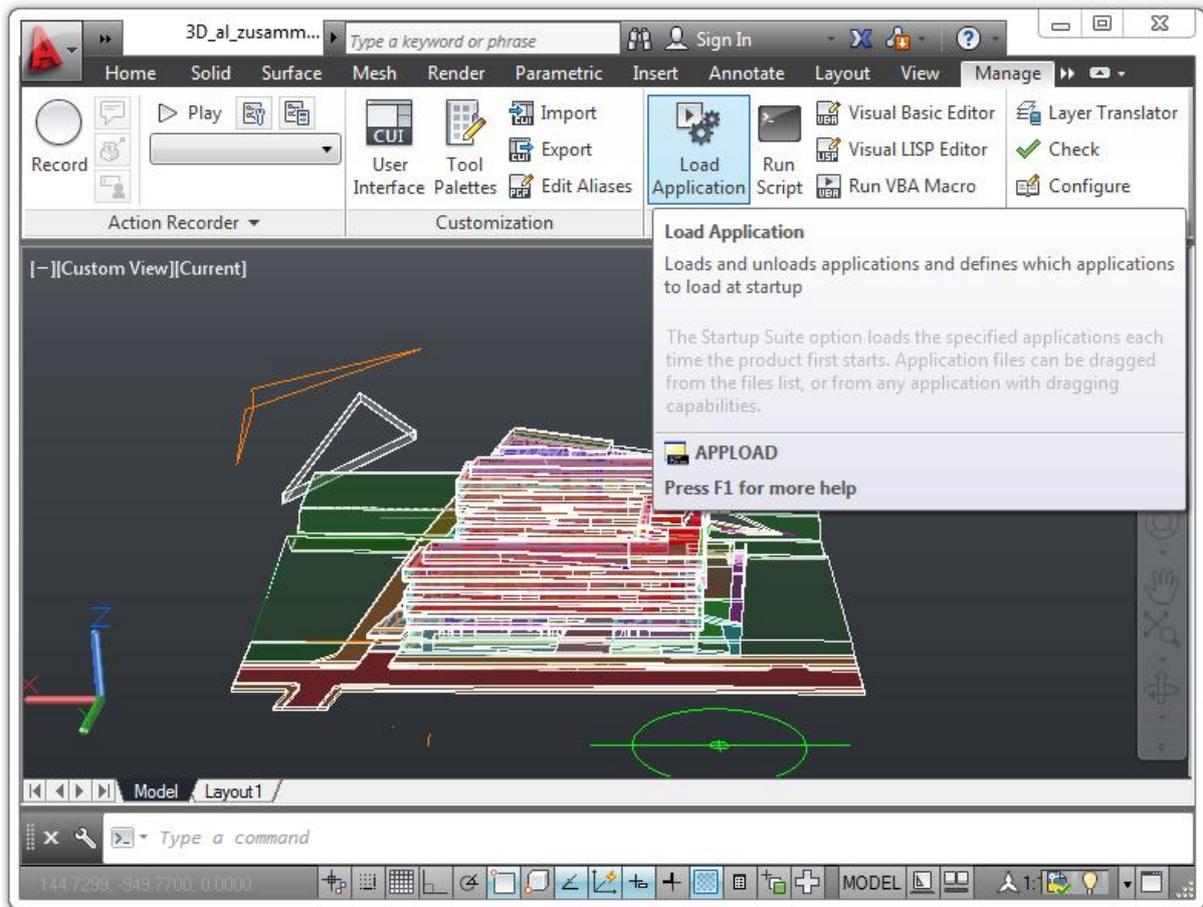


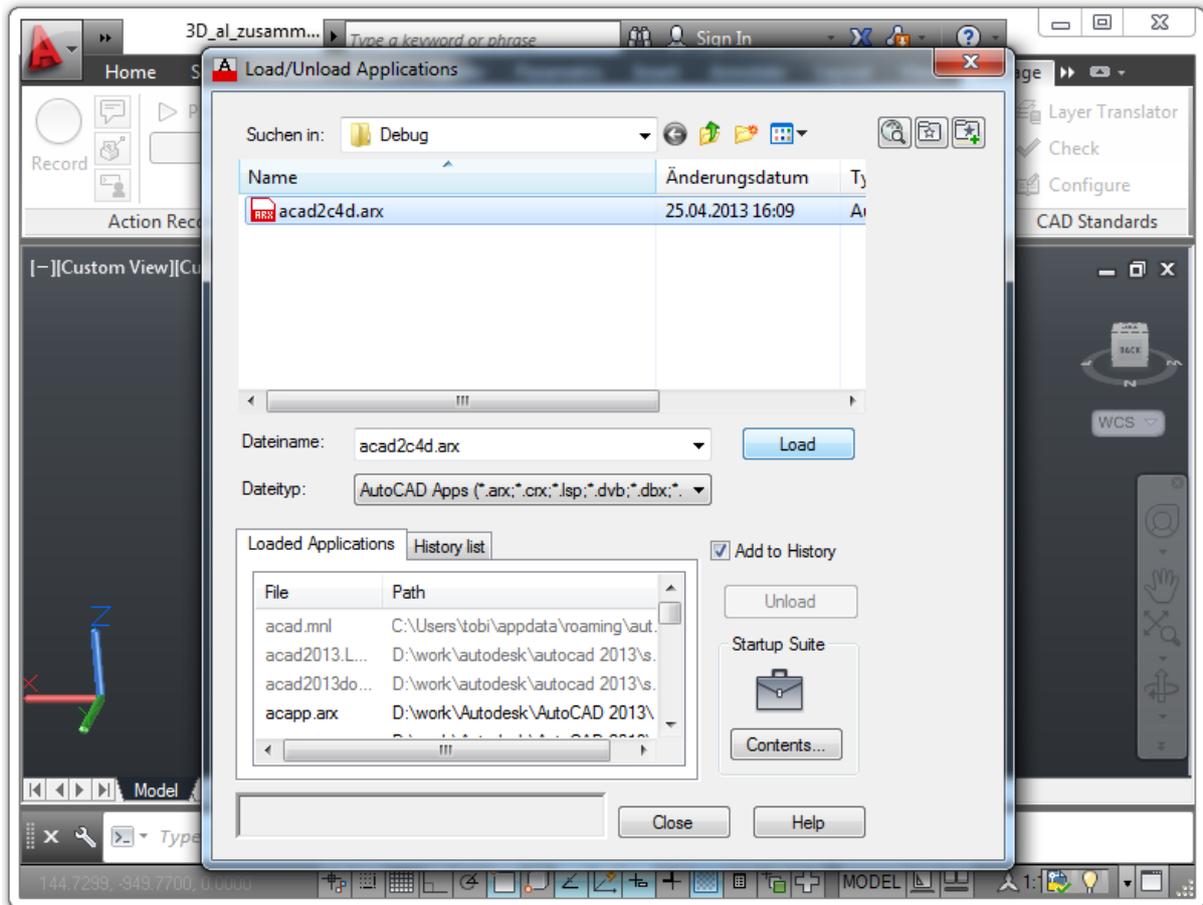
Acad2C4d

1. Loading the Plugin:

Start up AutoCAD and add the Acad2C4d plugin via the "Load Application" button.



