


Arnold for Cinema 4D User Guide




This manual introduces C4DtoA, a plug-in for CINEMA 4D which allows you to use the [Arnold renderer](#) directly in CINEMA 4D.

Before beginning, you should read the sections on [installation](#) and [licensing](#). There is also a short [introductory tutorial](#) taking new users through the steps necessary to get their first Arnold render using C4DtoA. Also, don't forget to look at the [Tutorials](#) section.

 Make sure to check the [release notes](#) for the latest Arnold 5 features. There is also an [FAQ](#) page that endeavors to answer any questions related to transitioning from Arnold 4. Ensure that you are using the [latest version](#) of the plugin.

 [Arnold Answers](#) is a reputation-based forum where Arnold users of all kinds can ask their colleagues and peers questions related to Arnold.

 Use the / key to perform a quick search.

The Arnold for Cinema 4D User Guide consists of the following sections:

- [Release Notes](#)
- [Getting Started](#)
- [Tutorials](#)
- [Getting Started with Arnold GPU](#)
- [Arnold Render Settings](#)
- [Preferences](#)
- [Arnold Tag](#)
- [Background](#)
- [Shapes](#)
- [Cameras](#)
- [Lights](#)
- [Materials](#)
- [Shaders](#)
- [Operators](#)
- [Textures](#)
- [Arnold Driver \(Outputs\)](#)
- [Imagers](#)
- [Rendering](#)
- [Utilities](#)
- [API](#)

- [FAQ](#)