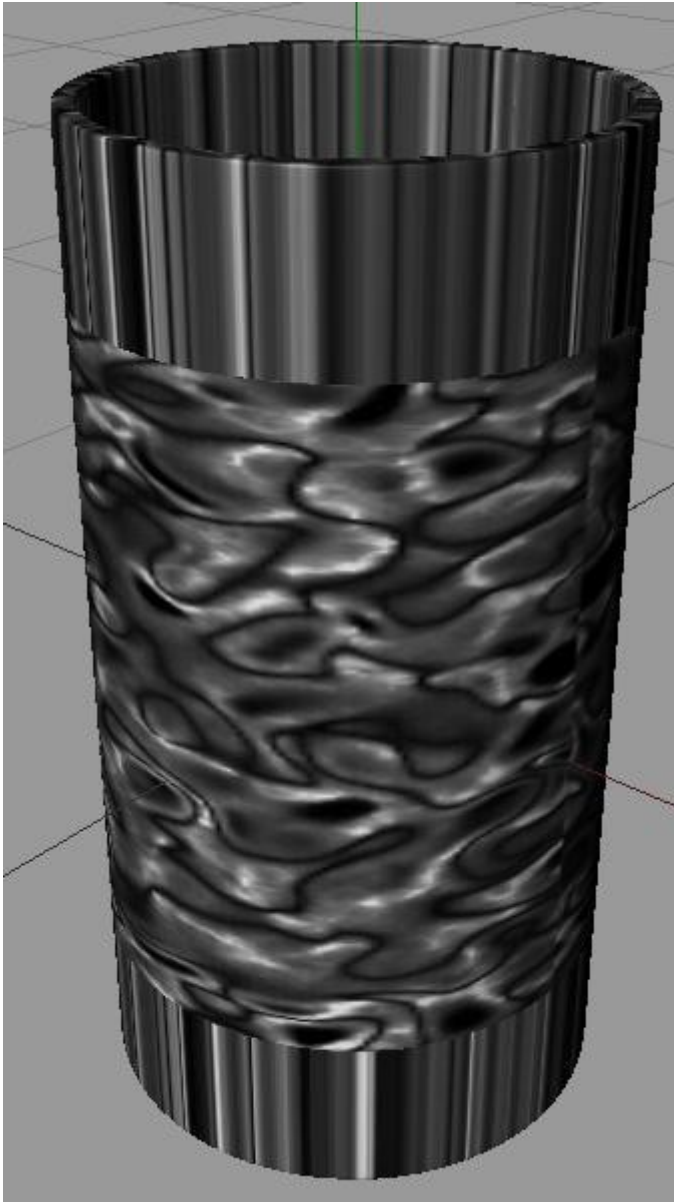


## Baking procedurals for Indigo in C4D R9

I use C4D R9, Cindigo 0.8 beta 2 and Indigo 0.8 stable.

### Step 1

Model a glass and apply a material with some procedural noise in the color channel.

