Chapter 12

MoGraph

Learning Objectives

After completing this chapter, you will be able to:

- *Create clones*
- *Add MoGraph effectors*
- *Create the shatter effect using PolyFX*
- *Work with the MoSpline object*

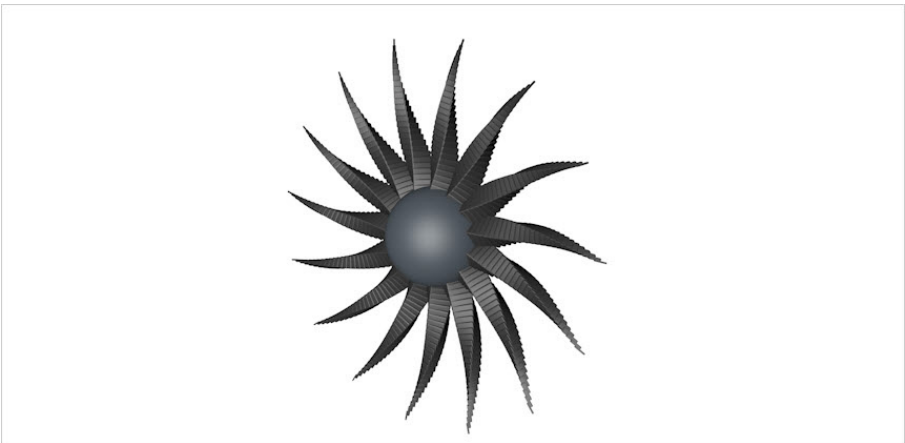

Figure 12-1 *The abstract model to be created*

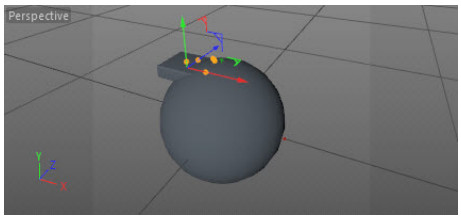

Figure 12-2 *Cube positioned in the Perspective viewport*

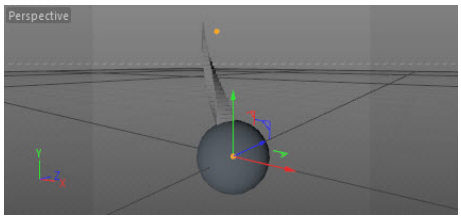

