



WIN4DOORS GENERATORE AUTOMATICO DI PORTE E FINESTRE IN AMBIENTE CINEMA 4D

win4Doors is an application that allows user an infinite combination of parametric fixtures

win4Doors has seven basic types:

Classic

Low Arc

Ogival

Top Corners Rounded

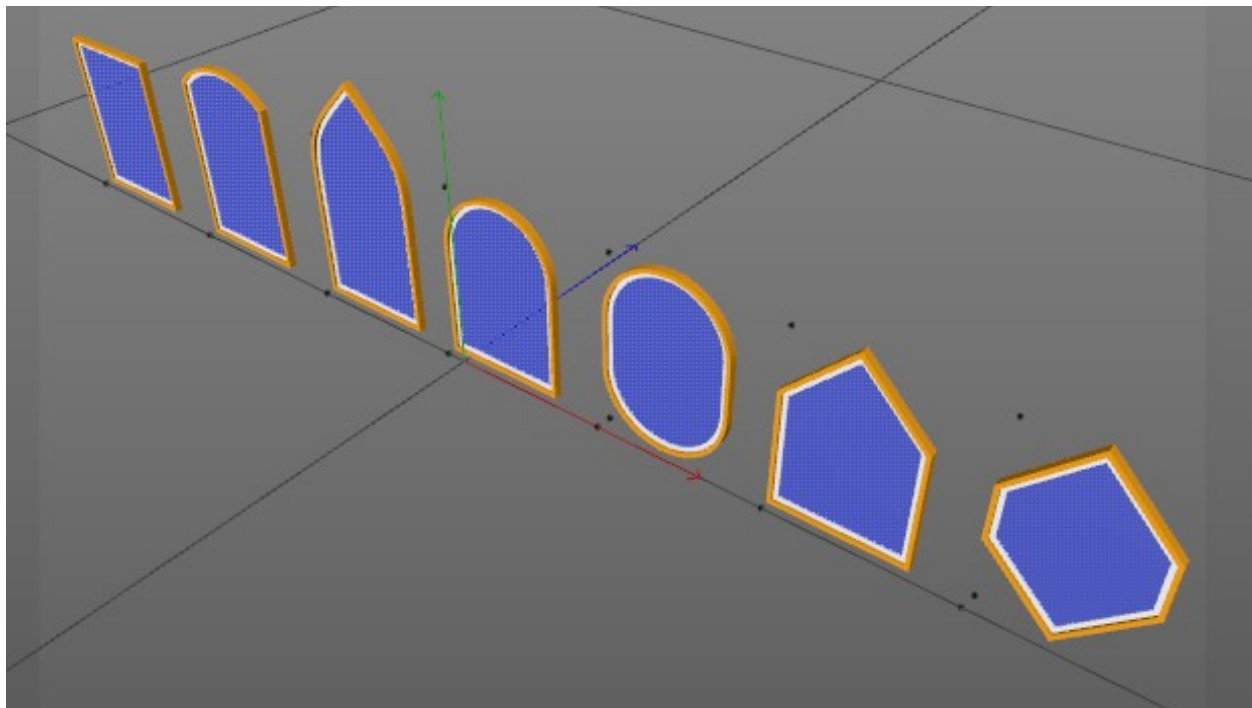
Top and Bottom Corners Rounded

Top Corners Cut

Top and Bottom Corners Cut

Changing on the degree of rounding / chamfering, we can get windows Circular and Octagonal

Each type of base supports adding sash, shutters, blinds, sills, handles, contour



(Figure 1)

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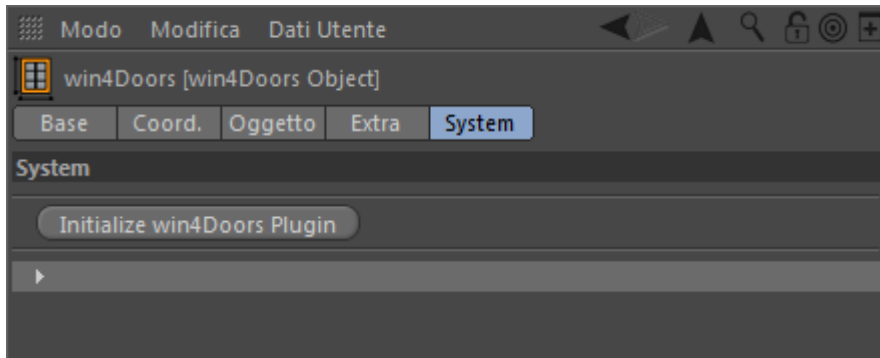
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FIRST RUN

After installing win4Doors, menu plugin called the command win4Doors Object

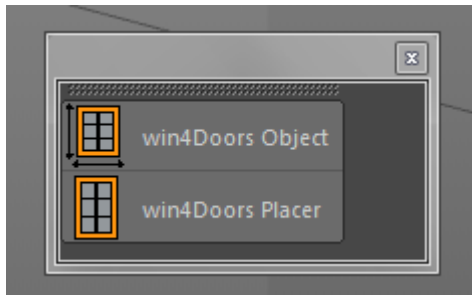
Select ***Initialize win4Doors plugin***, to activate all its functions.