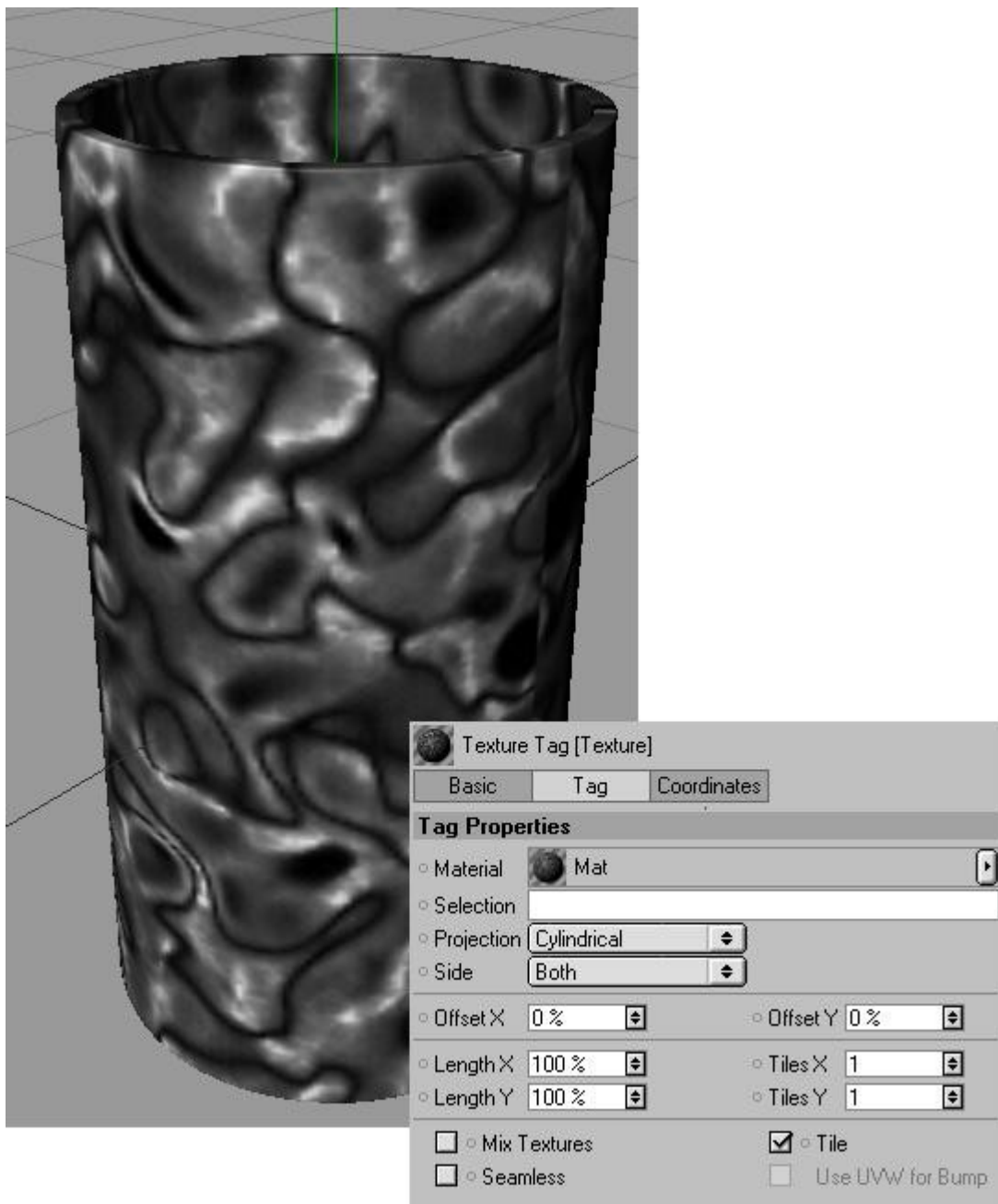


a simple glass.

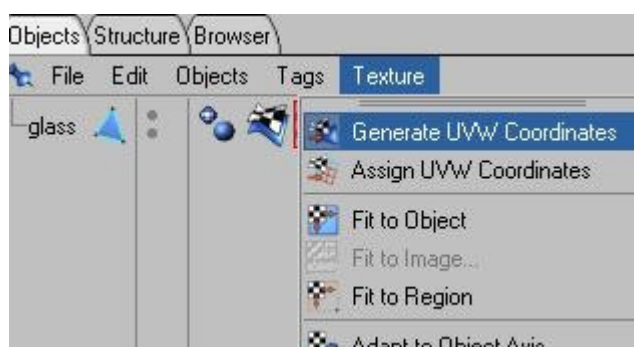
Note: the mapping looks strange!

## Step 2

Click on the material tag and choose “Cylindrical Mapping”. It should look like this:

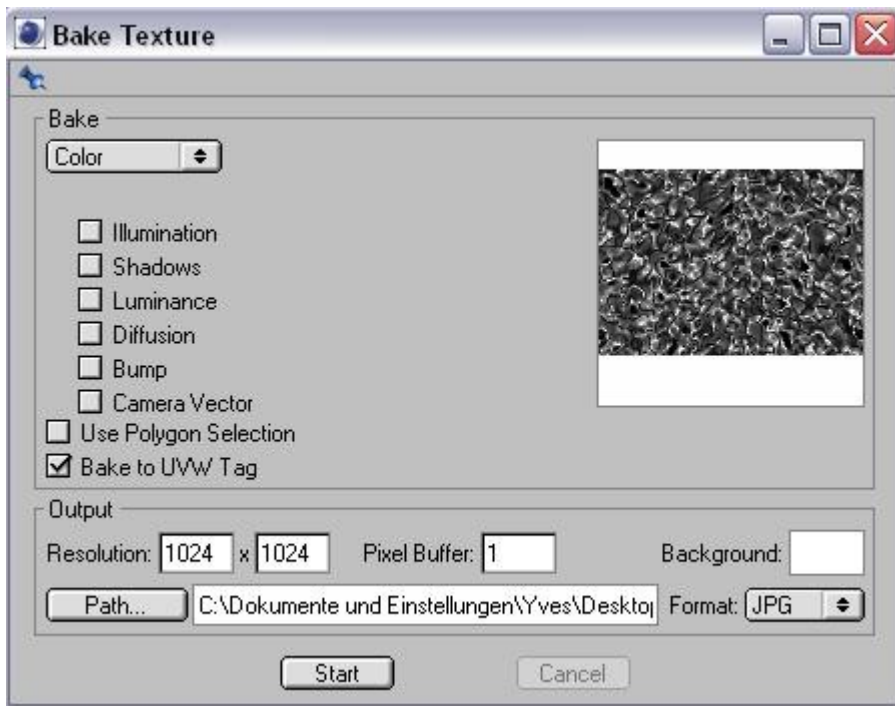


Now delete the objects UVW tag, select the texture tag and then Texture->Generate UVW Coordinates.



### **Step 3**

Select the texture tag and then Render->Bake Texture. Use the following settings:



Now apply this texture to the bump channel of your Material (be sure to remove the noise from the color channel).

Apply Indigo tags, export, render!

It should look somewhat like this:

