

# Tutorials



The tutorial pages here are **not** the full tutorials, but are templates which each plugin tutorial page sources from. For example, [here](#) is a template tutorial and [here](#) is the full tutorial being sourced in C4DtoA (with plugin specific scene files). You should go to the [Tutorials page of your specific plugin](#), for example here:

- arnold for cinema 4d user guide
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  - getting started
  - tutorials**
    - introduction to arnold for cinema 4d
    - learning resources
    - learning scenes



For Arnold 5

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- [Depth, Dust, & Position Procedural Masks](#)
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- [Introduction to Operators](#)
- [Look-dev with the Kitchen Set USD Scene](#)
- [Lego Product Visualization](#)
- [Lighting a Room](#)
- [Look Dev Using Operators](#)
- [MakeTX: Wooden Floor](#)
- [Making of Sophie](#)
- [Marble Shading](#)
- [Modifying an Alembic Procedural Using Operators](#)
- [Motion Graphic Effect Using Color Shaders](#)
- [Motion Vector AOV](#)
- [Noise Patterns](#)
- [Normalized Noise to Volume Displacement](#)
- [Old Attic Interior USD Scene](#)
- [Polymesh to Volume](#)

- Refractive Caustics using an Emissive Shader
- Refractive Portrait
- Remap an Image Using UV Coords
- Rendering a Cloud
- Rendering an Ocean with Displacement
- Rendering Clouds using the Volume Shader
- Rendering Curves as Feathers
- Rendering Glass Surfaces with Arnold
- Shading a Globe
- Shading a Rose
- Specular BRDF (Bidirectional Reflectance Distribution Function)
- Studio Automotive Rendering
- Studio Lighting
- Toon Shading a Building
- Toon Shading a Mech
- Toon Shading with the Facing Ratio shader
- Toon Shading and Lighting Sven
- Understanding Physically Based Rendering in Arnold
- Using AOVs to Identify Noise
- Using the Barndoor Light Filter
- Using the HalfTone OSL Shader with Toon
- Vector Displacement from Mudbox to Arnold
- Volume - Displacement
- Volume Sample RGB
- Water Bottle
- Wear and Tear with the Curvature Shader
- Z Depth AOV