Cinema 4D S22 released for subscribers only

Only subscribers will get access to the new features in the latest version of Maxon's 3D suite – with others only getting the tools later this year.

Maxon has released the 22nd version of its Cinema 4D animation software and, for the first time, users who pay via subscription will get access to new features well in advance of those who have a 'perpetual licence' – ie who pay to upgrade.

Cinema 4D was first made available through subscription with last September's R21 version – the 'R' standing for a full release and 'S' for a subscription release. Cinema 4D R22 – as we assume it will be called – will arrive later this year, says Maxon, and will include more new features than S22.

Here's a quick list of the new features of Cinema 4D S22 as supplied by Maxon, which subscribers can download today:

New UV Workflow Enhancements, Improved Packing and Automatic UVs: Improved selection tools, visualisation tools and a progressive unwrapping workflow make it much simpler to define a UV map, while new packing algorithms optimise texture resolution. A new automatic UV unwrapping option based on the Ministry of Flat licensed technology developed by Eskil Steenberg of Quel Solaar makes it easy to create a basic unwrap with minimal distortion and overlaps for baking and texture painting.

Enhanced Viewport: Cinema 4D’s new viewport core provides a framework to make the best use of graphics technology in the coming years, with full support for Apple Metal. Users enjoy a more accurate view of the 3D scene, improved filtering and multi-instance performance.

Pipeline – GTLF export, GoZ Integration and More: GLTF export offers users a flexible and efficient format for sharing 3D animations on the web and within AR applications, while GoZ integration offers a smooth workflow with Pixologic Z-Brush for advanced sculpting. Support for Nodal materials within FBX and Cineware expands the pipeline for advanced materials.

Modelling Tools Improvements: In addition to many small usability enhancements, modelling tools are faster and more robust, and better preserve mesh attributes like UV and vertex maps, thanks to a new core architecture.

Organisational Licensing Options: Volume License Customers can leverage organisational accounts within the MyMaxon ecosystem to assign licenses to individual users or groups, coupling the flexibility of floating licenses with the accessibility and reliability of Maxon’s servers.

https://www.digitalartsonline.co.uk/news/creative-software/cinema-4d-s22-released-for-subscribers-only/