



Upgrade features compatibility and workflow enhancements, and new Asset Browser

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New Adobe After Effects Release Features Updated Version of Cinema 4D Lite

Friedrichsdorf, Germany - October 27th, 2021 - Maxon is pleased to announce that the latest release of Adobe® After Effects® includes an updated version of Maxon's Cinema 4D Lite. Based on the company's awardwinning Cinema 4D Release S24, the software is available immediately for download to Adobe Creative Cloud® members. Along with compatibility and workflow enhancements, this latest version includes the Asset Browser that features ready-to-use and animate 3D models, materials and other assets. This latest update symbolizes the ongoing collaboration between Maxon and Adobe to deliver improved integration and performance between Maxon's powerful 3D application, Cinema 4D, and Adobe After Effects, the industry-standard motion graphics and visual effects software.

Artists can use Cinema 4D Lite to create and import 3D content into their After Effects projects. Cinema 4D content can be added to After Effects projects just like footage, and artists can extract scene data, like cameras, 3D objects, object masks, etc., that can be manipulated inside of After Effects. For After Effects users, it's a great way to explore the exciting world of 3D motion graphics for free – including basic modeling, texturing, lighting and animation.

Along with compatibility and workflow enhancements, added features in Cinema 4D Lite S24 include the new Asset Browser making it easy for artists to easily browse and obtain 3D models, materials and other assets. A library of assets has been specifically curated and made available to Cinema 4D Lite users. Assets are organized with rich metadata and keywords and are downloaded and cached locally on demand.

The latest release of Cinema 4D Lite can be launched within After Effects and independently as a standalone application. And, since Cinema 4D Lite utilizes Maxon's new entitlement system users can instantly upgrade to the full commercial version at any time directly from within Cinema 4D.

About Adobe MAX

Adobe MAX (October 26-28, 2021) is a free, virtual, and global creativity conference designed to refuel creative passions, inspire, educate, entertain, and foster relationships across the global creative community. Featuring more than 400 sessions, keynotes, technology sneaks and workshops from creative luminaries, inspiring celebrities, musicians and like-minded peers, Adobe MAX offers endless opportunities for seasoned creative pros, students, and hobbyists to take their creative skills to the next level. Notable speakers and presenters featured throughout the conference this year include Chloe Zhao, Kenan Thompson, Henry Golding, Tilda Swinton, Bryan Cranston, Aaron Paul, Casey Neistat, Young Thug and Imagine Dragons, among others.

About the Nemetschek Group

The Nemetschek Group is a globally leading software provider for digital

transformation in the AEC/O and media industries. Its intelligent software solutions cover the entire lifecycle of building and infrastructure projects and enable creatives to optimize their workflows. Customers can design, build, and manage buildings and infrastructures more efficiently and sustainably and develop digital content such as visualizations, films and computer games more creatively. The software provider is driving innovations such as digital twins as well as open standards (OPEN BIM), and sustainability in the AEC/O industry, constantly expanding its portfolio by also investing in deep-tech startups. Currently more than seven million users worldwide are shaping the world with the customer-focused solutions of our four divisions. Founded by Prof. Georg Nemetschek in 1963, the Nemetschek Group today employs around 3,600 experts globally.

Publicly listed since 1999 and quoted on the MDAX and TecDAX, the company generated revenues amounting to EUR 801.8 million and an EBITDA of EUR 257.0 million in 2022.

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