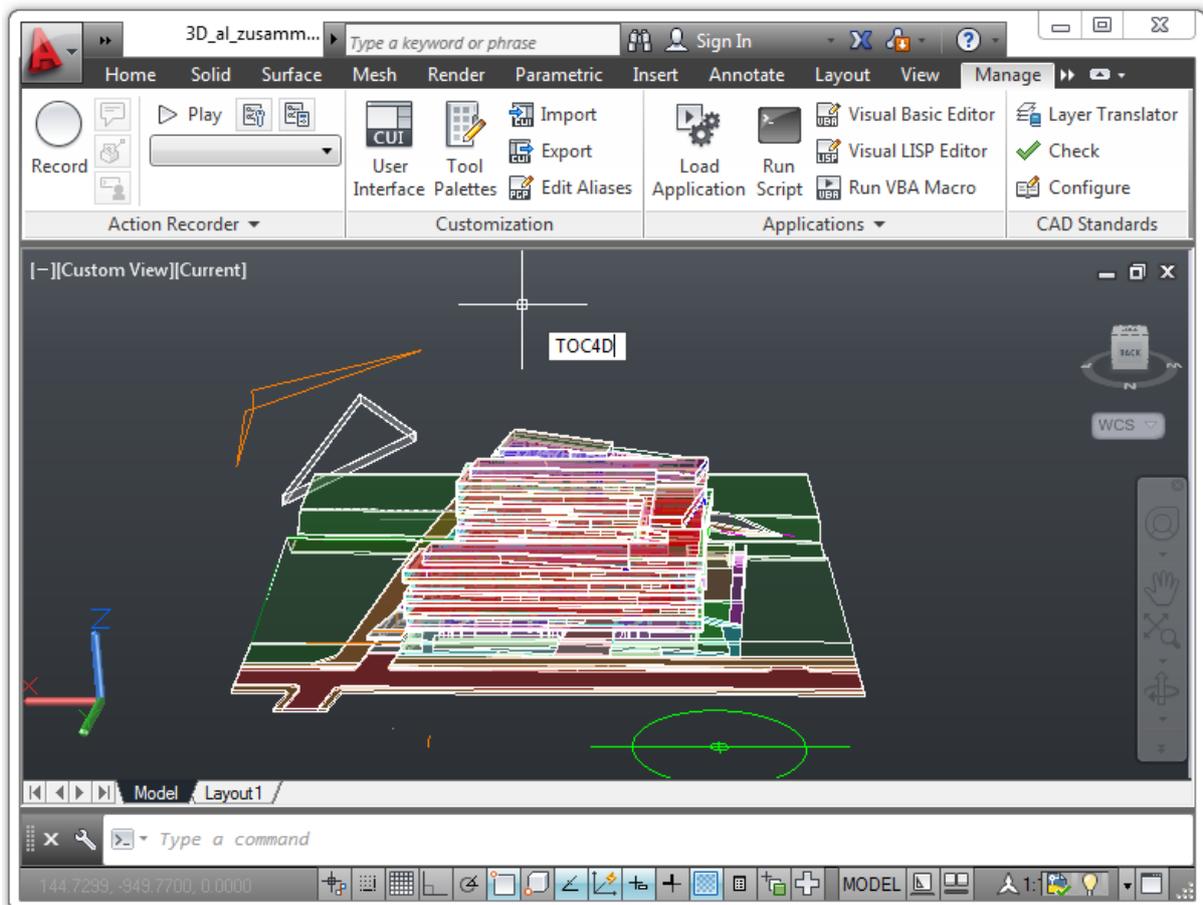
From there you can browse through your local folders and select the "acad2c4d.arx" file on Windows or the "acad2c4d.bundle" on Mac respectively.



