

Installation

Before you can use Arnold in CINEMA 4D (C4DtoA) you will need to **download** and install the C4DtoA plug-in and then configure CINEMA 4D to use it.

You need to install C4DtoA on TeamRender clients too.

Note that there is one installer for each supported operating system:

- [Windows 64 bit](#).
- [Mac OS X \(64 bit 10.7 Lion or later\)](#).