



CINEMA 4D

Release 9

CINEMA 4D and Alienbrain

What is Alienbrain?

Alienbrain is a powerful project and asset management system, which facilitates secure multi-user pipelines. With Alienbrain, all scene files and textures are always available, making it easy to go back to previous versions at any time. Further functionality is described in the Alienbrain documentation.

Installation

1 Start the installer for the CINEMA 4D plugin and follow the on-screen instructions.

2 Install the following applications from the Alienbrain Studio CD:

- AlienbrainIntegrationFramework.exe (“Installations/SDK/IntegrationFramework”).
- The Alienbrain client.

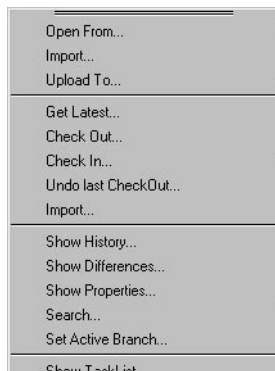
A running Alienbrain server must be available in your network. This should automatically be the case if you have installed Alienbrain Studio.

The installation notes of all Alienbrain components can be found in the Alienbrain documentation.

Alienbrain in CINEMA 4D

The Alienbrain client does not have to be started when you’re working in CINEMA 4D. The plugin supports a seamless connection to the Alienbrain server. You won’t have to leave CINEMA 4D in order to access Alienbrain functionality.

After installing, you’ll find an “NXNC4Dintegration” entry on CINEMA 4D’s Plugins menu. This lists various commands, most of which are the same ones that are available in the Alienbrain client. For details on these commands please refer to the Alienbrain documentation.



CINEMA 4D's Plugins > NXNC4Dintegration menu.

The following commands deserve a short introduction:

Open Form

Opens a CINEMA 4D scene, chosen from the Alienbrain browser that appears on your screen.

Import

Use this command when you've set up a CINEMA 4D scene that you'd like to add to the Alienbrain project. The Alienbrain browser opens, asking for a save location.

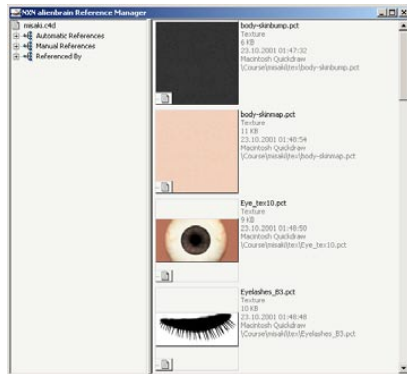
Create Preview

This command creates a screenshot that will be displayed in the Alienbrain client.

Show Database Explorer

Opens the Alienbrain browser.

Reference Manager



Opens a manager that displays all scene-related textures and references.

Texture CheckOut/CheckIn

Use this command to check available textures in or out (this also sets the file-open permissions).

Disable

Disables the Alienbrain 'surveillance'.

Please refer to the Alienbrain documentation for a detailed description of the Alienbrain workflow.

Plugin: Cathleen Poppe

Writer, Layout: Oliver Becker

English Translation: Marco Tillmann