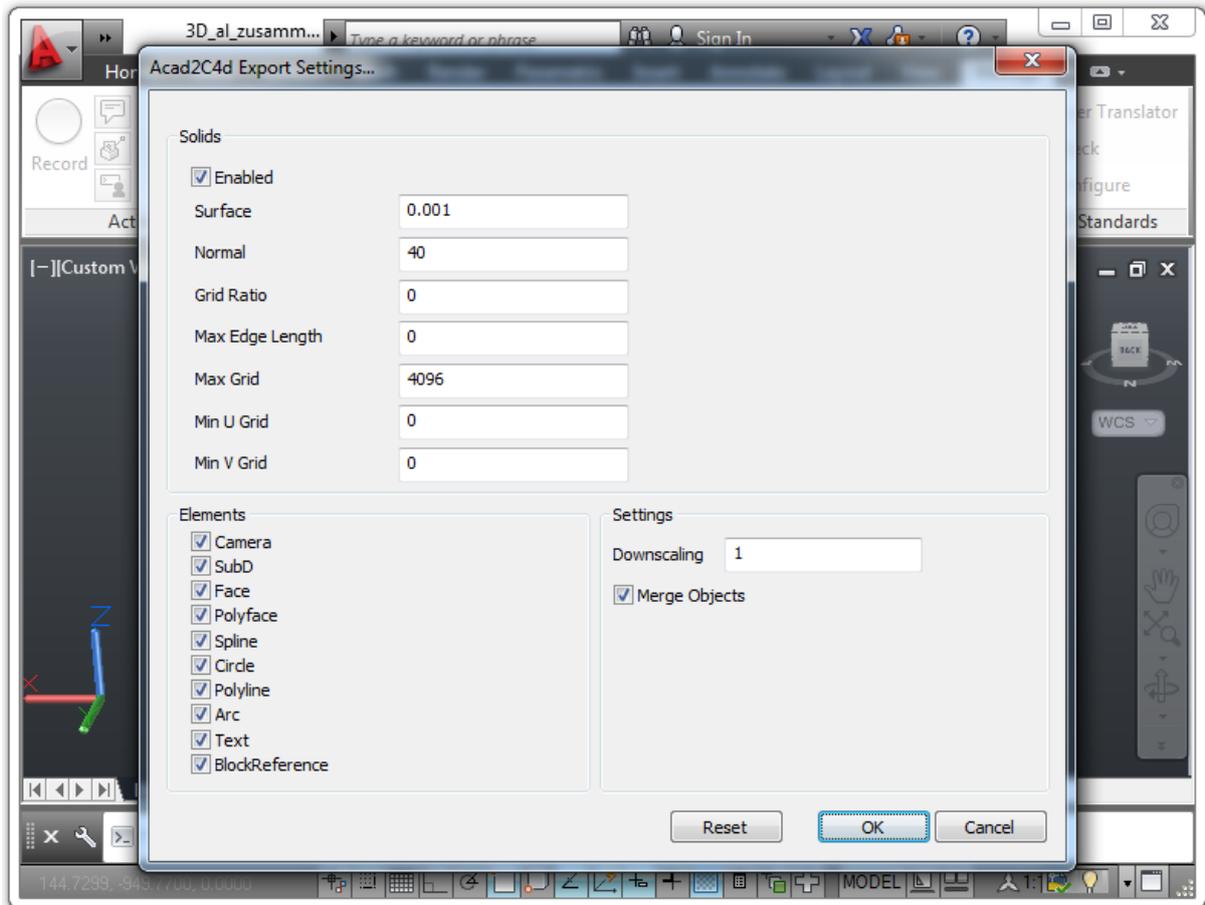
You can let AutoCAD load the plugin automatically at each start if you add it to your "Startup Suite". Just hit the "Contents..." button and add the plugin from there. Now you're ready to export to C4D each time you start up AutoCAD.

2. Exporting:

Getting your Scene to C4D is quite easy with the Acad2C4d plugin. Just type the export command "TOC4D" and you're ready to go.

