

Product Modeling and Display

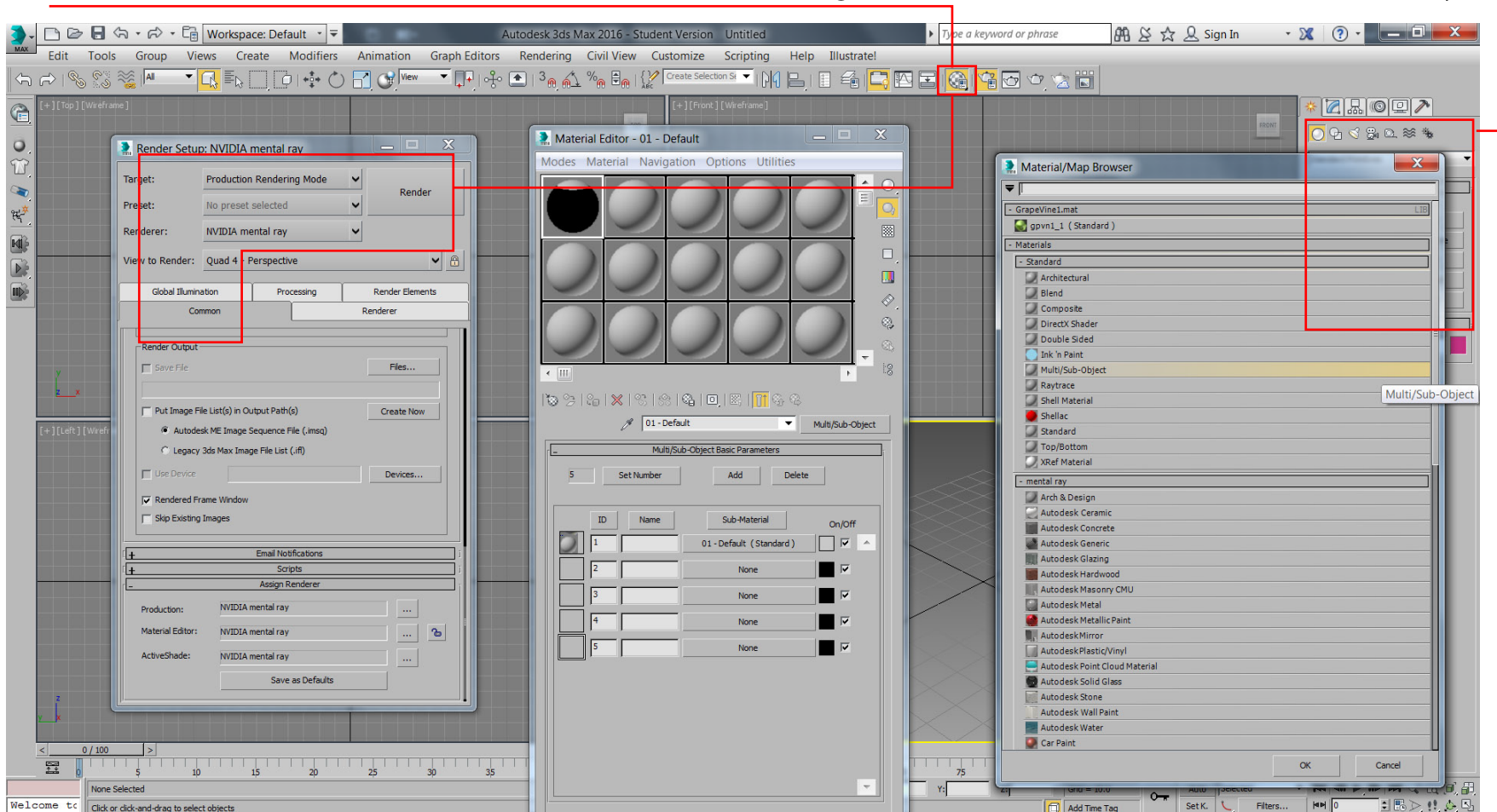


This is a basic skill project for beginning modelers/animators. Knowing how to wrap a set of materials onto a box, light and animate the camera for a product display is commonly used.

