

HB ModellingBundle Version 2.34

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Description:

HB_ModellingBundle is a set of over 70 Scripts for CINEMA 4D which are dedicated to 3D-Modelling. The goal of these scripts to improve Workflows and do many tasks a lot faster. This means less clicks and less mouse movement. With HB_ModellingBundle you receive not only more than 70 Scripts but also a very well chosen set of Shortcuts and a Layout for C4D. Also a template C4D-Scene which shows tools-settings in the viewport and other additional stuff.

Requirements:

HB_ModellingBundle was tested with CINEMA 4D R19 - R25. The Scripts work on Windows and OSX.

Updating from Older Versions:

To Update to Version 2.34 please delete all Files from the old installation and follow the Installation Instructions below.

Installation R19-S24:

1. Installing the Scripts:

Copy the Folder Install Files_S24->scripts->„HB_ModellingBundle_x.xx“ to the following location:

WINDOWS: user\AppData\Roaming\MAXON\Maxon Cinema 4D\library\scripts
OSX: user/library/Preferences/MAXON/Maxon Cinema 4D/library/scripts

2. Installing the Shortcuts (not mandatory but highly recommended):

!!!First make a Backup of your old shortcuts by renaming the File *shortcuttable.res* in your *prefs-Folder* to *shortcuttable.res_BACKUP*

Copy the File Install Files->prefs->„*shortcuttable.res*“ to following location:

WINDOWS: user\AppData\Roaming\MAXON\Maxon Cinema 4D\prefs
OSX: user/library/Preferences/MAXON/Maxon Cinema 4D/prefs

3. Installing the HB ModellingBundle Layout (not mandatory but highly recommended):

Copy the File Install Files->layout->„*HB_Model.l4d*“ to following location (if the layout-Folder does not exist please create a Folder called „layout“)

WINDOWS: user\AppData\Roaming\MAXON\Maxon Cinema 4D\library\layout
OSX: user/library/Preferences/MAXON/Maxon Cinema 4D/library/layout

To Use your own Layout with HB ModellingBundle:

In case you want to use your own Layout and want to merge the HB Modelling tools you can load the HB palettes (palette_Basictools.l4d and palette_Specialtools.l4d and palette_allTools_Compact.l4d) by right clicking in your layout and choose „Load Palette“

Installing the Additional Stuff:

1. Installing the New-Template:

Copy the File Install Files->„*new.c4d*“ to following location:

WINDOWS: user\AppData\Roaming\MAXON\Maxon Cinema 4D
OSX: user/library/Preferences/MAXON/Maxon Cinema 4D

2. Installing Defaults & Shaders:

Copy the File Install Files->browser->„*default.lib4d*“ & „*HB_RealtimeUtilityShaders.lib4d*“ & „*HB_SculptShaders.lib4d*“ to following location:

WINDOWS: user\AppData\Roaming\MAXON\Maxon Cinema 4D\library\browser
OSX: user/library/Preferences/MAXON/Maxon Cinema 4D/library/browser

Installation for R25 :

Same as for S24 but you need to follow these Steps:

1. Installing the HB Assets:

Copy the Folder „HB_Assets“ (Install Files_R25) to following location:

WINDOWS: user\AppData\Roaming\MAXON\Maxon Cinema 4D

OSX: user/library/Preferences/MAXON/Maxon Cinema 4D

- Open Cinema 4D
- Open Preferences (Edit->Preferences) [ctrl + E]
- In the Menu „Asset Browser“ add the Folder „HB_Assets“ you just copied in your Maxon folder by pressing the „Add Folder...“ -button

Now you will find all HB_Assets in the Asset Browser under Materials

2. Installing the Shortcuts:

Copy the File „Cinema 4D R25 (modified).res“ (Install Files_R25->shortcuts) to following location:

WINDOWS: user\AppData\Roaming\MAXON\Maxon Cinema 4D\prefs\shortcuts

OSX: user/library/Preferences/MAXON/Maxon Cinema 4D/prefs/shortcuts

Usage/Documentation:

Detailed Tutorials and Documentation is available at my Youtube-Channel:

https://www.youtube.com/watch?v=ciFxsWWjhVk&list=PL8Xkt2_QXOP1Fb11tbouS8N06vT3EqzVU

Videos will be added over time. So please check this Playlist from time to time.

Quickstart:

If you have installed the HB_ModellingBundle correctly you will find the HB_ModellingBundle layout in the Layout dropdown menu on the upper right corner. Each Script will show a Tooltip if you stay with the mouse on the Icon for a while. For more details about the Scripts you can Right-Click on the Script and choose „Edit Script“. This will open the Scripteditor with additional Informations about the usage of the Script and a link to the Videotutorial.