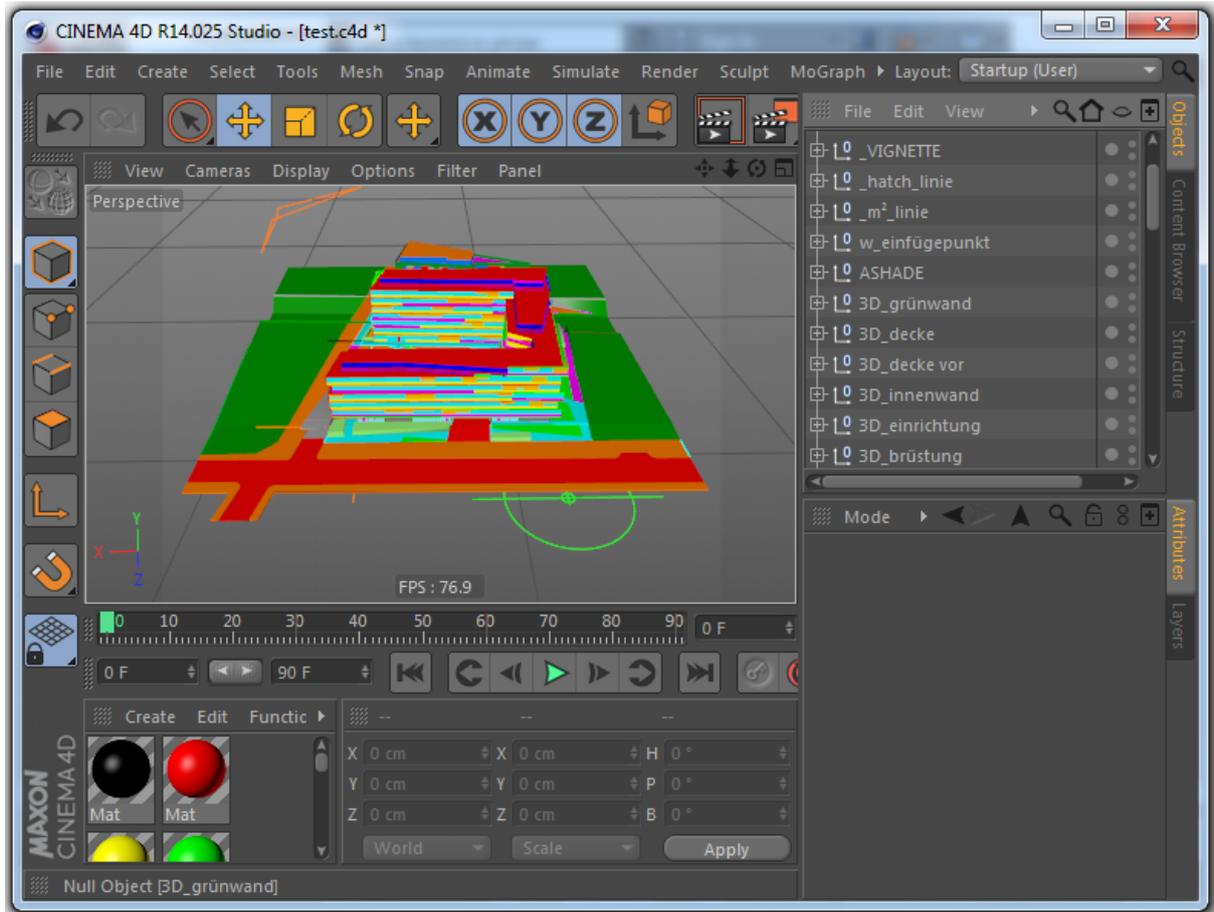


You're shown some Settings you can choose, but for most of the time just accept them by pressing the Ok button. If you like to experiment with settings that better suit your current Drawing you can do that from the Dialog. The different setting options are described in detail below. Pressing the **"Reset"** Button gets you back to the default settings.

