FULL COMPARISON (ALL FEATURES LISTED)

CINEMA 4D Lite User:

A product comparison for your CINEMA 4D Lite version (Release 14) is available here.

Purple color indicates new feature	Prime	Broadcast	Visualize	Studio
Platform				
Cross-platform support for Mac & Windows	x	x	x	x
64-bit architecture	x	x	x	x
OpenGL 3.0 support	x	x	x	x
Extensive API: C++, Python, C.O.F.F.E.E.	x	x	x	x

Interface & Workflow	Prime	Broadcast	Visualize	Studio
Context-sensitive, fully-searchable HTML help	x	x	x	x
Commander	x	x	x	x
To Do List	x	x	x	x
Multiple projects open at once	x	x	x	x
Customizable toolbars / layouts / menus	x	x	x	x
Light and dark interface schemes	x	x	x	x
Unlimited view windows	x	x	x	x
Heads-up display	x	x	x	x
Custom pop-up menu	x	x	x	x
Non-modal tools with realtime feedback	x	x	x	x
Collapsible Managers & Palettes	x	x	x	x
Selection / display filters	x	x	x	x
Custom User Data per object	x	x	x	x
Doodle viewport annotation tool	x	x	x	x
Layer system for object & material management	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
3dconnexion 3DMouse support	x	x	x	x
Stereo display in Viewport	x	x	x	x
OpenGL Viewport	x	x	x	x
Object highlighting	x	x	x	x
XPresso enhancements	x	x	x	x

	Prime	Broadcast	Visualize	Studio
Arabic interface support	x	x	x	x
OS X Lion Fullscreen support	x	x	x	x
Retina Icons	x	x	x	x
Typo Tools (Kerning, Tracking, Baseline Shift)	x	x	x	x

Camera	Prime	Broadcast	Visualize	Studio
Camera, Target Camera, Stereo Camera, Motion Camera				x
Camera Composition Helpers	x	x	x	x
Camera Focus Picker	x	x	x	x
Camera Calibrator			x	x
Camera Morph	x	x	x	x
Camera Crane	x	x	x	x

Data Exchange / Format Support	Prime	Broadcast	Visualize	Studio
QuickTime support	x	x	x	x
AVI support	Win	Win	Win	Win
Image formats - float with layers: PSD, TIFF, OpenEXR	x	x	x	x
Image formats - float: HDR, DPX, RLA, RPF	x	x	x	x
Image formats: BMP, IFF, JPG, PICT, PNG, TARGA	x	x	x	x
Quicktime VR object, panorama	x	x	x	x
CINEWARE compatible	x	x	x	x
After Effects compositing exchange with 3D data	x	x	x	x
Nuke exchange	x	x	x	x
Photoshop exchange	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 of DXF, DWG, 3DS, DAE, FBX, DEM, LWS, STL, VRML2, OBJ, COLLADA, Alembic	x	x	x	x
IGES importer			x	x
Okino connection - seamless CAD file import via optional PolyTrans software (Windows only)			x	x
BodyPaint 3D exchange - 3ds Max, Maya, Softimage and Lightwave	x	x	x	x

Modeling Tools	Prime	Broadcast	Visualize	Studio
Parametric object primitives	x	x	x	x
Scene Objects: Floor, Sky, Environment, Stage, Foreground, Background	x	x	x	x
Parametric spline primitives	x	x	x	x
Extrude, Lathe, Loft, Sweep	x	x	x	x
Polygonal modeling tools with N-gon support	x	x	x	x
Subdivision surfaces	x	x	x	x
Modeling Generators: Metaball, Boolean, Symmetry, Array, Atom Array, Instance, Connect, Spline Mask, Python	x	x	x	x
Deformers: Bend, Twist, Bulge, Shear, Taper, FFD, Formula, Wind, Explosion, Melt, Shatter, Wrap, Polygon Reduction, Spherify, Spline Rail, Spline, Displacer, Collision, Camera, Smoothing, Spline Wrap, Shrink Wrap, Mesh, Squash&Stretch, Explosion FX, Correction, Jiggle, Morph, Surface	x	x	x	x
Workplanes	x	x	x	x
Dynamic / inferred guides	x	x	x	x
Guide objects	x	x	x	x
2D & 3D Snapping	x	x	x	x
Raycast selection	x	x	x	x
New Beveling / Edge Slide	x	x	x	x

Sculpting	Prime	Broadcast	Visualize	Studio
Sculpt functionality				x
Sculpt Brushes				x
Baking				x
C++ Sculpt Brush API				x
Python Support for lib_sculpt				x

UV Editing	Prime	Broadcast	Visualize	Studio
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

