This is a guide on how to get x particles for cinema 4d. If you are looking for the fastest, easiest way to install x particles for cinema 4d then this may be the post you were looking for. We cover why it is important, what it does and tells you where to get the newest version of x particles for cinema 4d. Why X Particles? X particles is a particle system which adds pre-defined simulated simulations that can be applied easily to any object in Cinema 4D using an emitter. It has an extensive library composed of objects ranging from paint splats, fireflies, snowflakes to blood cells and realistic real-time explosions with HDR simulation effects. The simulation is updated in real-time and can be modified real-time. The plug-in also gives extended control over all parameters used in the simulations and allows for procedural control using expressions and variables. It has a very simple and easy to use interface which makes it a plug-in suitable even for beginners. Where to find X particles? You can find x particles here: http://www.scholz-jansen.de/cinema4d_xparticles_download. php Who wrote the plug-in? The x particles plug-in was written by a German coder named Patrick Scholz and is currently updated by a French coder named Julien Chastan. Patrick Scholz has been developing Cinema 4D plugins since 1999. In 2002 he created the first shader plug-ins for Maxon's Cinema 4D. In 2007 he developed one of the first geometric visualizers specifically made for Cinema 4D from scratch using C#. After that he developed xparticles which has been updated regularly ever since 5 years after its inception in 2008 and now has gained a decent following of users who use it regularly. He wrote the first x particles for Cinema 4D 3 years after its inception. His plug-ins are well known for their intuitive and easy to use interface. What is x particles able to do? X particles was created as a particle system that can be used in any situation. It currently has 17 simulations built into it which are all created using 3 types of emitters, 1 object emitter, 1 combined object + object emitter and one combined object + combined object + object emitter. Each emitter can combine different emitters and material properties to create different particle objects. This means that each particle can be created from scratch with all the parameters that you need. All simulations are written as an expression and variables which means that you can modify them real-time using expressions and variables, see below: How to install x particles? Once you have downloaded the file unzip it and place it in your plugins folder inside your project folder, check inside all folders for a .xparticles file and copy the one ending in .v to your plugins folder and replace the existing xparticles.v. Then restart Cinema 4D.

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