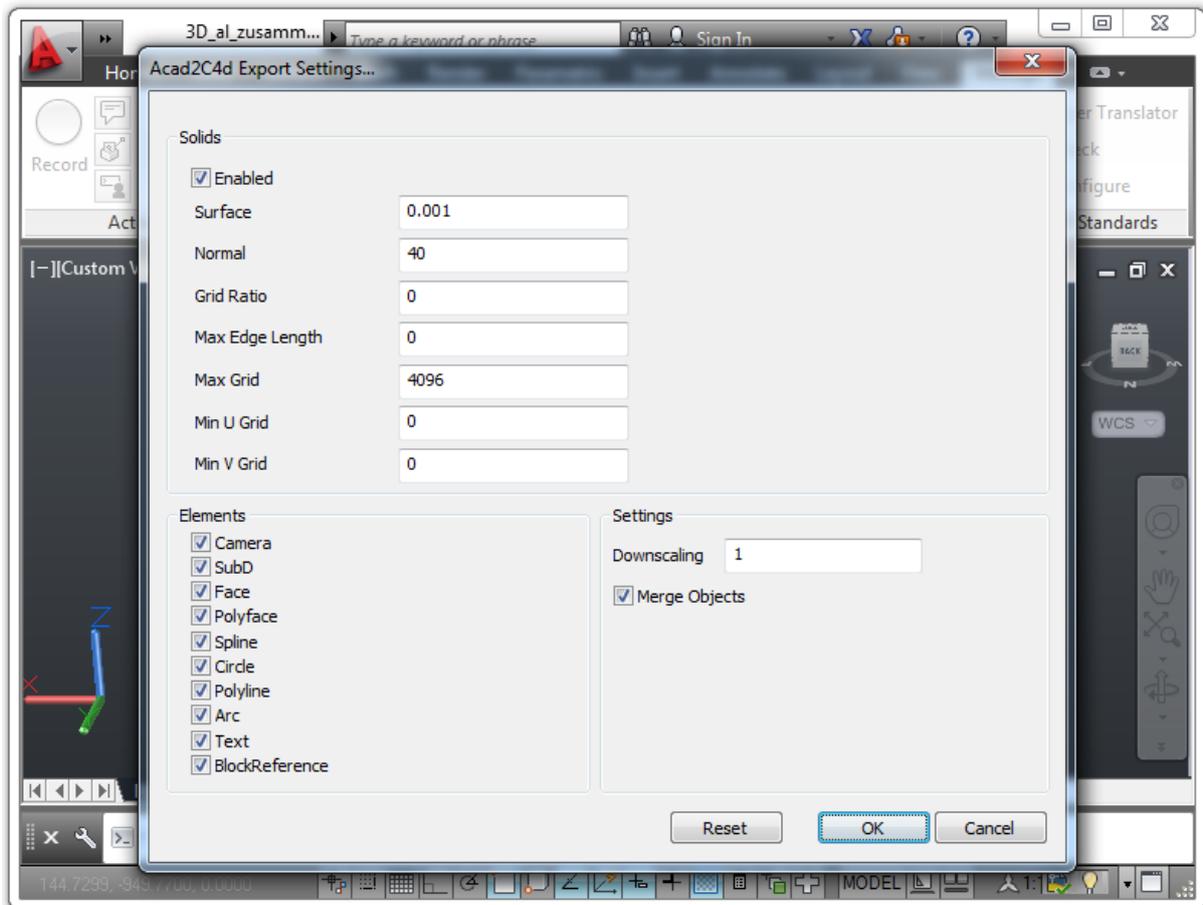


The only thing left to do is to select a file where to save the exported Scene. Open up C4D and see for

yourself how easy it was to get your scene file from AutoCAD right into C4d.



3. Settings:



Usually you can leave all of the Settings at their default values (use the "**Reset**" Button if you messed up the settings too much). The main options you might want to change are the "**Downscaling**" factor and the "**Merge Objects**" checkbox. With the Downscaling you can match your scene size to C4d measurements. If your scene is shown very large inside C4d you need to downscale it a bit. Depending on your Acad Drawing, downscaling values between 0.01 and 100 should suit your needs. You can go higher or lower if necessary (be aware that values lower than 1.0 will scale your scene up instead of down, so a value of 0.01 will increase the diameter of your scene in C4d by a factor of 100).