Figure 12-3 *Cloner displayed in the Perspective viewport*

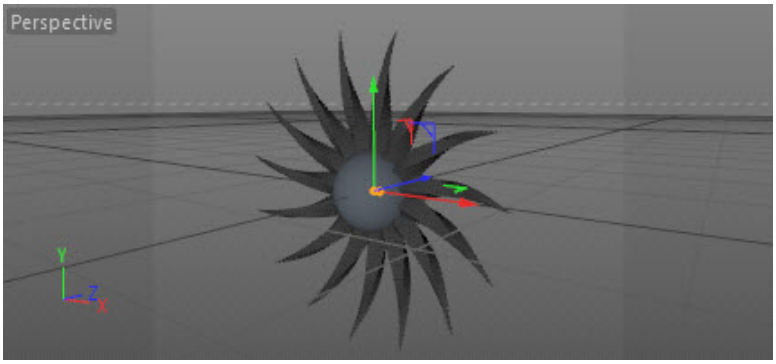

Figure 12-4 *Cloner.1 displayed in the Perspective viewport*

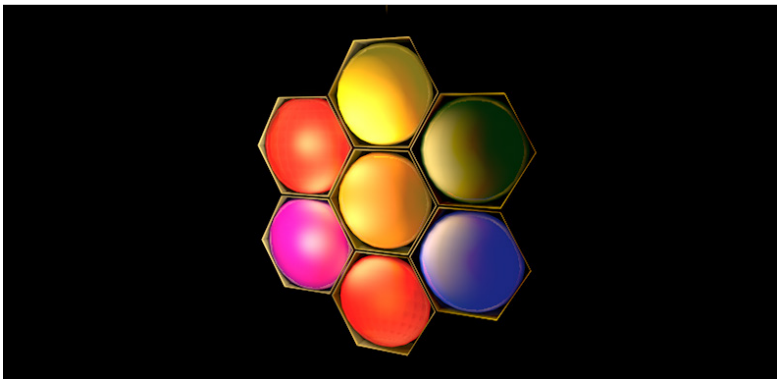

Figure 12-5 *The disco lights effect at frame 60*

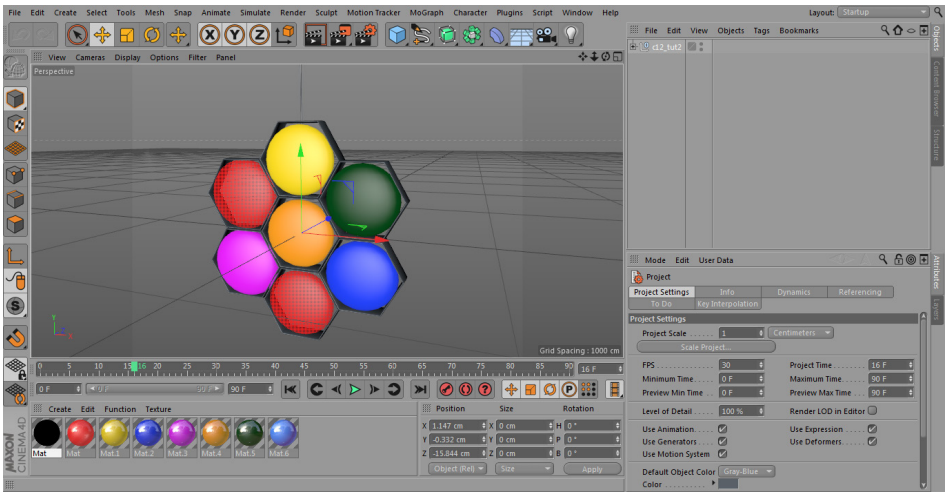

Figure 12-6 *The c12_tut2_start.c4d file*

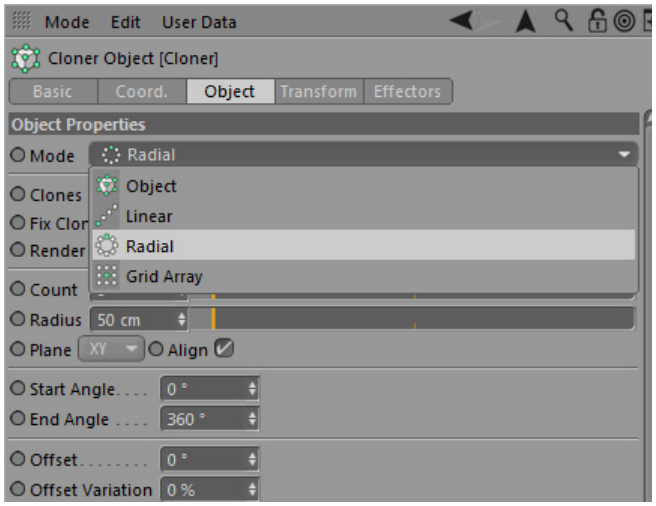

Figure 12-7 *Selecting* ***Radial*** *from the* ***Mode*** *drop-down list*