(Figure 2)

win4Doors plugin consists:
win4Doors object (window parametric) and Placer,

both accessible from the Cinema 4D menu Plugins



(Figure 3)



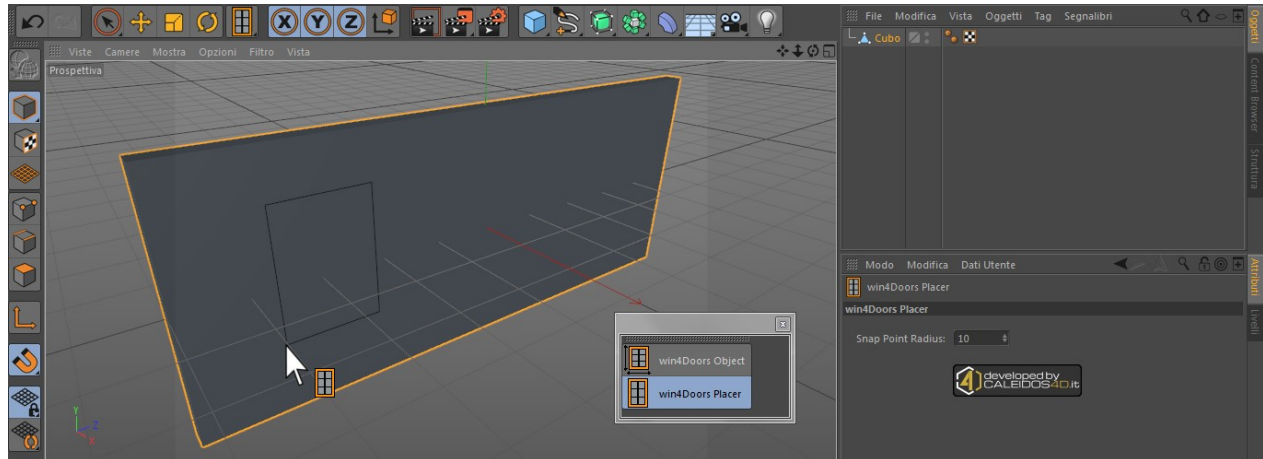
USE

1 - Select a polygon object to use as wall and call the command Placer

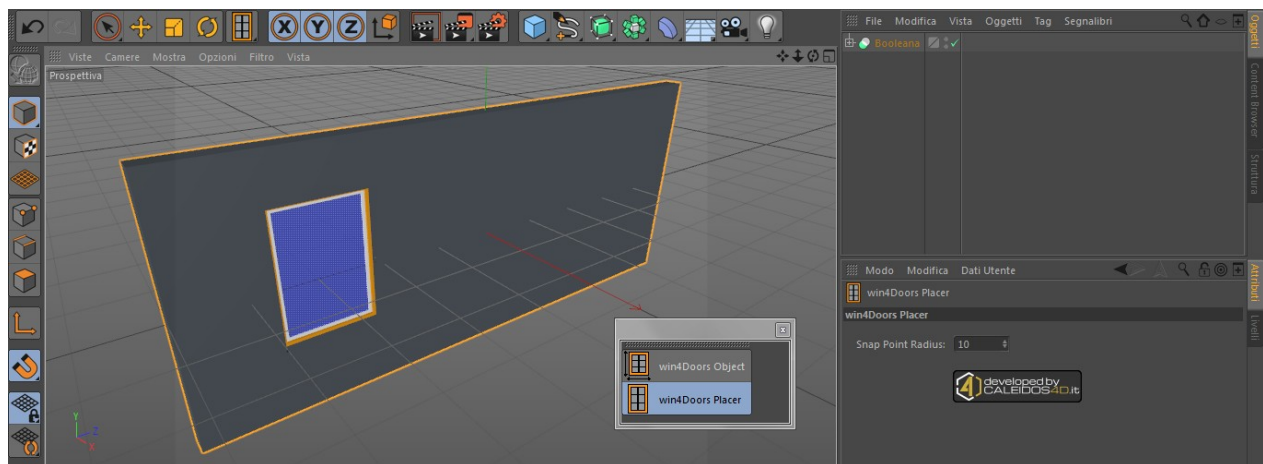
You can operate both on walls with thickness or walls without thickness

