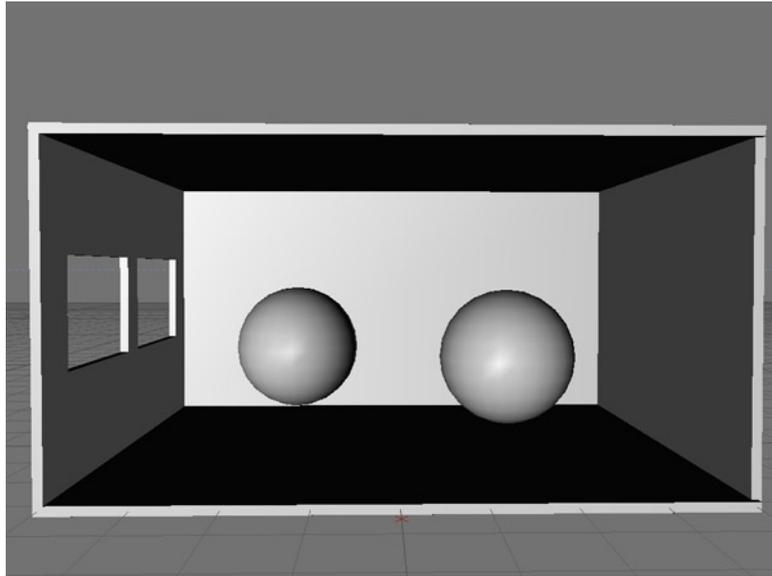


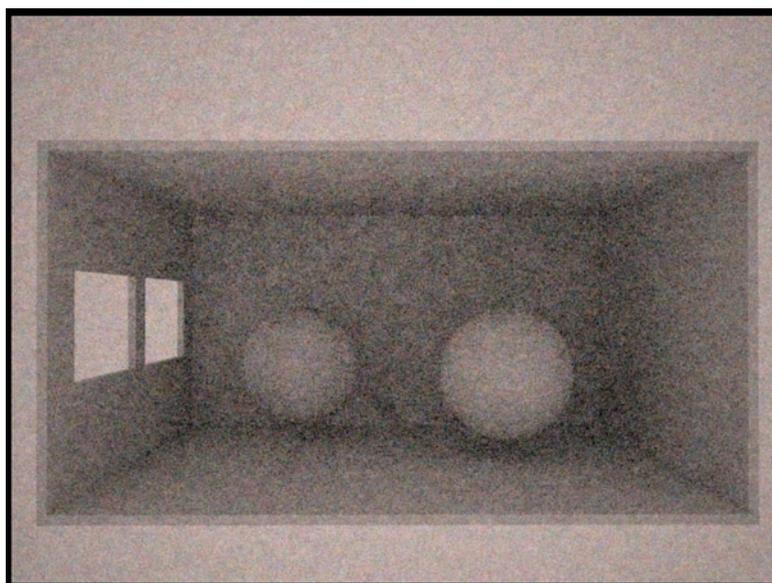
Tutorial

This is a quick tutorial to get you familiar with Cindigo. A basic understanding of Cinema4D is required. The tutorial file is included with the download.

1. After installing Indigo and Cindigo, open up Cinema4D and construct a simple scene. This has a window for light to shine in, and two balls to test materials on.

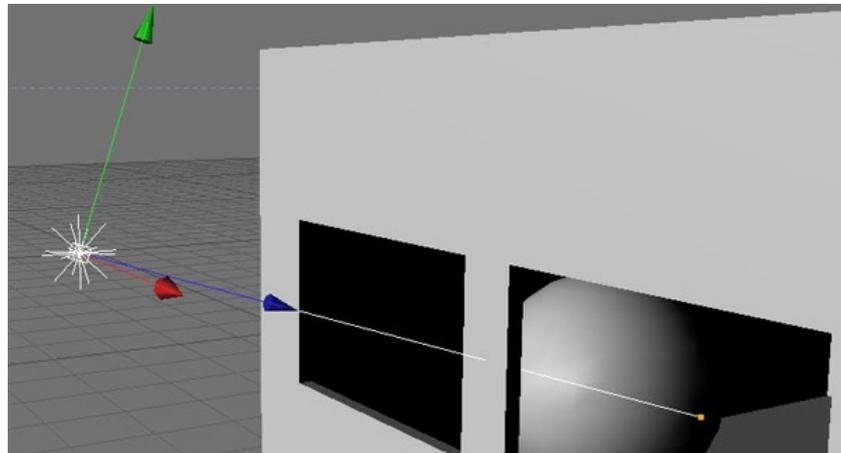


2. Render it with Indigo by **Plugins > Cindigo 2.2 > Render with Indigo**. Notice it is very plain and noisy, there is no need to render it for more than a few seconds as you can see right away that it needs work.