1. Create a box to the dimensions of your product.

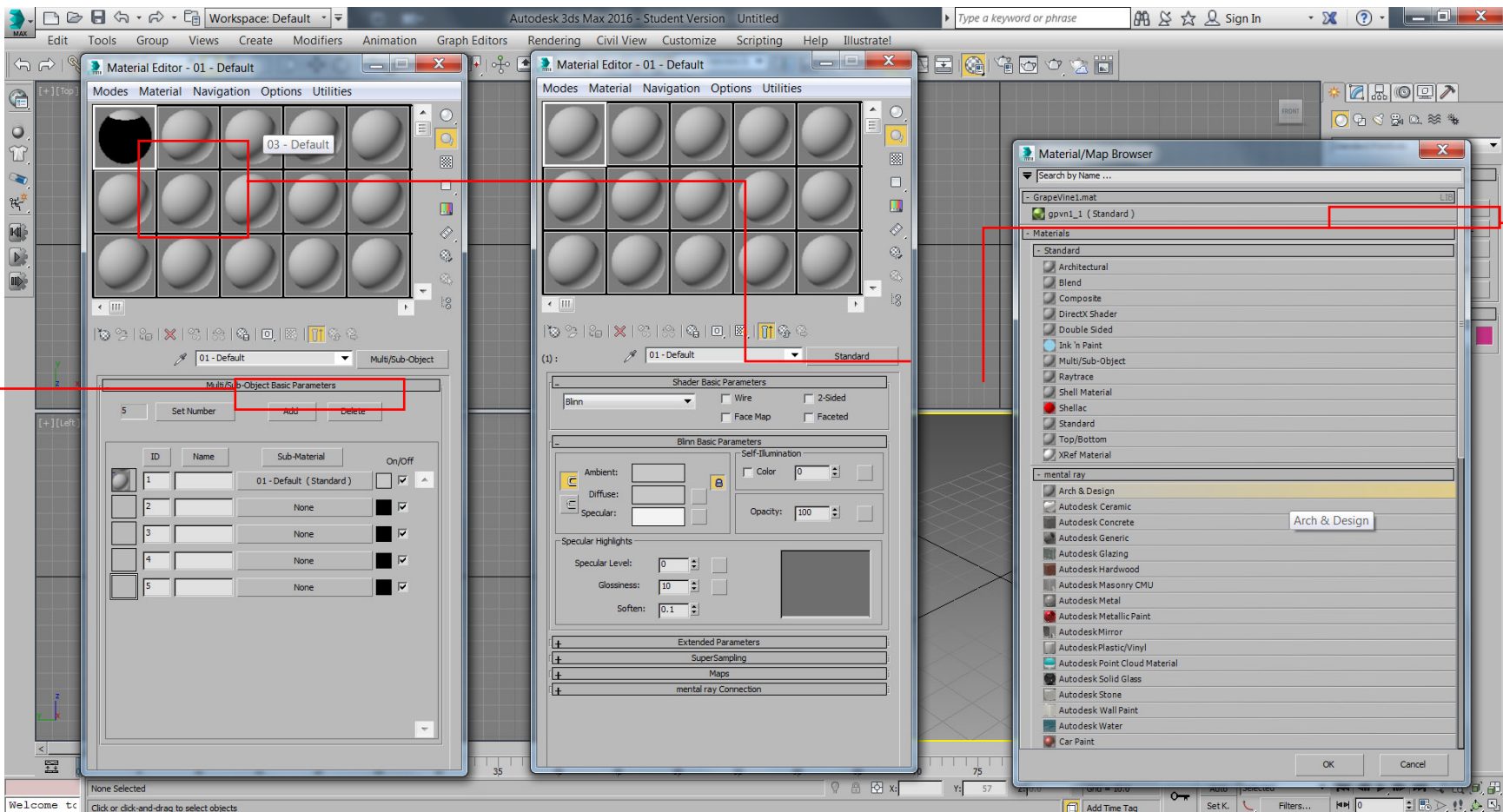
3. Open the "Material Editor" and give each of 5 materials a unique color.