Materials & Texturing	Prime	Broadcast	Visualize	Studio
13 standard material channels: Color, Diffusion, Luminance, Transparency, Reflection, Environment, Fog, Bump, Normal, Alpha, Specular, Glow, Displacement	x	x	x	x
Transparency with absorption, total internal reflections, exit reflections	x	x	x	x
Blurry reflections and transparencies	x	x	x	x
Normal maps: tangent, object or world	x	x	x	x
Displacement: intensity (centered), red/green and RGB	x	x	x	x
Choose Photoshop PSD layers per usage	x	x	x	x
Animated textures (MOV, AVI, sequence) with viewport preview	x	x	x	x
Selectable viewport resolution and channel display per material	x	x	x	x
Shading models: Phong, Blinn, Oren-Nayar	x	x	x	x
Fresnel Shader incl. physically correct IOR	x	x	x	x
Noise Procedural shader with 32 different noise algorithms	x	x	x	x
Layer shader	x	x	x	x
Proximity-based Proximal shader	x	x	x	x
Procedural surface shaders	x	x	x	x
Texture baking: surface color, illumination, Ambient Occlusion, Normals, displacement and more	x	x	x	x
Sub-polygon displacement			x	x
Sub-Surface Scattering		x	x	x
Terrain Mask shader			x	x
Brick, Wood, Weathering, Pavement and Normalizer Shaders	x	x	x	x
Sketch & Toon Art, Hatch, Spot (halftone) Shaders			x	x
3D Painting with layers, all blend modes and Photoshop file compatibility	x	x	x	x
Multi-brush painting of multiple material channels in single stroke	x	x	x	x
Raybrush painting directly onto rendered result	x	x	x	x
Projection painting	x	x	x	x
Exchange projections with Photoshop	x	x	x	x
Camera Mapping	x	x	x	x
ProjectionMan camera mapping workflow tool	x	x	x	x
Texture Manager	x	x	x	x
Grass Material Shader			x	x

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

Rendering	Prime	Broadcast	Visualize	Studio
Render up to 128,000 pixels square / 32 bits per pixel	x	x	x	x
Bucket rendering	x	x	x	x
Render instances	x	x	x	x
Color profile support	x	x	x	x
Camera white balance	x	x	x	x
Linear workflow	x	x	x	x
Adaptive antialiasing	x	x	x	x
Multi-Pass output	x	x	x	x
Object buffers - specify unique alpha channels per object	x	x	x	x
Ambient Occlusion	x	x	x	x
Global Illumination (IR 2.0, QMC, mixed)	x	x	x	x
Physical Renderer with physical camera, high-qualitiy depth of field, high-quality motion blur		x	x	x
Stereo rendering	x	x	x	x
Depth of Field post effect			x	x
Vector Motion Blur post effect			x	x
Position Pass	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
Picture Viewer : RAM player, color correction,				

	Prime	Broadcast	Visualize	Studio
image merge, anaglyph preview and more	x	x	x	x
Watermark post effect	x	x	x	x
Render Queue batch rendering system	x	x	x	x
Universal Sampler (GI-QMC)		x	x	x
Radiosity maps		x	x	x
Subsurface-Scatering		x	x	x
Team Render (Number of Nodes)		x (3)	x (3)	x (unlimited)
Embree Integration		x	x	x
Light Mapping	x	x	x	x
Normal Pass	x	x	x	x

Animation	Prime	Broadcast	Visualize	Studio
Easy one-click record button to keyframe Position, Scale, Rotation, Point Level animation and user-defined parameters	x	x	x	x
Record dot animation of all animatable parameters	x	x	x	x
Automatic keyframing	x	x	x	x
Cappucino - realtime keyframing				x
PowerSlider animation toolbar for playback and keyframe manipulation	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
F-Curve Snapshot and Reduced Modification curves	x	x	x	x
Constant Velocity option per track	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
Virtual Walkthrough tool - first-person scene navigation and animation			x	x

Dynamic Animation	Prime	Broadcast	Visualize	Studio
Basic particle system	x	x	x	x
Thinking Particles node-based particle system				x

	Prime	Broadcast	Visualize	Studio
Rigid Body dynamics for 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
Cloner object		x		x
Fracture object		x		x
Matrix object		x		x
MoInstance object		x		x
MoText object		x		x
Tracer object		x		x
Spline Mask object	x	x	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., Python, Inheritance, Sound, Spline, Step, Target, Time or Volume effectors		x		x
PolyFX polygon fracture deformer		x		x
MoGraph Selection tag		x		x
Beat Shader		x		x
MoGraph Multi-shader		x		x
MoExtrude		x		x

Character Animation Tools	Prime	Broadcast	Visualize	Studio
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

	Prime	Broadcast	Visualize	Studio
Mirror, Naming and Paint Tools	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
Tension tag				x
Quaternion tag				x
Point Cache tag	x	x	x	x
Muscle deformer				x
Visual Selector				x

Hair Simulation and Rendering	Prime	Broadcast	Visualize	Studio
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 and tip colors, and variable transparency, thickness, length, scale, frizz, kink, density, clump, tighten, displace, bend, curl, twist, wave, straighten				x

Content	Prime	Broadcast	Visualize	Studio
Essential presets and demo scenes	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

Products
CINEMA 4D Prime
CINEMA 4D Broadcast
CINEMA 4D Visualize
CINEMA 4D Studio
BodyPaint 3D
License Server
Service Agreement (MSA)
Demo Version
CINEBENCH
CINEWARE

Order

Support
Register Your Product
Support Questions
Suggestions
MAXON Video Quick Tip
FAQ
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