2 - Drag the mouse to select the location of interest

The placer supports an integrated system of polygon points snap, manageable from its control panel



3 - When you leave the mouse, the win4Doors object will be created, along with the necessary hierarchy objects



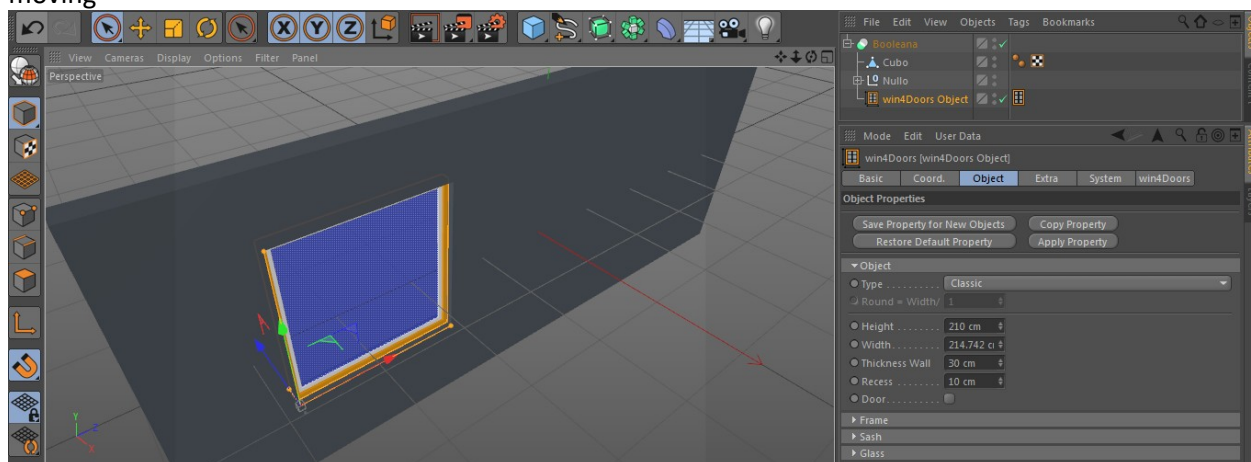
(Figure 3)



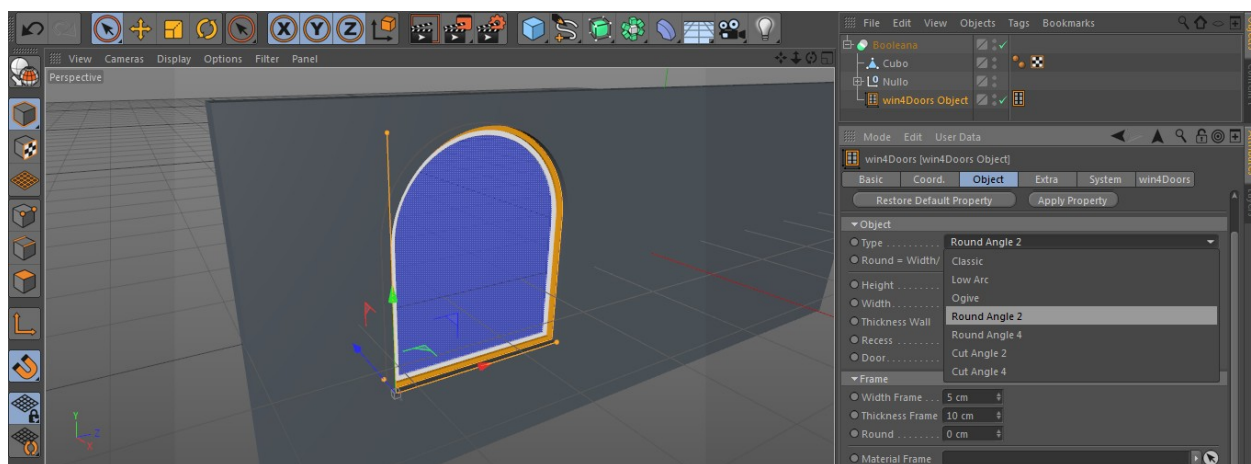
WIN4DOORS OBJECT CUSTOMIZATION

From the properties of the object, it is possible to configure a variety of customizations, the size to the choice of the type of frame, the number of sash, the materials.

