MAXON
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Cinema 4D S22 Now Available

Subscription-Only Release Offers Improved UV Workflows and Viewport Performance.

Friedrichsdorf, Germany – April 20, 2020 – Maxon, the developers of professional 3D modeling, animation, and rendering software solutions, today announced Cinema 4D Subscription Release 22 (S22). The next generation of Maxon's 3D application and first subscription-only release affords customers early access to massive performance and interactivity improvements including UV unwrapping and editing tools, improved selection and modeling tool functionality, organizational licensing for volume customers and updated viewport technology with support for Metal on macOS. In addition, Maxon has boosted Cinema 4D's pipeline compatibility with GLTF export, improved

[GoZ integration with ZBrush](#), and support for node-based materials in FBX and Cineware. For perpetual license holders of Cinema 4D a release is scheduled later this year that will incorporate the features of S22, as well as additional enhancements.

"In September last year, we introduced subscription-based options so we could offer professional 3D software at a significantly lower price. This also allows us to deliver more frequent improvements and enhancements to our subscription customers," said Dave McGavran, Maxon CEO. "S22 offers subscription users early access to powerful solutions like the much-requested UV tools improvements and organizational license management for our volume customers. And yes, we will roll all these features and more into an upgrade later this year for our perpetual customers."

S22 Feature Highlights

- New UV Workflow Enhancements, Improved Packing and Automatic UVs
  Improved selection tools, visualization tools and a progressive unwrapping workflow make it much simpler to define a UV map, while new packing algorithms optimize 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 - GLTF 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 ZBrush for advanced sculpting. Support for [Nodal materials](#) within FBX and Cineware expands the pipeline for advanced materials.
- Modeling Tools Improvements
  In addition to many small usability enhancements, modeling tools are faster and more robust, and better preserve mesh

attributes like UV and vertex maps, thanks to a new core architecture.

- Organizational Licensing Options
Volume License Customers can leverage organizational 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.

Cinema 4D S22 Overview

[Video: https://youtu.be/Mdg-UFtaeA]

Cinema 4D S22 Press Kit

Recommended System Requirements
Cinema 4D S22 requires Windows 10 or macOS 10.13.6 at minimum, and the latest 10.15 release for the best experience.
Full System Requirements

Cinema 4D S22 Pricing and Availability
Cinema 4D S22 can be downloaded immediately and is available for both macOS and Windows.
Pricing Information

About Maxon
Maxon is a developer of professional 3D modeling, painting, animation and rendering solutions. In January, Maxon and Red Giant closed a merger of the two companies. The combined company's award-winning Cinema 4D, Redshift 3D and Red Giant products have been used extensively to help create and render everything from stunning visual effects in top feature films, TV shows and commercials, cutting-edge game cinematics for AAA games, as well as for medical illustration, architectural and industrial design applications. Maxon products are available directly from the website and its worldwide distribution network. Maxon is part of the Nemetschek Group.

Maxon Web ResourcesAdditional information on Maxon can be obtained as follows:

Website

Facebook
Twitter
YouTube
Instagram
LinkedIn
Maxon Showreel

About the Nemetschek Group

The Nemetschek Group is a pioneer for digital transformation in the AEC industry. As the sole corporate group worldwide, Nemetschek covers the entire life cycle of building and infrastructure projects with its software solutions and guides its customers into the future of digitalization. With intelligent and innovative software solutions, the Nemetschek Group increases quality in the building process and improves the digital workflow of all those involved in the building process. This revolves around the use of open standards (Open BIM). The innovative solutions of the 16 brands in the four customer-oriented divisions are used by around six million users worldwide. Founded by Prof. Georg Nemetschek in 1963, the Nemetschek Group today employs more than 2,900 experts.

Publicly listed since 1999 and quoted on the MDAX and TecDAX, the company achieved a revenue amounting to EUR 556.9 million and an EBITDA of EUR 165.7 million in 2019.

Contacts

Claudia Linsenmeier
Maxon
c_linsenmeier@maxon.net