

# The C4D Interface

## Navigation Tools

Use these to select, move, rotate and scale your objects

## Object Creation

Use this to add objects - including null object

## Lights and Cameras

Add custom lights and cameras to the scene.

## Make Editable Button

Converts parametric objects into polygon objects.

## Modes Icon Palette

Use these buttons to edit polygon objects.

## View-port

The view-port defaults to a perspective view. Middle mouse click to view projections, or click the button in the upper right corner. Use the "View>-Frame Default" from the view-port menu if you get lost.

## Material Manager

This section contains all of the materials that are used to paint and texture objects in the scene. Double click here to create a new material then use the attribute manager to change the properties. Materials can be applied to object by dragging from the materials manager and dropping onto the object.

## Object Manager

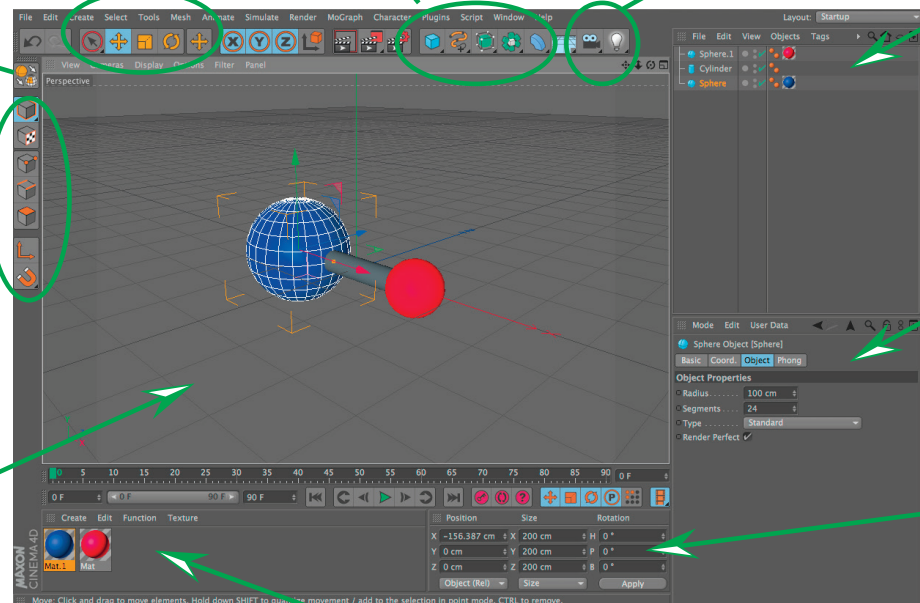
This section lists every element in your scene and the hierarchy of those elements. Selecting objects here selects them in the view-port.

## Attribute Manager

This is a context sensitive area for changing and animating attributes of selected elements.

## Coordinate Manager

This is a context sensitive area for changing and the position and rotation of selected elements.



## Navigating the in the View-port:

- Left Mouse + 1 = Pan
- Left Mouse + 2 = Move in or Out
- Left Mouse + 3 = Rotate
- Middle Mouse click=open projections

## Useful shortcuts:

- E = Move Tool
- R = Rotate Tool
- T = Scale Tool
- ctrl - R = Render in view-port