Also the object win4Doors has 3 comfortable handles to facilitate the user in the operations of sizing and moving



(Figure4)

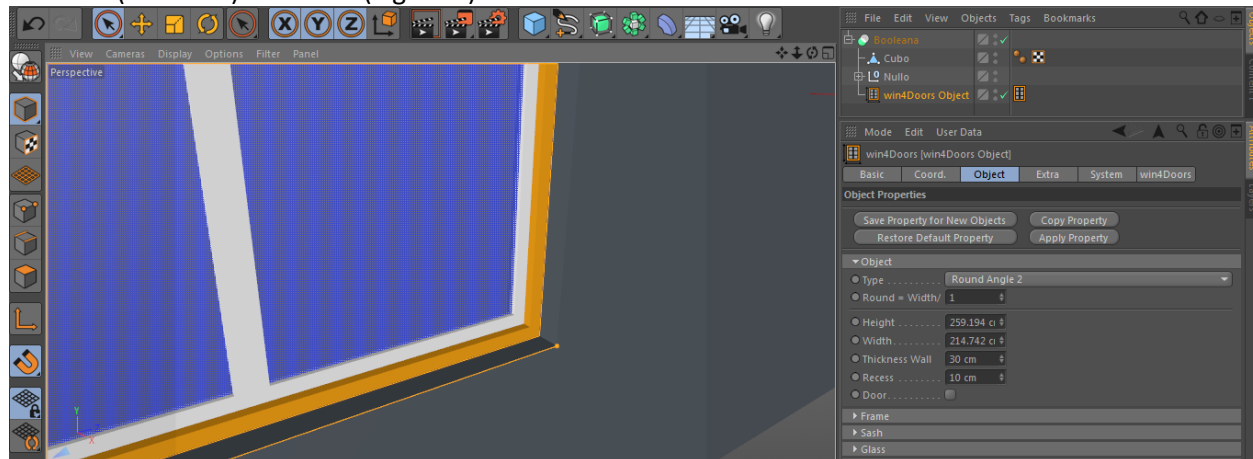


(Figure5)

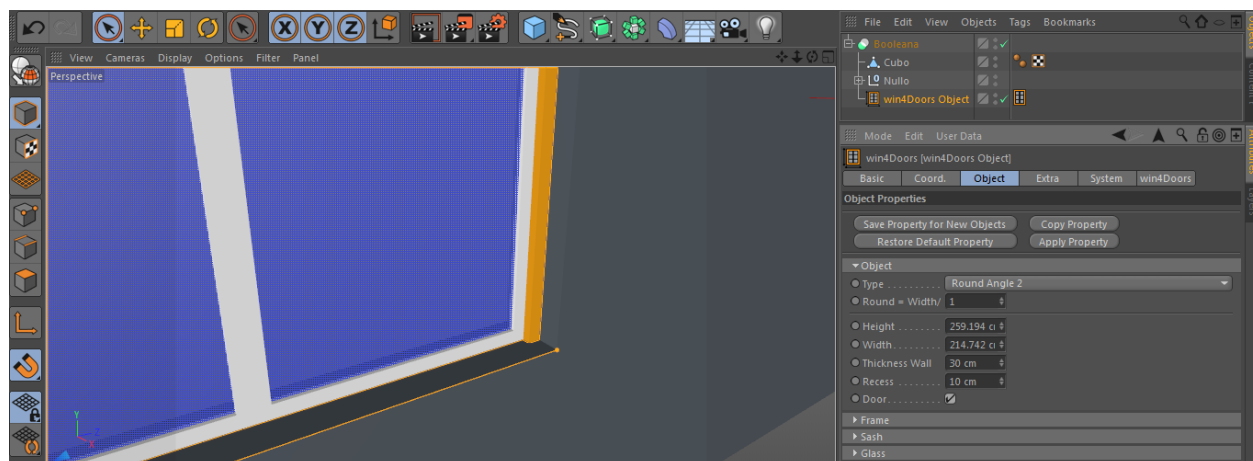
FRAME

you can, among other options, the configuration of two types of chassis:

Window (Picture 6) and Door (Figure 7)



(Figure 6)

