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Thrausi is a 3D scene compositor. It is one of the most powerful and popular plugins for Cinema 4D, which also supplies you with some impressive features. The plugin is split into scenes, scenes are then transitioned into scenes that you may only want to use for certain purposes or parts of your project. An assigned duration metadata can be added so the scene will automatically switch off after it finishes rendering. The thought process behind this particular workflow would be to create an entirely different project in an independent folder, so the user doesn't have to worry about loading up more than one Cinema 4D file at once or completely stop their work if they leave it on during breaks. The scenes are called Thrausi Scenes.

Thrausi is compatible with Cinema 4D R15, R14, R13, R12, R11.5, R11 and with versions earlier than these versions. This plugin comes in two versions:

This version also includes the ability to export several Thrausi Scenes into a single Cinema 4D file that can be then imported into another project. It also includes the ability to export Thrausi Scenes out to other formats including .FBX, .OBJ, .3ds, .PLY and .STL. It also includes the ability to export your entire project with all of its materials, lights, cameras lighting settings into one single file which can then be used in any 3D software lighting application that supports this format. This plugin allows you to import audio files into Cinema 4D R14 and R15. It also comes with a basic audio visualizer that you can use in your projects. This feature allows you to feature select your camera angles and import them into the scene where they automatically take effect. The camera angles appear as a green 3D effect box on top of the selected object that has been set to be previewed at 100% zoom level. Settings such as depth range, rotation, scale and background color can also be chosen based on what works best for each particular project. This plugin allows you to create a 3D effect from a frame from an external video file. This is especially useful for videos created in After Effects or other similar programs where a frame has been imported into your project as an image sequence that spans multiple frames that you would like to emulate as a fully functional 3D object. This version also allows you to import several video files into the scene as a sequence of individual frames. This feature is useful for quickly creating a fully functional 3D object from a sequence of images taken from one camera angle. Users can now create fully functional 3D objects with a single click, without having to follow a lengthy process to do so.

The following are currently supported video formats: AVI, MPEG1/2/4, MPG/VOB, DAT, MXF and Quicktime formats.

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