

Background Object

C4DtoA supports the native C4D **Background** object. This can be used in conjunction with the [Shadow Matte](#) shader for compositing scene geometry onto a photographic backplate.

Workflow

- Create a **Background** in C4D (*Create > Environment > Background*).
- Create an **image** shader (*Material Manager | Create > Arnold > Texture > image*) and open the photographic backplate image.
- Assign the image to the **Background**.