Quick render with Indigo

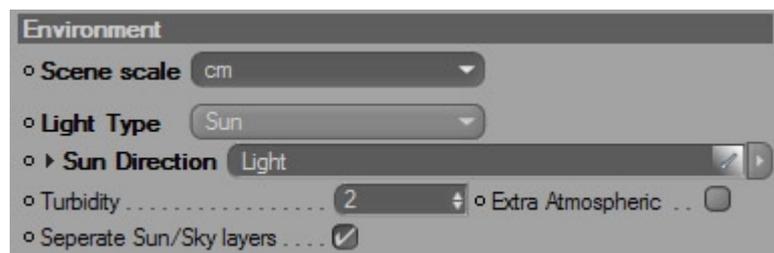
3. Firstly we will light it with the sun and sky model, which is the easiest and quickest way to add light. Add a C4D Infinite Light and point it in the direction that you want the sun to face.



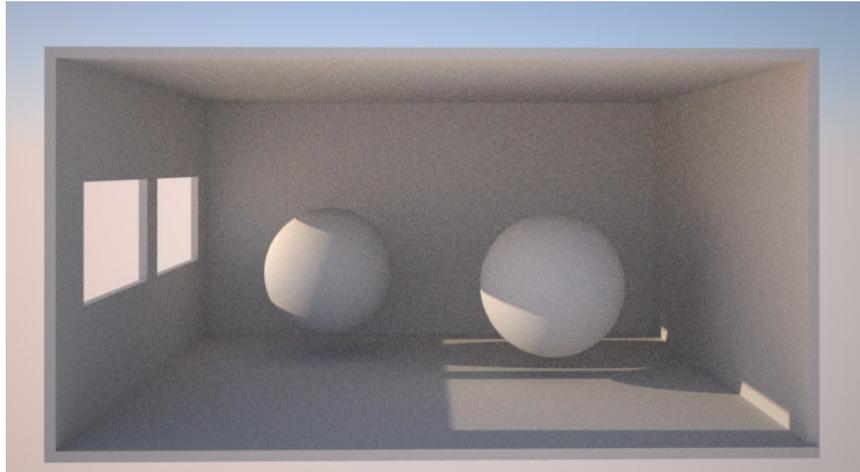
The sun will come in through the window

4. Open up the **Render Settings**, and add Indigo to the list by clicking **Effect > Indigo Render Settings**. Go to the Environment tab and click-and-drag your **Infinite Light** tag into the **Sun Direction**.

Depending on how large you have made your scene, you may want to change the scene scale to cm as well.



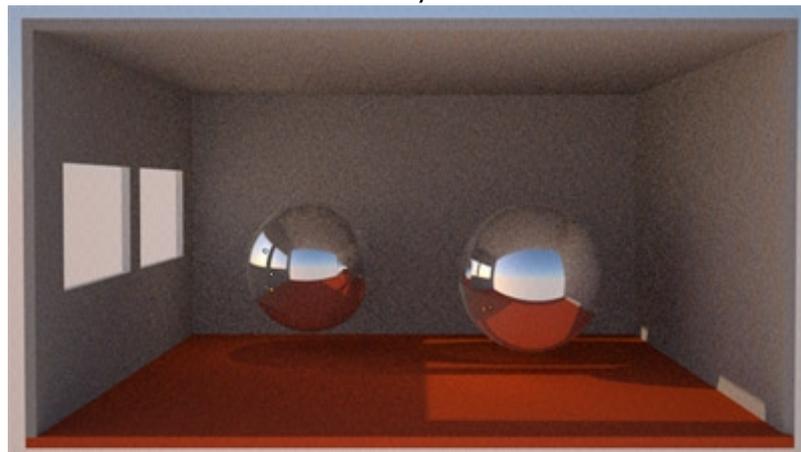
5. Render again to see the effect of real lighting on the scene.



6. Now to add some materials to the scene. Add a new material by clicking: **Material Manager > File > New Indigo Material**. Make a Phong material with a huge Exponent around 100,000 and crank the IOR up to 100. Drag the new material on to the two balls. Also make a nice material for the walls and put it on them too.



7. Another render shows what they look like.



8. Lastly, we will add a light bulb for some interior lighting. Create another sphere, smaller and above the other two. Create a new Indigo Material and turn **Emissions** on. Make it **Blackbody** with a **temperature** of 3500, and put the **gain** down at 0.001. Drag this material onto the new sphere to create a light and render again. If the light is too bright, the Reinhard Tonemapping will compensate for it and make the sun & sky dark, which is why the gain has been put to 0.001.