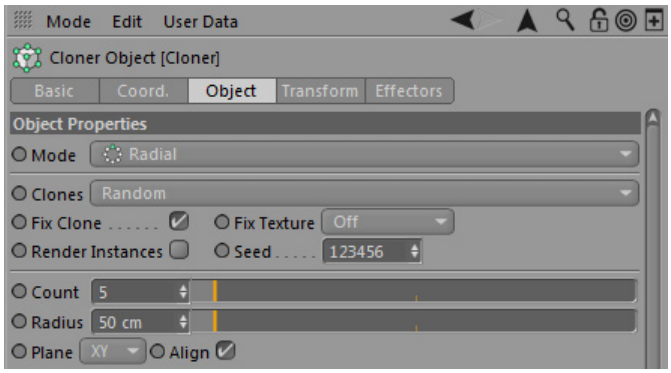

Figure 12-8 *Selecting* ***Random*** *from the* ***Clones*** *drop-down list*

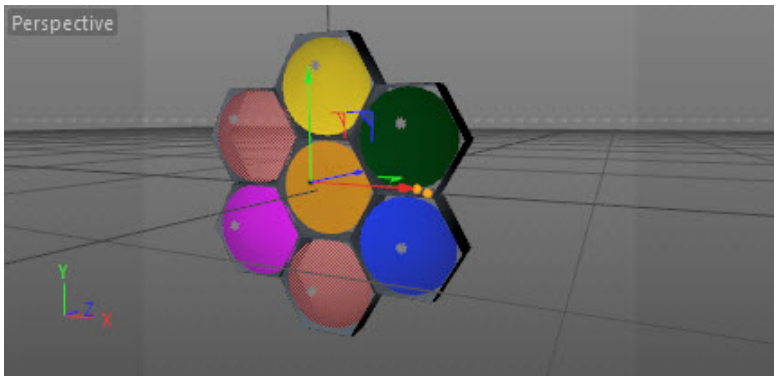

Figure 12-9 *The clones of Light displayed in the Perspective viewport*

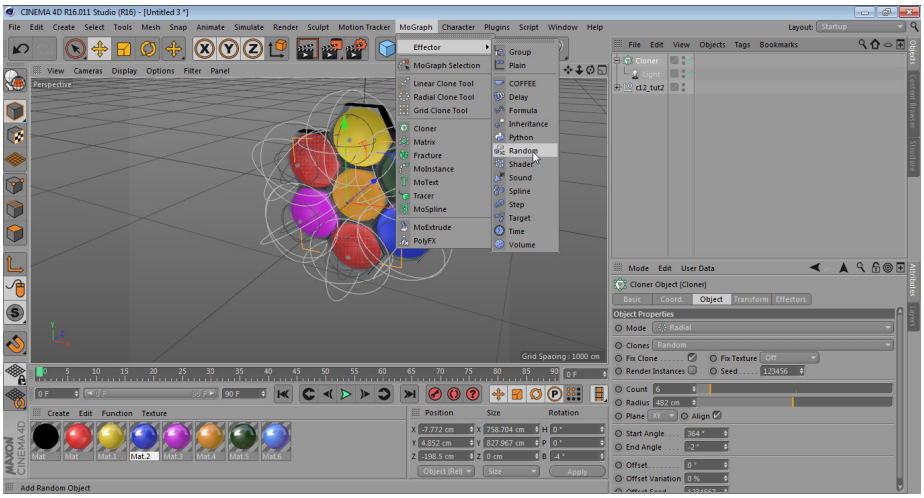

Figure 12-10 *Choosing* ***Random*** *from the cascading menu*

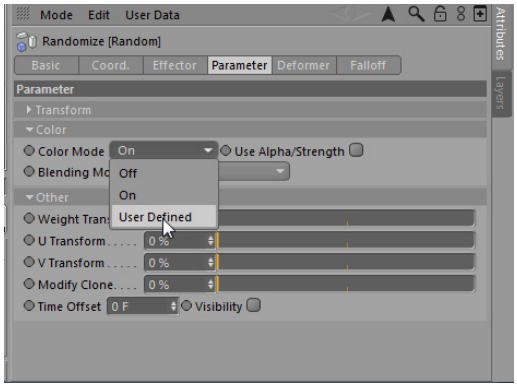

Figure 12-11 *Selecting the* ***User Defined*** *option from the* ***Color Mode*** *drop-down list*

