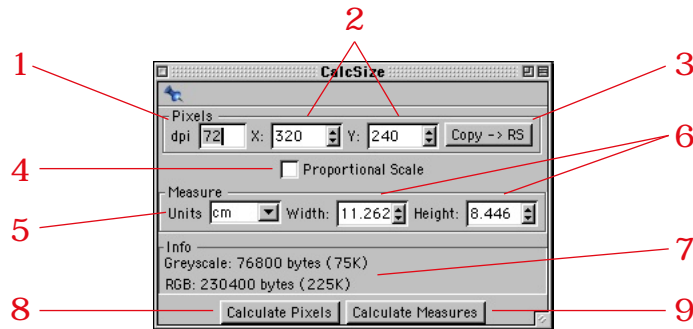


CalcSize 2

Cinema4D was not made, specifically, to create images for print. That is showed on the Render Settings dialog where one can only input sizes in pixel units. When someone has to create an illustration with 5 inches of width and 7 and half inches of height, for instance, it has to do some calculations. For the less mathematically biased this means opening Photoshop and creating a new blank document, taking note of the number of pixels of the width and height and going back to **Cinema4D**. To ease this whole process I created this little plug-in and threw in a few extras.

Simple place the **CalcSize 2** folder inside the *plugins* folder inside Cinema4D folder and start Cinema4D. If all goes well, a message stating that **CalcSize 2** was loaded, should appear at the Console.

Choosing **CalcSize** from the plug-ins menu opens the following window:



1 - Allows the input of how many DPI you need for the final saved image. It is usually 72 for screen resolution and 300 for print resolution. The maximum allowed value is 2540 since this is usually the maximum number of DPI most imagesetters have (usually only for line art and not color images).

2 - Pixel size input/output fields. If you already have an image in the computer and you want to know at what size it will be printed, input it's size in these fields, adjust the DPI (1) and press Calculate Measures (8). If the Proportional Scale checkbox is checked, when you input a value in one field, the other gets proportionally adjusted according to the last values in those fields.

3 - Copy to Render Settings. This button copies the pixel size values to the Render Settings dialog and adjusts the editor display to show the new proportions (if you have the Render Safe option selected in the General Settings).

4 - Proportional Scale allows the automatic adjustment of one field whenever the other one is modified. This works for the Pixels and Measure fields. This is particularly useful even if not for calculating pixel/measurement relations since it can be used on it's own to fulfill the lack of proportional scaling in the Render Settings dialog.

5 - Not all countries use the same units of measure. The most often used units can be chosen from this list. It includes millimeters, centimeters and inches.

6 - Measure units size input/output fields. If you know the size you want your image and you want to know how many pixels it takes, input it's size in these fields, adjust the DPI (1) and press Calculate Pixels (8). If the Proportional Scale checkbox is checked, when you input a value in one field, the other gets proportionally adjusted according to the last values in those fields.

7 - The Info area shows a calculation of the size (in bytes and K) of the resulting image with the input measures. It shows the size the correspondent greyscale and RGB image, without compression.

8 - Evaluates the values in the measure field and the DPI. It then fills the pixel dimension fields with the calculated values.

9 - Evaluates the values in the pixel field and the DPI. It then fills the measure dimension fields with the calculated values.

I hope this plug-in proves to be useful to anyone doing print work.