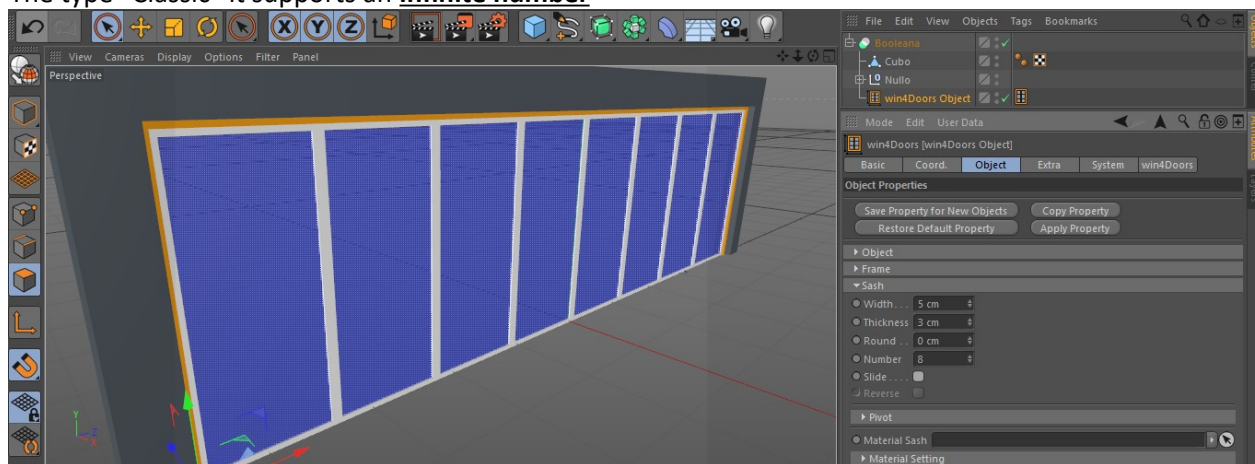


(Figure 7)

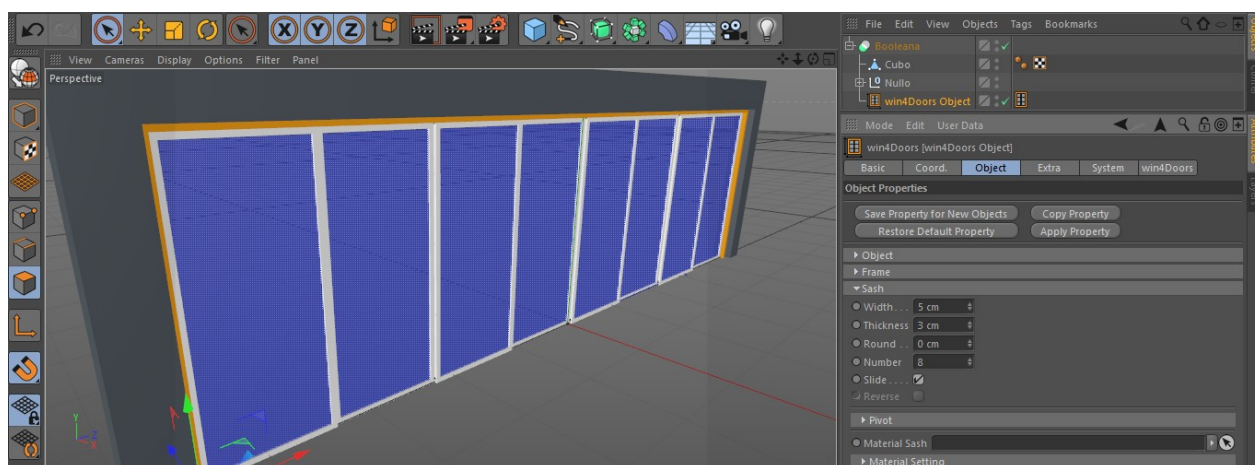
SASH

The basic types each support a finite number of Sash

The type "Classic" it supports an **infinite number**



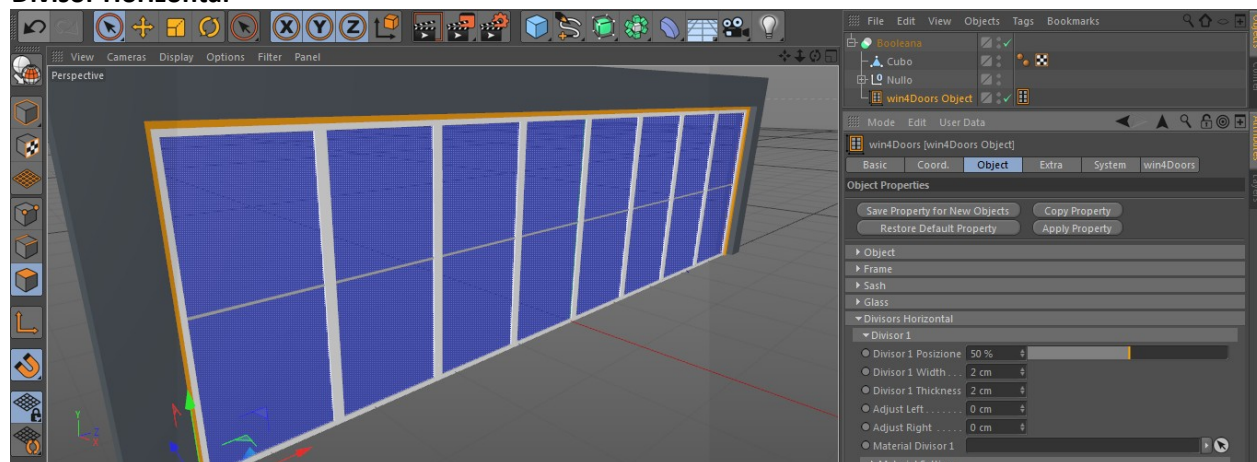
(Figure 8)