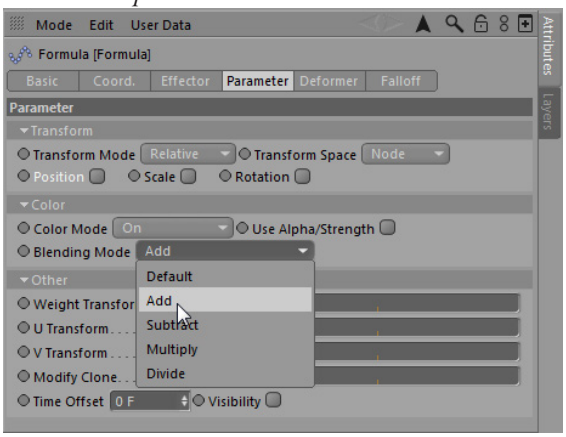

Figure 12-12 *Selecting the* ***Add*** *option from the* ***Blending Mode*** *drop-down list*

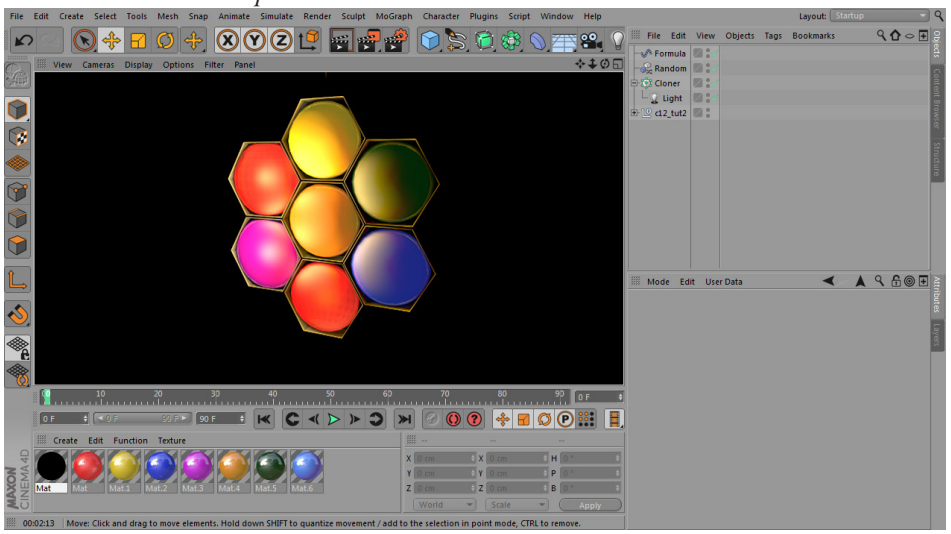

Figure 12-13 *The rendered view at the current frame*

Figure 12-14 *The shattering effect at frame 81*

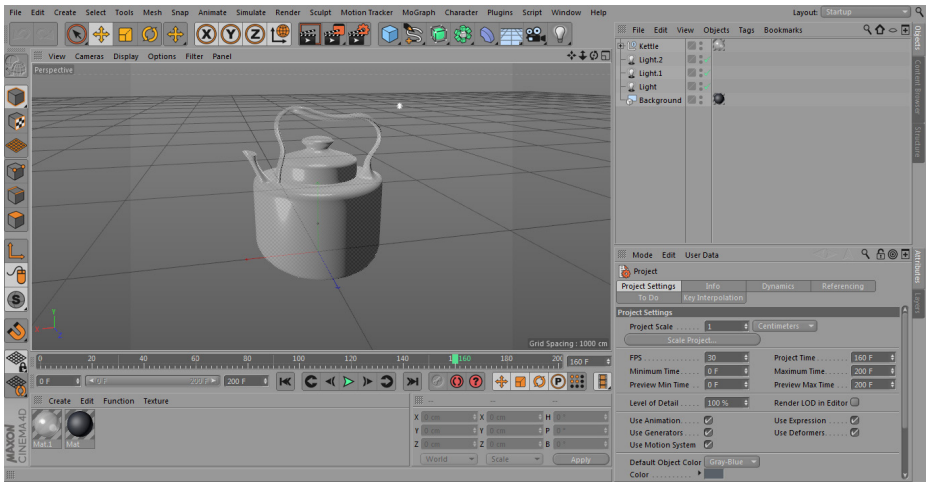

Figure 12-15 *The c12_tut3_start.c4d file*

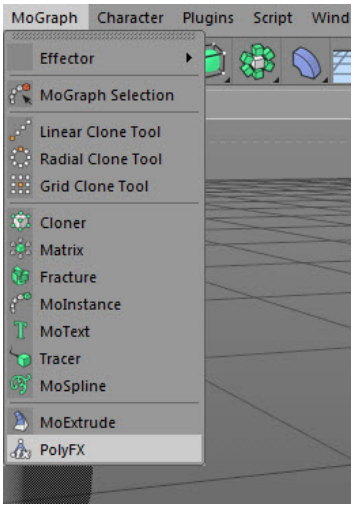

