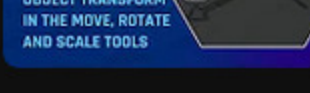



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#C4DQuickTip 79: How to use Per-Object Transform in the Move, Rotate and Scale tools in Cinema 4D

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#C4DQuickTip 78: How to solo objects in the Viewport in Cinema 4D

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#C4DQuickTip 77: How to scrub through time in the viewport in Cinema 4D

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#C4DQuickTip 76: How to model a grid of holes in Cinema 4D

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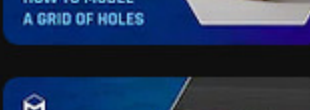
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#C4DQuickTip 75: How to create good bevels in Cinema 4D

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#C4DQuickTip 74: How to make the workplane be drawn behind objects in Cinema 4D

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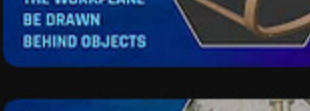
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#C4DQuickTip 72: How to create rotational morphs in Cinema 4D

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#C4DQuickTip 71: How to create a quick access palette for tags in Cinema 4D

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#C4DQuickTip 68: How to use vertex maps on generators and splines in Cinema 4D

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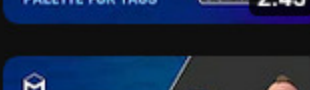
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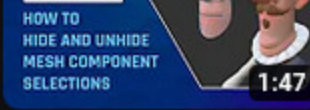
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#C4DQuickTip 66: How to simulate cloned objects with proxy geometry in Cinema 4D

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#C4DQuickTip 65: How to simulate objects with proxy geometry in Cinema 4D

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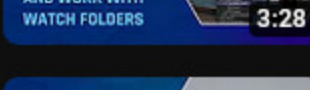
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#C4DQuickTip 64: How to use Symmetrize with Radial Symmetry in Cinema 4D

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#C4DQuickTip 63: How to create a killbox for Pyro in Cinema 4D

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#C4DQuickTip 62: How to render Pyro in Cinema 4D

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#C4DQuickTip 61: How to symmetrize geometry in Cinema 4D

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#C4DQuickTip 60: How to quickly create variations of a project in Cinema 4D

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#C4DQuickTip 59: How to adjust viewport spline thickness in Cinema 4D

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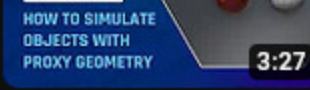
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#C4DQuickTip 58: How to customize the default scene in Cinema 4D

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#C4DQuickTip 57: How to make thin parts of soft bodies less wobbly in Cinema 4D

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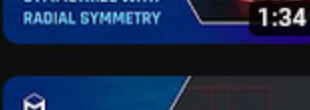
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#C4DQuickTip 56: How to make simulated objects stick to other objects in Cinema 4D

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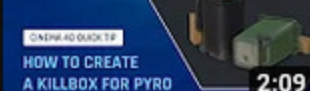
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#C4DQuickTip 55: How to work with topology-based symmetry in Cinema 4D

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#C4DQuickTip 54: How to add soft body simulation to animated objects in Cinema 4D

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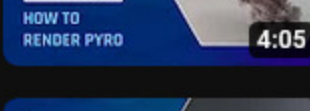
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#C4DQuickTip 52: How to quickly open the Xpresso attached to a parameter in Cinema 4D

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#C4DQuickTip 51: How to adjust keyboard shortcuts in Cinema 4D

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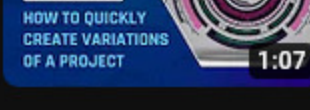
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#C4DQuickTip 50: How to adjust the step size of sliders using modifier keys in Cinema 4D

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#C4DQuickTip 49: How to use variables in the output path for rendering in Cinema 4D

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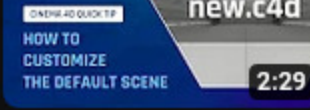
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#C4DQuickTip 47: How to add a bevel effect to objects at render time in Cinema 4D

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#C4DQuickTip 46: How to speed up remeshing on volume meshes in Cinema 4D

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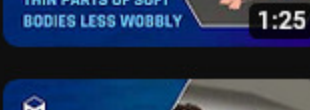
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#C4DQuickTip 44: How to smooth topology while keeping surface details in Cinema 4D

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