface & Workflow	Prime	Broadcast	Visualize	Studio	Lite
Context-sensitive, fully-searchable HTML help	X	X	X	X	X
Commander	X	X	X	X	X
ToDo List	X	X	X	X	X
Multiple projects open at once	X	X	X	X	X
Customizable toolbars / layouts / menus	X	X	X	X	X
Light and dark interface schemes	X	X	X	X	X
Unlimited view windows	X	X	X	X	X
Head-up display (HUD)	X	X	X	X	X
Custom pop-up menu	X	X	X	X	X
Non-modal tools with realtime feedback	X	X	X	X	X
Collapsible Managers and Palettes	X	X	X	X	X
Selection / display filters	X	X	X	X	X
Custom User Data per object	X	X	X	X	X
Doodle viewport annotation tool	X	X	X	X	
Layer system for object and material management	X	X	X	X	X
XRef external instancing / referencing system	X	X	X	X	
Tablet support for Wacom and other pen tablets	X	X	X	X	X
3dconnexion 3DMouse support	X	X	X	X	
Stereo display in Viewport	X	X	X	X	
Object highlighting	X	X	X	X	X

*All versions available in 11 languages: English, German, Spanish, Italian, French, Czech, Russian, Korean, Japanese, Chinese, Arabic



CINEMA 4D

Release 14

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Cameras	Prime	Broadcast	Visualize	Studio	Lite
Camera, Target Camera, Stereo Camera	x	x	x	x	x
Motion Camera, Morph Camera	x	x	x	x	
Camera Calibrator			x	x	
Camera Composition Helpers	x	x	x	x	x
Camera focus picker	x	x	x	x	x
Data Exchange / Format Support	Prime	Broadcast	Visualize	Studio	Lite
QuickTime support	x	x	x	x	x
AVI support	Win	Win	Win	Win	Win
Image formats - float with layers: PSD, TIFF, OpenEXR	x	x	x	x	x
Image formats - float: HDR, DPX, RLA, RPF	x	x	x	x	x
Image formats: BMP, IFF, JPG, PICT, PNG, TARGA	x	x	x	x	x
Quicktime VR object, panorama	x	x	x	x	x
After Effects / CINEMA 4D Layer Compatible	x	x	x	x	x
After Effects (.aec) export/save with 3D data	x	x	x	x	
Nuke exchange	x	x	x	x	
Photoshop exchange	x	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



CINEMA 4D

Release 14

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Modeling Tools	Prime	Broadcast	Visualize	Studio	Lite
Parametric object primitives	x	x	x	x	x
Scene Objects: Floor, Sky, Environment, Stage, Foreground, Background	x	x	x	x	x
Parametric spline primitives	x	x	x	x	x
Extrude, Lathe, Loft, Sweep	x	x	x	x	x
Polygonal modeling tools with N-gon support	x	x	x	x	
HyperNURBs subdivision surfaces	x	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	
Workplanes	x	x	x	x	x
Dynamic / inferred guides	x	x	x	x	x
Guide objects	x	x	x	x	x
Snapping Toolset	x	x	x	x	x
Interactive brush sizing	x	x	x	x	x
Raycast selection / RMB	x	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	



CINEMA 4D

Release 14

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Materials & Texturing	Prime	Broadcast	Visualize	Studio	Lite
13 Material Channels: Color, Diffuse, Luminance, Transparency, Reflection, Environment, Fog, Bump, Normal, Alpha, Specular, Glow, Displacement	X	X	X	X	X
Transparency with absorption, internal reflections, exit reflections	X	X	X	X	X
Blurry reflections and transparencies	X	X	X	X	X
Normal maps: tangent, object or world	X	X	X	X	X
Displacement: intensity (centered), red/green and RGB	X	X	X	X	X
Choose Photoshop PSD layers per usage	X	X	X	X	X
Animated textures (MOV, AVI, sequence) with viewport preview	X	X	X	X	X
Selectable viewport resolution and channel display per material	X	X	X	X	X
Shading models: Phong, Blinn, Oren-Nayar	X	X	X	X	X
Fresnel Shader incl. physically correct IOR	X	X	X	X	X
Noise Procedural shader with 32 different noise algorithms	X	X	X	X	X
Layer shader	X	X	X	X	X
Proximity-based Proximal shader	X	X	X	X	X
Procedural surface shaders	X	X	X	X	X
Texture Baking	X	X	X	X	X
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	
3D Painting with layers, blend modes and Photoshop compatibility	X	X	X	X	X
Multi-brush painting of multiple material channels	X	X	X	X	X
Raybrush painting directly onto rendered result	X	X	X	X	X
Projection painting	X	X	X	X	
Exchange projections with Photoshop	X	X	X	X	X
Camera Mapping	X	X	X	X	X
ProjectionMan camera mapping workflow tool	X	X	X	X	X



CINEMA 4D

Release 14

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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	
Lighting	Prime	Broadcast	Visualize	Studio	Lite
Light Types: Omni, Spot, Infinite, Area, Square Spot, Parallel Spot, Square Parallel Spot	x	x	x	x	x
Hard, Soft, Area shadows	x	x	x	x	x
Visible, Volumetric and Inverse Volumetric lighting	x	x	x	x	x
Noise within light illumination or visibility	x	x	x	x	x
Include/exclude light diffusion, specular, shadow per object	x	x	x	x	x
Custom lens flares	x	x	x	x	x
Caustics			x	x	
Color temperature in Kelvin	x	x	x	x	x
Photometric brightness setting in Candela and Lumen	x	x	x	x	x
Support of IES light data			x	x	



CINEMA 4D

Release 14

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Rendering	Prime	Broadcast	Visualize	Studio	Lite
Render up to 128,000 pixels square / 32 bits per pixel	x	x	x	x	800x600
Bucket rendering	x	x	x	x	x
Render instances	x	x	x	x	x
Color profile support	x	x	x	x	x
Camera white balance	x	x	x	x	x
Linear workflow	x	x	x	x	x
Adaptive antialiasing	x	x	x	x	x
Multi-Pass output	x	x	x	x	x*
Object buffers - specify unique alpha channels per object	x	x	x	x	x*
Ambient Occlusion	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
Position Pass	x	x	x	x	x
CineMan Renderman-compliant bridge			x	x	
Sketch and Toon non-photorealistic rendering			x	x	
Pyrocluster volumetric particle rendering			x	x	
Physical Sky			x	x	
3D Sound Rendering	x	x	x	x	x
Picture Viewer: color correction, image merge, anaglyph preview	x	x	x	x	x
Watermark post effect	x	x	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.



CINEMA 4D

Release 14

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Animation	Prime	Broadcast	Visualize	Studio	Lite
Easy one-click record button to keyframe Position, Scale, Rotation, Point Level animation and user-defined parameters	x	x	x	x	x
Record dot animation of all animatable parameters	x	x	x	x	x
Automatic keyframing	x	x	x	x	x
Cappuccino - realtime keyframing				x	
PowerSlider animation toolbar for playback and keyframe manipulation	x	x	x	x	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	
Constant Velocity option per track	x	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.



CINEMA 4D

Release 14

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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	
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	
Content	Prime	Broadcast	Visualize	Studio	Lite
Presets and demo scenes	x	x	x	x	x
Advanced presets and demo scenes				x	
Broadcast Library, incl. materials, cameras and objects		x		x	
Visualization Library, incl. materials, presets and architectural objects			x	x	