

C4D Passes (Floors)

Shadow Pass

For Object of Interest, add Compositing Tag

Create floor object, add Compositing Tag

Turn on 'Compositing Background'

Create white material, add it to floor (optional, not required for shadow/AO passes)

In Render Settings, enable Multi-Pass

Set Compositing Tag to 'Unseen by Camera'

Set an Object Buffer

Enable Shadow

Enable Ambient Occlusion

Reflection Pass

Object Reflection

Create New Material, Reflection 100%

Place on floor object

For Object of Interest, Add a Compositing Tag

Render

Set Compositing Tag to 'Unseen by Camera'

Set an Object Buffer

Reflection Matte

On Object Composite Tag, Turn on 'Matte Object' and set to white

Render