Figure 12-16 *Choosing* ***PolyFX*** *from the main menu*

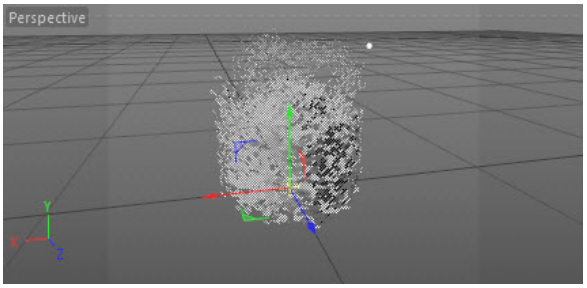

Figure 12-17 *The fragmented Kettle in the Perspective viewport*

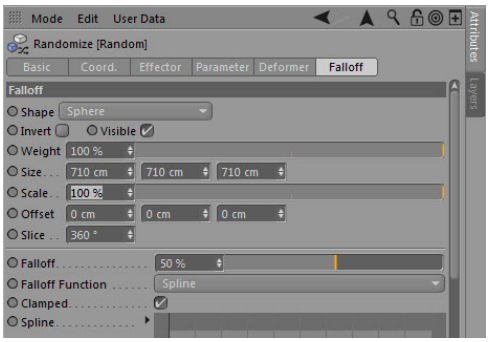

Figure 12-18 *The* ***Falloff*** *area*

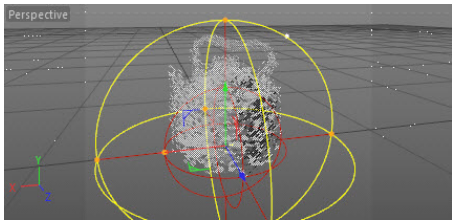

Figure 12-19 *The* ***Random*** *effector displayed in the Perspective viewport*

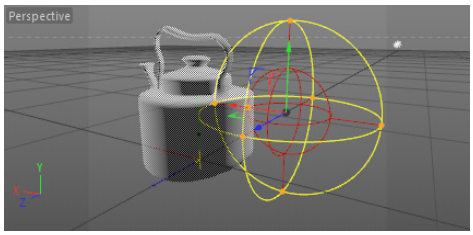

