

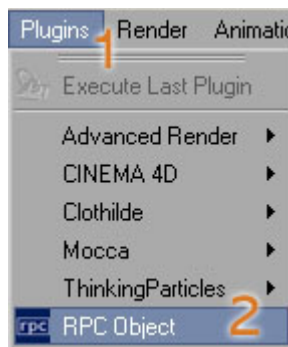
RPC for Cinema 4D 8 & 9

Installing the RPC® Plug-in for Cinema 4D

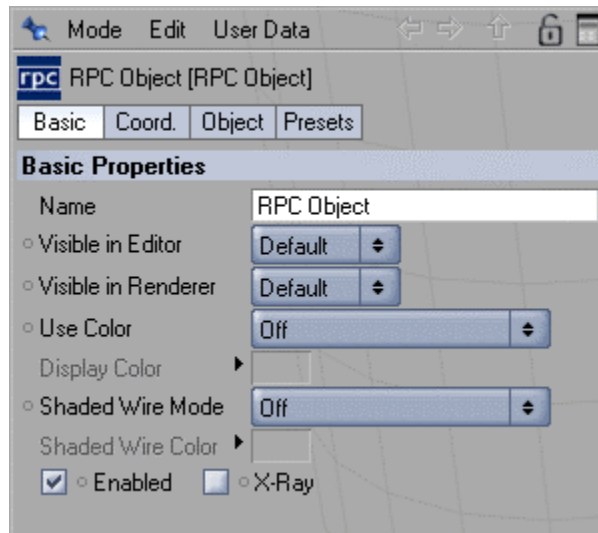
The first step to begin using RPCs in Cinema 4D is to run the installer. To run the installer, simply locate the installer executable file and double click on it. No further configuration is necessary.

Accessing the RPC® Plug-in

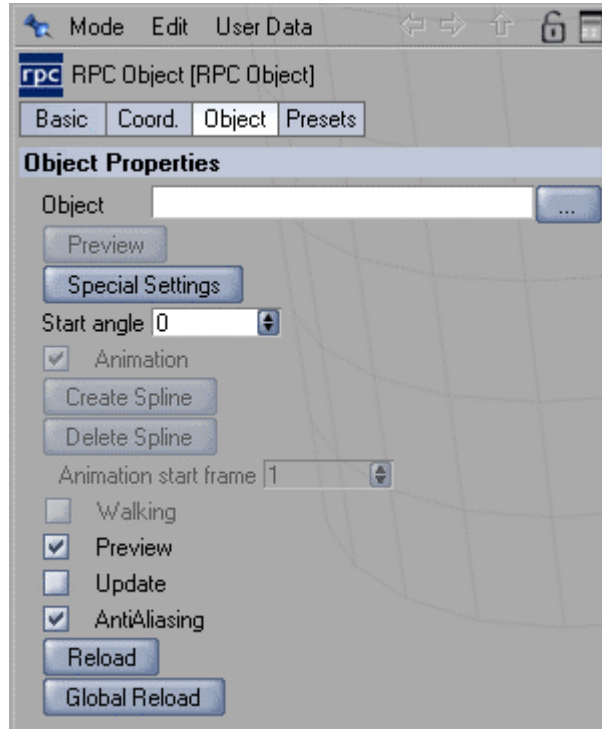
Step 1: Create an RPC Object in the scene by selecting **Plugins** from the main menu and then selecting **RPC Object**. The null will appear at the origin of the scene.



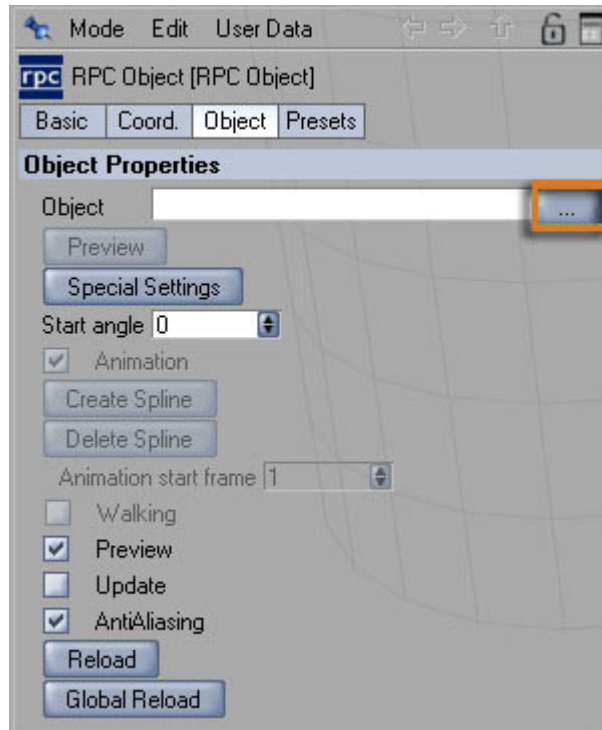
The RPC Object dialog will appear in the lower right corner of Cinema 4D.



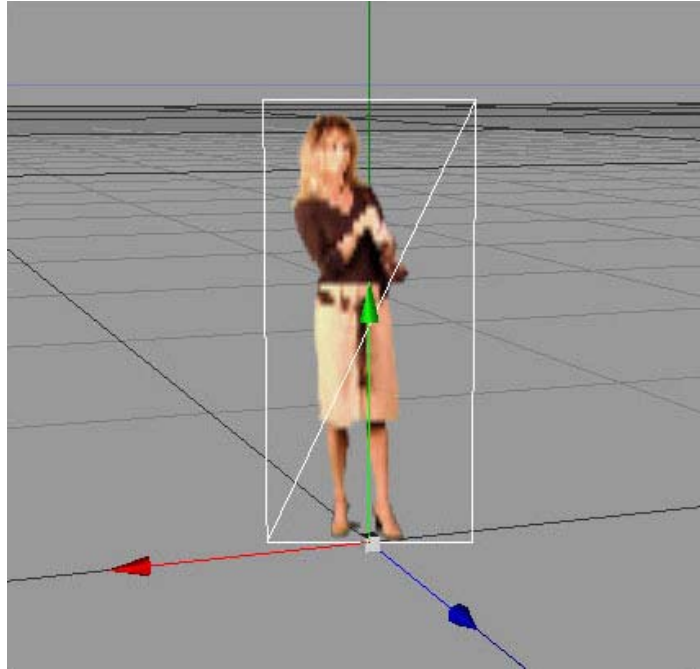
Step 2: Select the Object option of the RPC Object to access the **Object Properties** menu.



Step 3: Next, browse for the desired RPC file to assign to the null.



The null will be replaced with the preview representation of the RPC.



Note: The RPC Object will be in preview mode until rendered, at which time the RPC will become fully Photorealistic.

For additional assistance using RPC Technology, please visit www.archvision.com or contact our live Support Team Monday-Friday 9am-5pm (EST)

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