

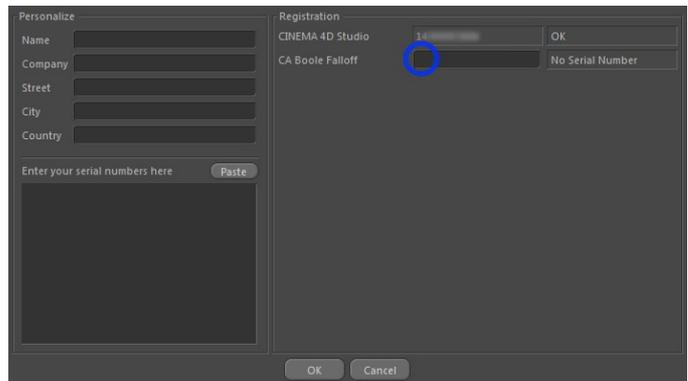
# USER MANUAL FOR BOOLE FALLOFF

Version 1.00

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## 1. Installation

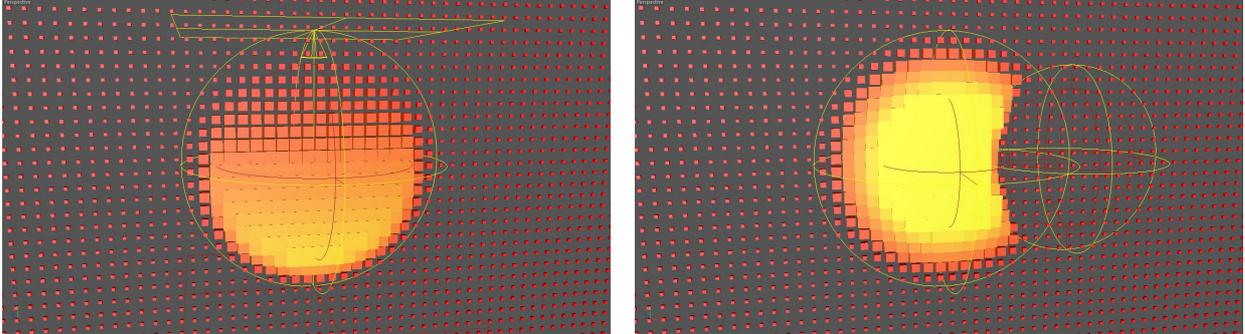
1. Unzip the contents of the plugin download (available at [www.curiousanimal.tv](http://www.curiousanimal.tv)) into your Cinema 4D plugin folder.
  - Your plugin folder location may vary, but common places to find it are:  
'C:\Program Files\MAXON\CINEMA 4D R13\plugins\' on Windows, and:  
'/Applications/MAXON/CINEMA 4D R13/plugins/' on OSX.
2. Start Cinema 4D – it will ask you to enter your Boole Falloff serial. Enter either your purchased licence number or 'demo' into the textbox to the right of 'CA Boole Falloff'.
  - You can purchase a licence at [www.curiousanimal.tv](http://www.curiousanimal.tv)



**License Server users** – please contact [support@curiousanimal.tv](mailto:support@curiousanimal.tv) for serial installation instructions.

## 2. Use

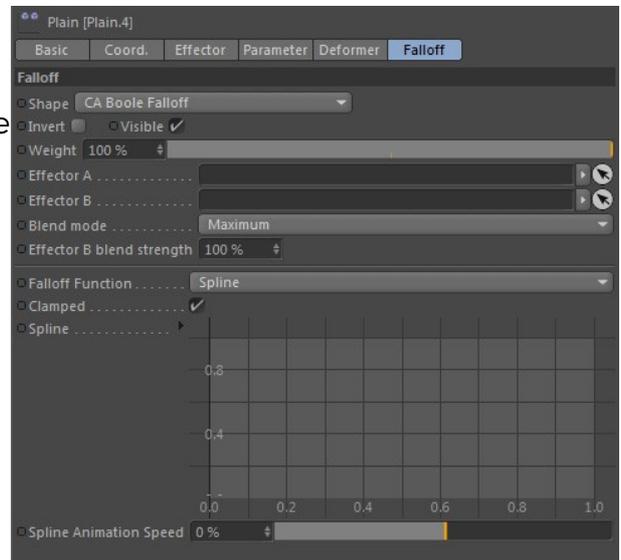
Boole Falloff works by combining the sample values from two other effectors' falloffs – it can add, subtract, multiply or average them, or select the maximum or minimum value from the two. You can use this for example to create masks or cut sections out of your falloffs.



Left: A sphere falloff multiplied by a linear falloff.

Right: A sphere falloff subtracted from another sphere falloff.

1. You can access Boole Falloff in the **'Falloff'** tab included in the Mograph Effectors and some of the newer built in deformers (eg Surface, Morph and Collision).
2. Select **'CA Boole Falloff'** from the **'Shape'** dropdown box.
3. 'Effector A' – add the effector whose falloff you want to form the base of the new falloff into this link.
4. 'Effector B' – add the effector whose falloff you want to combine with 'Effector A' into this one.
5. 'Blend mode' – this allows you to select how you want the falloffs to be combined, these options are available:
  - 'Add' – adds the two falloffs
  - 'Subtract' – subtracts falloff B from falloff A
  - 'Multiply' – multiplies falloff A by falloff B
  - 'Maximum' – takes the highest value from each falloff
  - 'Minimum' – takes the lowest value from each falloff
  - 'Average' – takes the average of the two values
6. 'Effector B blend strength' – use this value to control the strength of the combination. Set to 0% is the same as only using the falloff from Effector A, set to 100% the resulting falloff is the effect of blending the falloffs from Effector A and B using your chosen 'Blend mode'.



### **3. Support and Bugs**

If you find any bugs or need technical support, you can email us at [support@curiousanimal.tv](mailto:support@curiousanimal.tv) – please remember to send support requests from the email address you registered when purchasing Boole Falloff.

### **4. Copyright and Licence**

Boole Falloff, including the software, this manual and all accompanying files, is the copyright of Curious Animal Limited.

Your licence agreement is available online at:

<http://www.curiousanimal.tv/licences/softwarelicence/>

For more information about Boole Falloff or Curious Animal Limited, visit

[www.curiousanimal.tv](http://www.curiousanimal.tv)

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