(Figure 9)

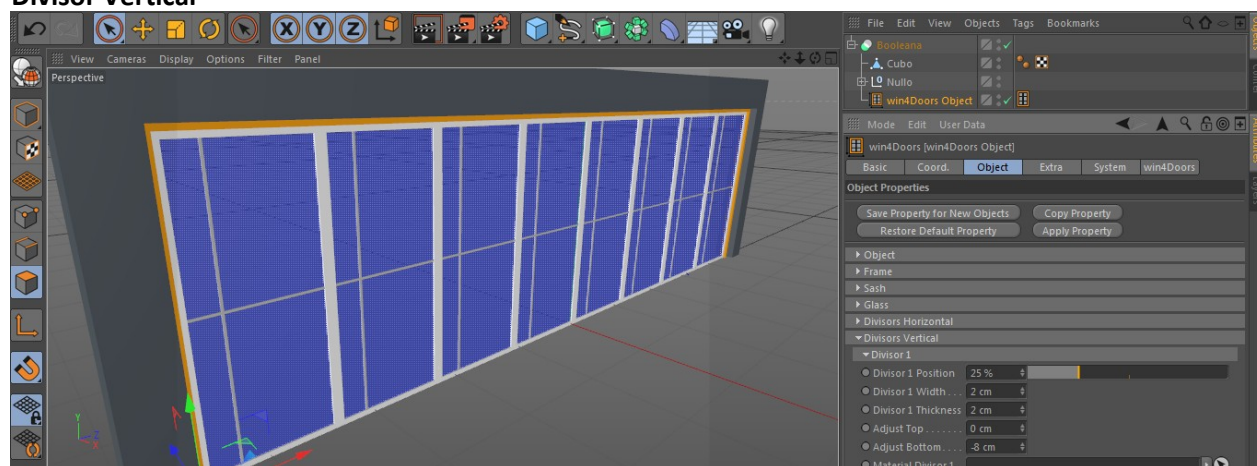
For each sash is possible to use 4 dividers Horizontal and 4 Vertical Divider

Divisor Horizontal



(Figure 10)

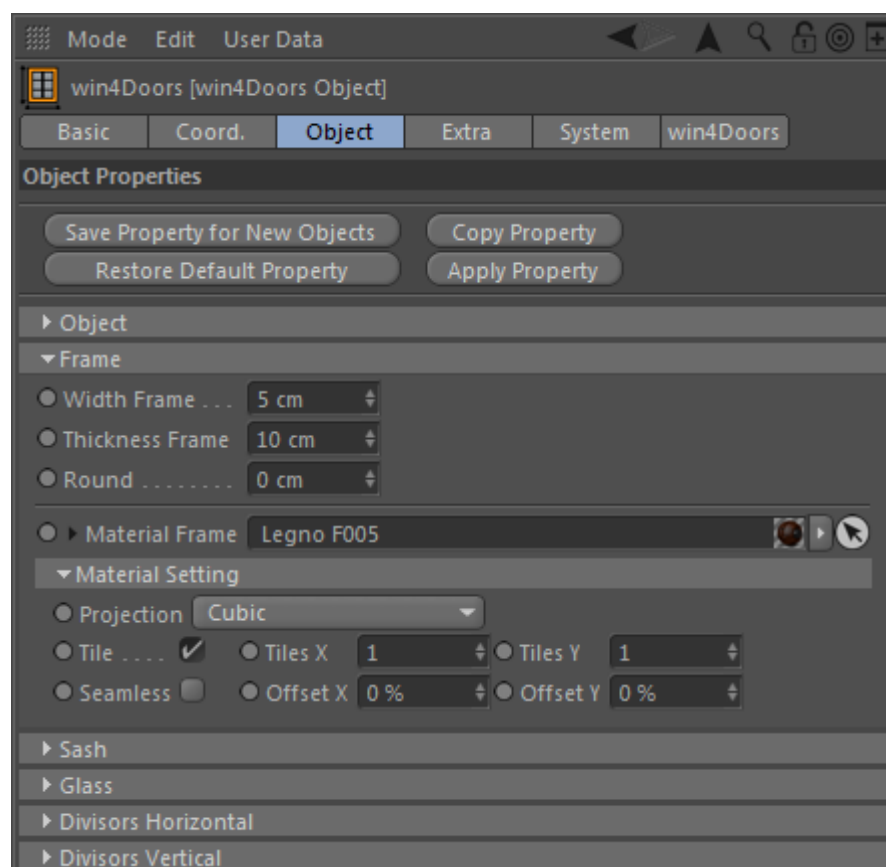
Divisor Vertical



(Figure 11)