Solids:

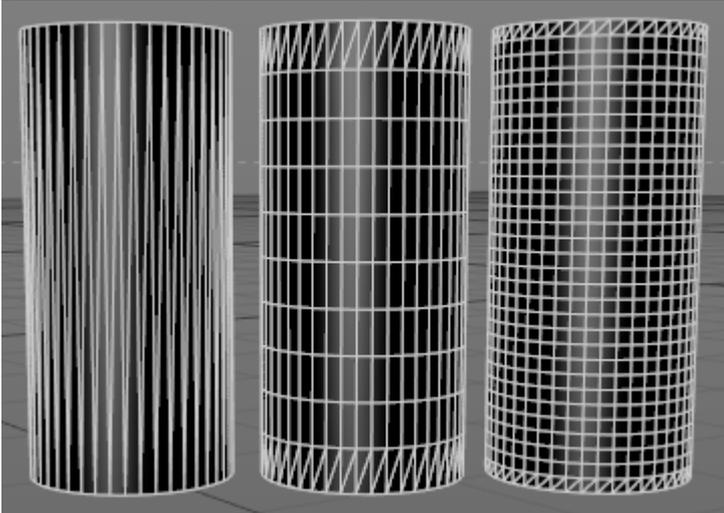
Enabled: specify if Solids shall be exported

Surface: This value controls the density of the generated mesh. The smaller the value gets the more detailed the subdivision will be after exporting. Values between 0.001 and 1 should help you get started.

Normal: Depending on your surface curvature and details you might need to adjust this value in extreme cases. Lower values will result in denser meshes that represent your original Solid better. But be aware that this increases your Polycount.

Grid Ratio: With this value you can set the maximum aspect ratio of your polygons. If you set it to 1 it will try to achieve squared polygons. A value of 0 will allow elongated polygons if

needed.

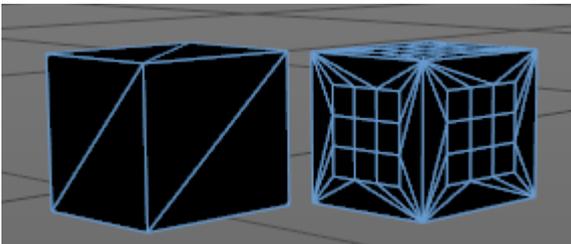


Here the values "0" "0.33" and "1.0" are used. See how the quads are stretched depending on this value.

Max Edge Length: The maximum length a single edge can extend. Be very careful with this value, as this is in scene coordinates. You can get a huge number of polygons if you set this very low.

Max Grid: the maximum number of Grid lines to be used

Min U Grid: the minimum number of U parameter grid lines to be used. This can be used to subdivide your resulting polygons even more.



Here values of "0" and "5" were used for "U" and "V"

Min V Grid: the minimum number of V parameter grid lines to be used

Elements:

Camera: exports Acad Views to C4d as Camera objects

SubD: these are converted to Polygon Objects in C4d

Face: single Face objects are represented as Polygon Objects with only one Polygon in c4d (if your scene has many Face objects consider using the "Merge Objects" feature to keep your scene usable in c4d (remember the soft object limit in c4d to keep your Editor view responsive))

Polyface: typical Polygon Object in C4d

Spline: The spline type is matched as close as possible to c4d Spline Objects

Circle: Every circle in Acad is converted to a c4d Circle object.

Polyline: these are converted to linear Spline Objects

Arc: this is matched by the Arc Object in c4d

Text: converted to a c4d Text spline object

BlockReference: These will be exported as a grouped "Null" Object in c4d.

Settings:

Downscaling: As mentioned above: scales your scene by this factor. Use 100 to scale your scene down by a factor of 100. To scale it up a hundred times use 0.01

Merge Objects: To circumvent the object Limit of c4d use this option. All objects with same materials are merged into one polygon Object.