

Laubwerk Surfacespread V1043 Cinema 4d R17 Serial 12

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How to Use Laubwerk Surfacespread V1043 for Cinema 4D R17

Laubwerk Surfacespread is a plugin for Cinema 4D that allows you to create realistic and complex landscapes with ease. Whether you need a forest, a field, a lake, or a road, Surfacespread can help you achieve your vision with minimal effort and maximum control.

In this article, we will show you how to use Laubwerk Surfacespread V1043 for Cinema 4D R17, the latest version of the plugin that supports the new features of Cinema 4D R20. You will learn how to install and activate the plugin, how to use the SurfaceSPREAD object and its parameters, how to apply materials and plants from the Laubwerk library, and how to render your scene with realistic lighting and shadows.

Installing and Activating Laubwerk Surfacespread V1043

To install Laubwerk Surfacespread V1043, you need to download the installer from your Laubwerk account^[1]. You can choose between a standard installation or a custom installation. The standard installation will install the plugin for all supported versions of Cinema 4D on your computer. The custom installation will let you choose which versions of Cinema 4D you want to install the plugin for.

After installing the plugin, you need to activate it with your serial number. You can find your serial number in your Laubwerk account^[1] or in the email confirmation you received after purchasing the plugin. To activate the plugin, open Cinema 4D and go to Extensions > Laubwerk > Activate License. Enter your serial number and click OK. You should see a message confirming that your license has been activated successfully.

Using the SurfaceSPREAD Object

The SurfaceSPREAD object is the main component of Laubwerk Surfacespread. It allows you to create a landscape based on a height map, a texture map, or a procedural noise. You can also add water features, roads, and other elements to your landscape using the SurfaceSPREAD object.

To create a SurfaceSPREAD object, go to Extensions > Laubwerk > SurfaceSPREAD Object. You will see a new object in your Object Manager with a default landscape. You can adjust the size, resolution, and shape of your landscape using the parameters in the Attributes Manager.

The SurfaceSPREAD object has four tabs: Landscape, Water, Roads, and Advanced. Each tab contains different parameters that affect different aspects of your landscape. Here are some of the most important parameters:

- **Landscape:** This tab lets you choose the source of your height map, which determines the elevation of your landscape. You can use an image file, a shader (such as noise or gradient), or a Cinema 4D landscape object as your height map. You can also adjust the scale, offset, rotation, and falloff of your height map using this tab.
- **Water:** This tab lets you add water features to your landscape, such as lakes, rivers, or oceans. You can enable or disable water using the checkbox at the top of this tab. You can also adjust the water level, color, transparency, reflection, refraction, and waves using this tab.
- **Roads:** This tab lets you add roads to your landscape using splines. You can enable or disable

roads using the checkbox at the top of this tab. You can also adjust the width, height, profile, material, and alignment of your roads using this tab.

- Advanced: This tab lets you access some advanced features of Laubwerk Surfacespread, such as LOD (level of detail), collision detection, random seed, and caching. These features can help you optimize your scene and improve your performance.

Applying Materials and Plants from the Laubwerk Library

Laubwerk Surfacespread comes with a library of materials and plants that you can use to enhance your landscape. The materials are designed to work well with different types of landscapes and lighting conditions. The plants are realistic 3D models that can be distributed across your landscape using various parameters.

To apply a material from the Laubwerk library to your landscape, go to Extensions > Laubwerk > Material Library. You will see a window

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