Figure 12-20 *Random effector at frame 0*

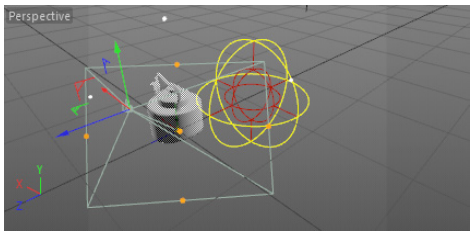

Figure 12-21 *The target camera created in the Perspective viewport*

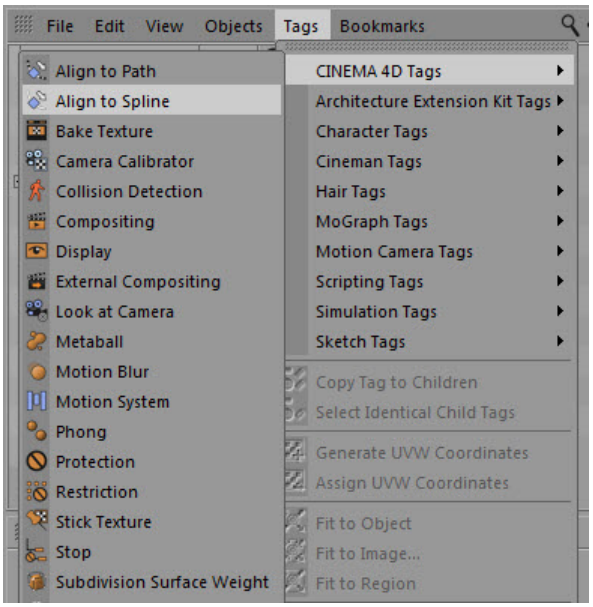

Figure 12-22 *Choosing* ***Align to Spline*** *from the cascading menu*

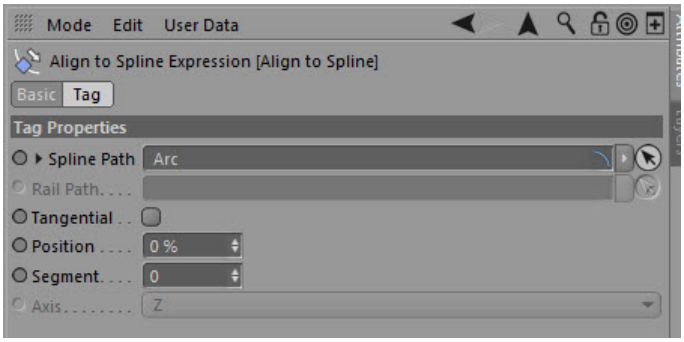

Figure 12-23 *Arc added to the* ***Spline Path*** *text box*