MATERIALS

For each component of the object win4Doors can be applied a different material than those defaults. Each material is also configurable through the options Material Settings



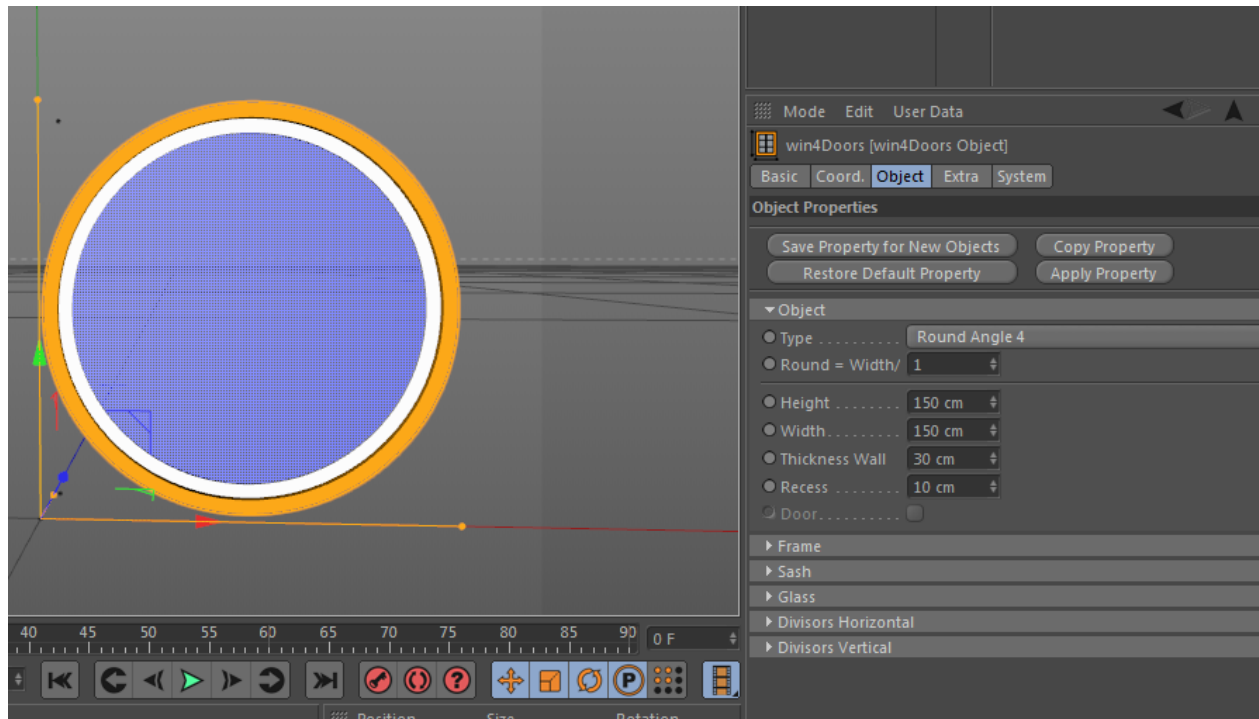
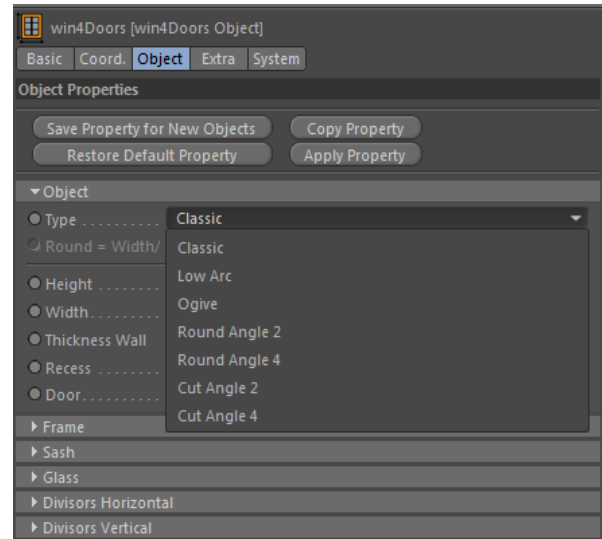
(Figure 12)

TYPE

Win4Doors Object has 7 Types of base, from which you can get an infinite number of combinations.