Notes:

For the Realtime Utility Shaders to work you need to turn on „Enhanced OGL“

You can also Print the PDF „HB Shortcuts Printversion“. This will help you to get used to the wide range of shortcuts. This is not mandatory. But I recommend to try the Shortcuts. Those are well chosen and make the Workflow a lot faster. Most Shortcuts are assigned to the ALT-Modifierkey and Keys on the left side of the Keyboard. So if you are used to use the ALT-Modifier for Camera navigation in C4D this is the best and fastest setup you can have. Of course you can at anytime use your own Shortcuts and modify them with the Command-manager: Window->Customization->Customize Commands

Support:

For any suggestions or questions contact me at support@holgerbiebrach.com

Changelog:

v2.34 10/2021

[Fixed] S24 Compatibility Fixes

[Fixed] R25 Compatibility Fixes

[New] R25 Asset Browser integration (Content Browser is Obsolete with R25)

[Improved] HB_OverwriteMaterial now with Asset Browser support

[New] Shortcut Delete without Children : (shift + BS)

[Fixed] HB_Pipelt: Caps option works again (Shift-Modifier)

[Removed] ColorSchemes (obsolete)

v2.33 09/2020

[Fixed] R23 Compatibility Fix

v2.32 01/2020

[Fixed] HB_CloneX: Fixed an Problem where Points got welded

[Fixed] HB_MakeQuads: Fixed problem where Axis would change

[Fixed] HB_MakeQuads: Fixed problem where MakeQuads failed completly

[Fixed] HB_MakeQuads: Fixed unwanted Vertices got welded

[Fixed]HB_SolidBevel: Fixed issue where it did not bevel on planar Edges

[Fixed]HB_MIRROR: R21 Compatibility Fix

v2.31 10/2018

- [Fixed] HB_Relax works now with R20
- [Fixed] HB_SelectionToCircle works now with R20
- [Fixed] HB_Instancer works now with R20
- [New] Nicer Material for HB_Overwritematerial
- [New] Added Shortcuts
- [Improved] Some improvements on the Layout

v2.3 10/2018

- [New] HB_Mirror
- [New] HB_Selector
- [New] Preserve Shape option for HB_Relax
- [New] Preserve Shape option for HB_SelectionToCircle
- [New] HB_SolidBevel
- [New] ColorScheme „DarkFlat“
- [Improved] Added Shortcuts optimized for US Keyboards
- [Improved] All Coffee Scripts were rewritten in Python for R20 compatibility
- [Improved] New Icons Designs for 4K Displays
- [Improved] HB_SlideMode (used to be part of RetopoScript)
- [Improved] HB_Convert (used to be HB_SmoothedgeConvert)
- [Improved] HB_Convert: Support for Converting SlideMode
- [Improved] HB_Clone: Shift modifier to clone connected Polygons
- [Improved] HB_CloneXYZ: Combined Plus and Minus Scripts in one (Alt-Modifier)
- [Improved] HB_CloneXYZ: Shift Modifier to clone all connected Polygons
- [Improved] HB_ConvertSymmetry: Works also with Child Object selected
- [Improved] HB_LoopSelection: CTRL for Boundry Selection
- [Improved] HB_LoopSelection: SHIFT to enable Polymode
- [Improved] HB_Move: CTRL to enable Normal Move
- [Improved] HB_PathSelection: ALT enables Free Path Mode
- [Improved] HB_Pipelt: Added Functionality for SHIFT and ALT modifiers
- [Improved] HB_SymmetryFix: Multiple Objects
- [Improved] HB_SymmetryFix: SHIFT-Mode to use Tolerance
- [Improved] HB_SymmetryFix: Use only Selected Points or Edges
- [Improved] HB_SymmetryMaker: Multiaxis Symmetry
- [Improved] HB_SymmetryMaker: Alt Modifier for Negative Symmetry
- [Improved] HB_SymmetryMaker: Multiple Objects Support
- [Improved] HB_ToggleMode: Integrated HB_Selector functionality
- [Fixed] HB_Move: Axis modes work now again
- [Fixed] HB_SelectionToCircle: Issue where Points were projected wrong
- [Fixed] HB_MakeQuads: Several BugFixes
- [Fixed] HB_ConvertSymmetry: Fixed an Issue
- [Fixed] HB_SymmetryMaker: Issue when Object not at Origin

[Fixed] HB_Slidemode: Issue with projection

v2.2 6/2017

[New] HB_MakeQuads

[New] HB_ClipSymmetry

[New] HB_ConvertSymmetry

[New] HB_ZoomCamera

[New] HB_SendToRenderqueue

[New] Compact Modeling Layout

[New] HB_OverwriteMaterial: Modo UV Material [SHIFT]

[New] HB_FastViewport: disable Texture [CTRL]

[Fixed] HB_CleanView: Default Material does not change color anymore

[Fixed] HB_FastViewport: Linear Workflow does not get effected anymore

several minor Fixes

v2.12 11/2016

[New] R18 compatibility for Knife Scripts

[New] Additional Modo ColorScheme

[New] Additional Modo Material

[New] HB_OverwriteMaterial will apply a Modomaterial if no Material is selected and Modomaterial present in Contentbrowser

[Fixed] Issue with HB_Relax where the Object jumps to Zero sometimes

[Fixed] Issue with HB_EdgeToSpline where multi segment Splines would not work sometimes.

v2.1 1/2016

[New] HB_Relax

[New] HB_SelectionToCircle

[New] HB_OverwriteMaterial

[New] Highly Improved Retopo Functionality

[New] Links to Videotutorials in Documentation and Scripteditor

[New] Additional Stuff

Several Bug Fixes

v2.01 7/2015

- Minor Fixes

v2.0 6/2015

- First Public Release

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