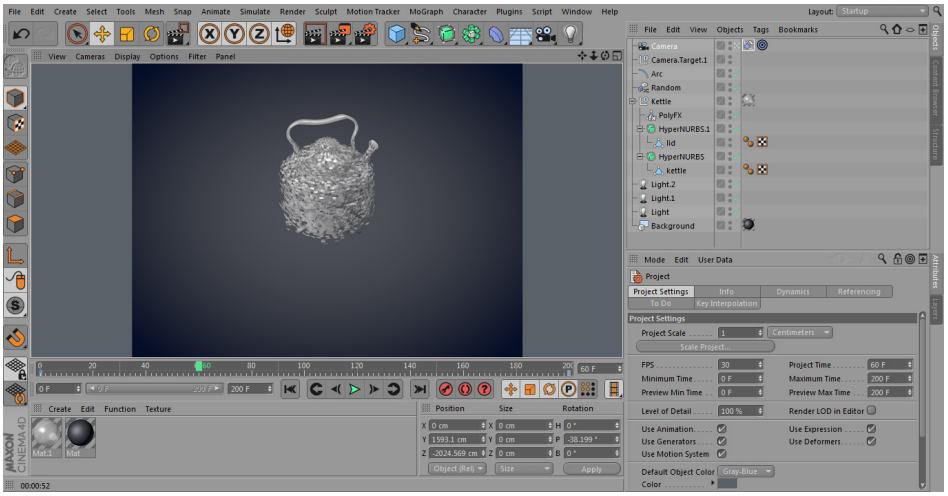

Figure 12-24 *The rendered view at a frame*

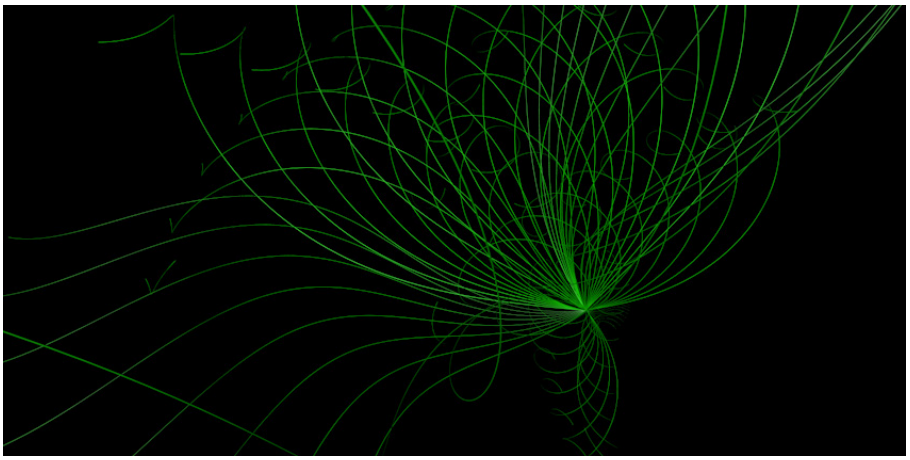

Figure 12-25 *The abstract animation at frame 0*

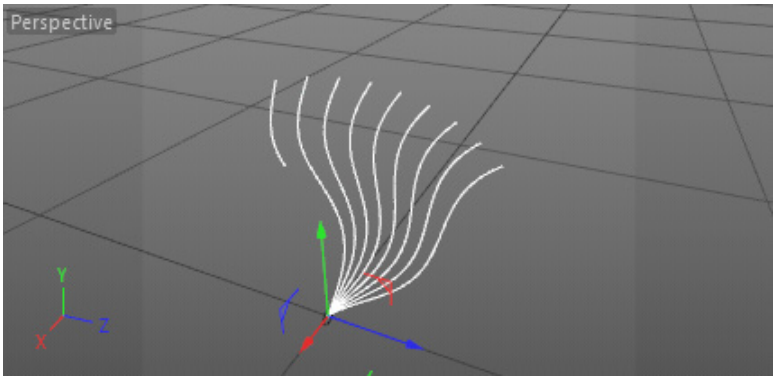

Figure 12-26 *The MoSpline displayed in the Perspective viewport*

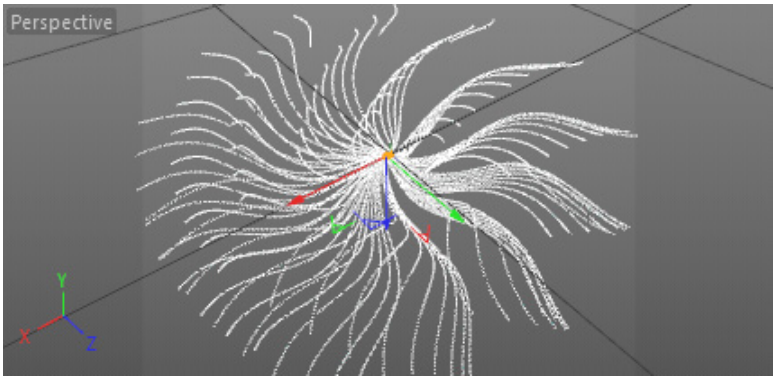

Figure 12-27 *The clones displayed in the Perspective viewport*

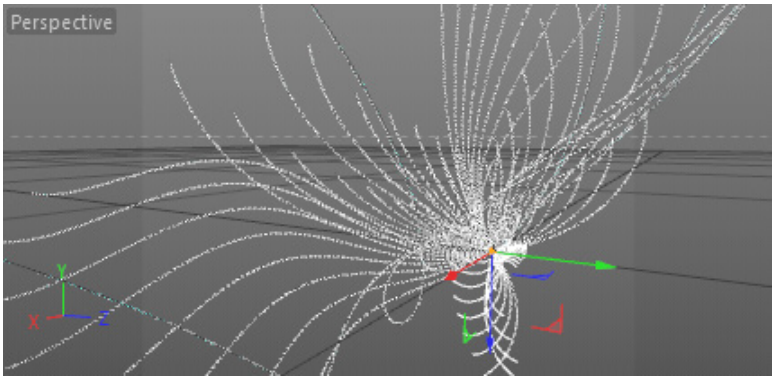