1. Classic, Sash number: **INFINITE**
2. Low Arc, Sash number: MAX 1
3. Ogive, Sash number: MAX 2
4. Round Angle Top, Sash number: MAX 2
5. Round Angle Top and Bottom, Sash number: MAX 2
6. Cut Angle Top, Sash number: MAX 2
7. Cut Angle Top and Bottom, Sash number: MAX 2

From the types 5 and 7 you can respectively windows Circular and Octagonal,



EXTRA

From Extra Tab, you can access an additional level of customization, such as:

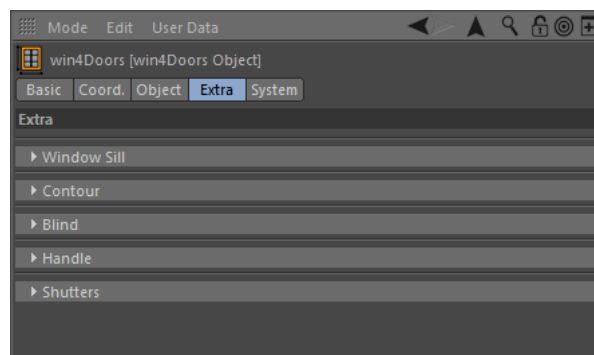
Window sill

Contour (Front and Back)

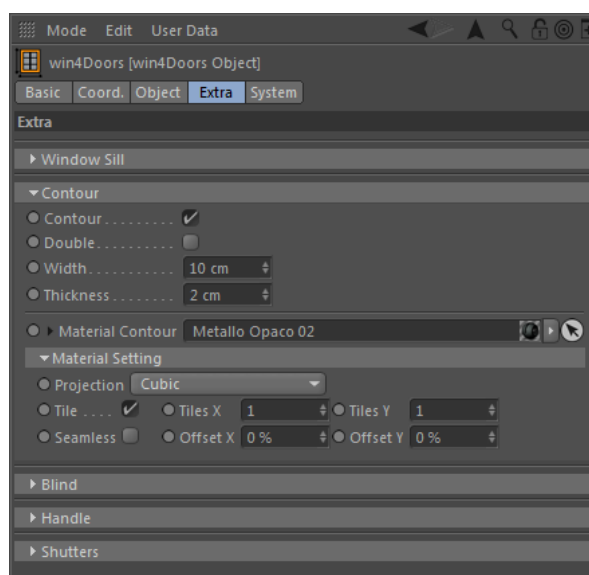
Blind

Handle (Front and Back)

Shutters



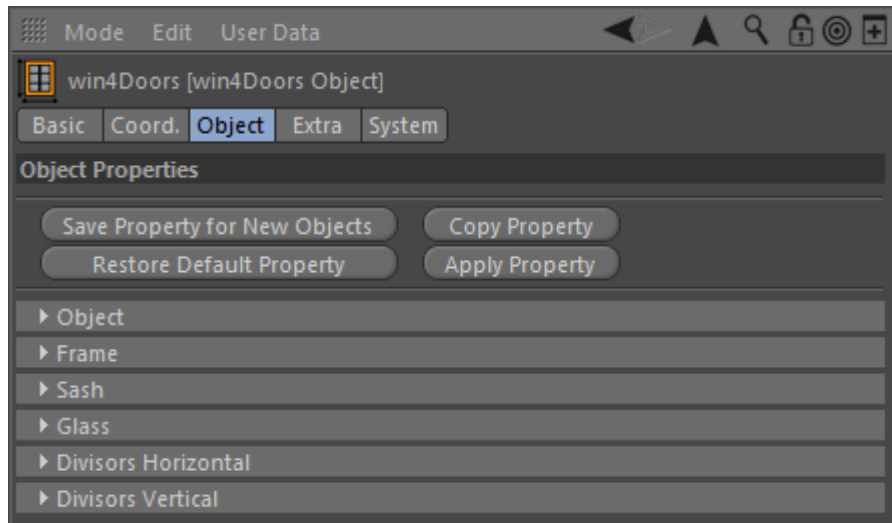
For each Extra module, you can assign a different material.



COPY AND APPLY PROPERTY

With These commands can be copied and apply the properties of an object win4Doors to one or more other (the command supports multiple selection)

Will be copied and applied, in addition to the parameters also materials and gadgets of Extra if inserted



Also selecting one or more objects win4Doors, you can copy them simply by dragging them by pressing and holding the **CTRL** key.

Will be copied over to the objects, also the necessary elements to the hierarchy

LICENSE TO USE

- win4Doors plugin is for commercial or private use.
- The license is personal and cannot be transferred, it is not for resale and redistribution after purchase. The buyer is responsible for any misuse derived from own copy
- The product is sold as is.
- The author of the extension win4Doors for Cinema4D is not responsible for any damage to or loss of files, caused by improper use of this Plugin.
- with the purchase, these conditions are considered accepted