Thinkbox Krakatoa C4D v2.10.5

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Krakatoa(tm) to CINEMA 4D is an application for rendering volumetric particles that is compatible with Mac OSX and Microsoft Windows operating systems.

Krakatoa C4D can be fully integrated with CINEMA 4D. CINEMA four-dimensional User Interface. It provides a variety of scene objects, such as the PRT Loader that loads particles from file sequences that are external to the system PRT Volume, PRT Surface, and Surface to convert surfaces and geometry volumes into point clouds. The native CINEMA 4D Emitter and TPS particles as well as third-party X-Particles and other FD systems can be supported natively through special intermediate objects.

Gfx plugin details of Thinkbox Krakatoa C4D v2.10.5

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Krakatoa C4D

Krakatoa(tm) is available for CINEMA 4D a volumetric particle rendering application that is compatible with Mac OSX and Microsoft Windows operating systems.

Renderer

- The Krakatoa renderer runs on CPUs and is highly optimized and extensively multi-threaded.
- The memory footprint of Krakatoa is dynamically adjusted to the features you request and features, with minimum utilization of 26 bytes for each particle.
- Krakatoa is able to support the shading of particles in both additive and volumetric ways and permits the mixing of both of these modes.
- Krakatoa has each Particle (aka Point) rendering as well as Voxel rendering modes.
- Shadow casting and self-shadowing from matte (holdout) Geometry objects are supported.
- Krakatoa has integrated Motion Blur and Depth Of Field camera effects.
- Render-time particle Repopulation enables the creation of particles that are larger than the original source.
- The interactive lighting is added to PRT files in the form of an individual Lighting channel. This allows fast re-rendering of particles that have been lit, and also for the most simple relighting techniques.

Particle Sources

- Krakatoa C4D is compatible with the native CINEMA 4D Emitter Particles and Thinking Particles external sources of particles loaded from disk using the object PRT Loader particle particles that are generated procedurally from geometry volumes and surfaces using the PRT Volume as well as the PRT Surface objects and fractal-based distributions using the PRT Fractal object.
- Currently supported formats for external particle files include Thinkbox PRT file sequences and RealFlow BIN file sequences, as well as ASCII Comma Separated Values CSV sequences.
- Krakatoa C4D is able for saving particle information in PRT files. It also comes with an option to save/partition PRT data to create multiple wedges of one particle.

PRT Objections

- PRT Loader objects are employed to import one or many file sequences from an external source. The PRT Loader allows particle retiming by using animation curves and offset controls.
- PRT Volume objects are used to fill the space of a polygon mesh using particles. They also allow you to disperse

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particles within an area of the geometries surface.
- PRT Surface objects can be used to rapidly scatter random particles across the surfaces of mesh.
- PRT Fractal objects are utilized to create procedural fractal particle distributions that are based on random seeds with control of iterations and other animatable parameters.

Particle Channel Operator Tags

- Utilizing specially designed CINEMA four-dimensional tags Krakatoa provides a variety of channel-specific data operations that are able to be used with any particle source accessible to the renderer.
- These actions include the setting of a Float or Vector Channel to an undefined value and it is the Scaling of an already existing Channel using a Scalar percentage, copying from an existing Channel to another one, the assignment to a channel that is custom with UV coordinates that can utilize by the Texture tag to create sophisticated mapping effects and finally the reconstitution of an existing particle system by using Krakatoa's render time multiplication algorithm.

Systems Requirements to Krakatoa C4D

Minimum

Software

- CINEMA 4D Versions R14, R15, and R16
- Windows 7,8,10 (64-Bit), OSX 10.8.5~(and higher)

CPU

- Intel Pentium 4 (Windows PC)
- Athlon 64 (Windows PC)
- Intel Core 2 Solo (Macintosh)

Hardware

- 2 1 GB RAM
- 50 Gigabytes of free hard disk space

Note

Windows 7 or 8 (64-bit only) on Intel or AMD 64-bit processors, with SSE3 Support; Mac OS X 10.8.5 or greater on Intel 64-bit Macs with 4 GB of RAM and OpenGL Graphics card that supports OpenGL 3.2 and CD ROM drive. A typical DVD installation may take up to 7GB of space on the hard drive. The software needs to be registered to allow unrestricted usage.