Figure 12-28 *The clones displayed in the viewport*

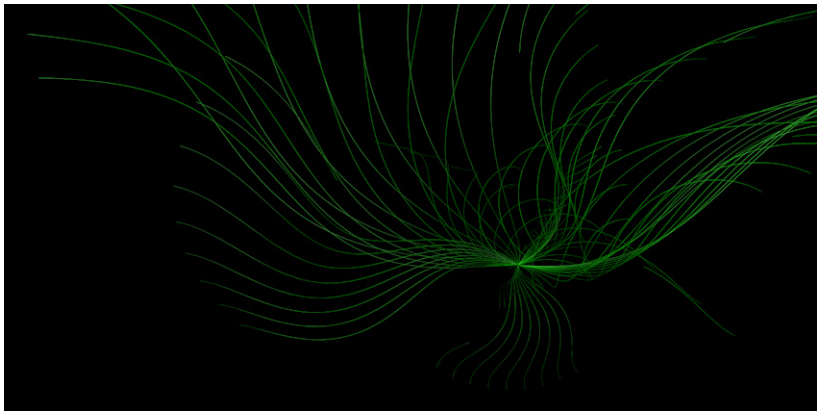

Figure 12-29 *The rendered image at frame 48*

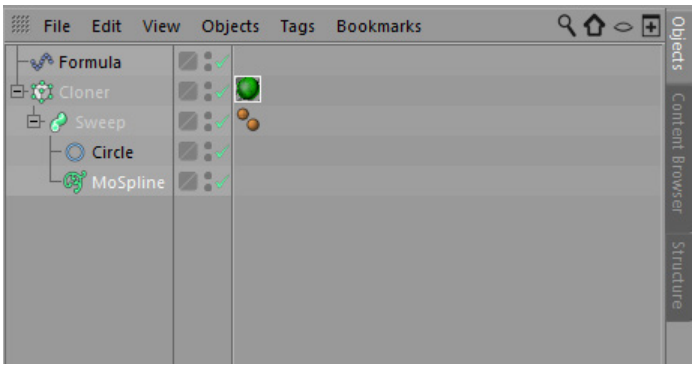

Figure 12-30 *The objects in the Object Manager*

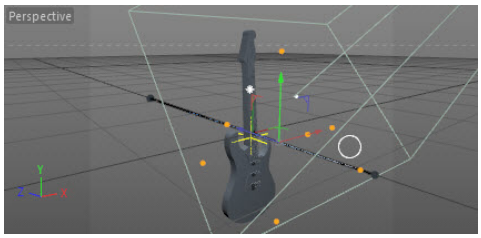

Figure 12-31 *The guitar model*

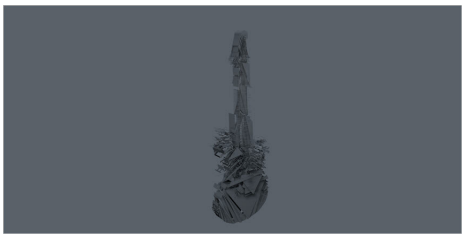

Figure 12-32 *The model at frame 20*