2. Right click on the box and "Convert it to an "Editable Poly".



4. Name each material. Organization is important!

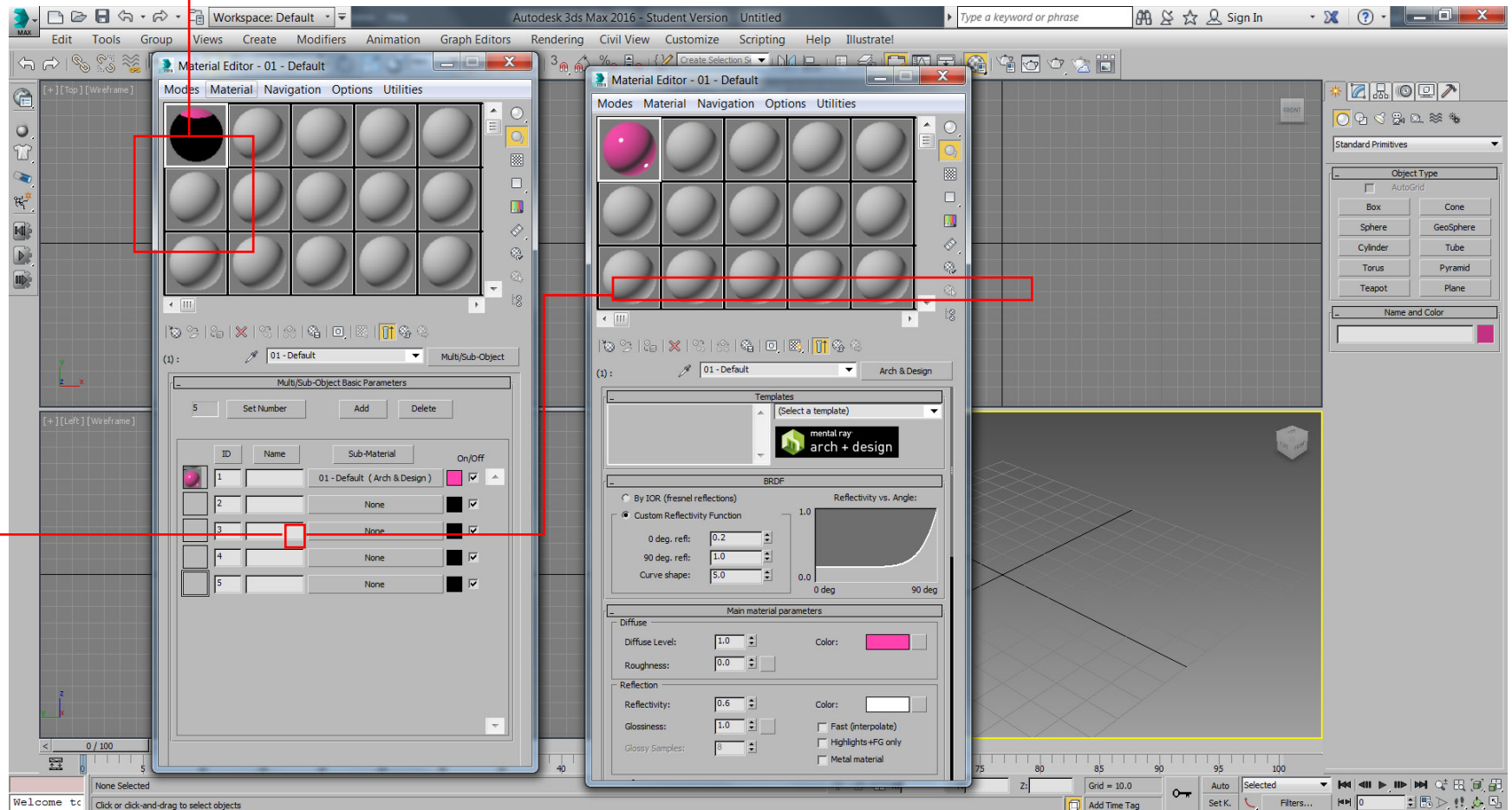
5. Select the appropriate polygon, then apply the appropriate material.



6. Repeat placing the colored materials into the proper polygons for all 5 sides of the box.

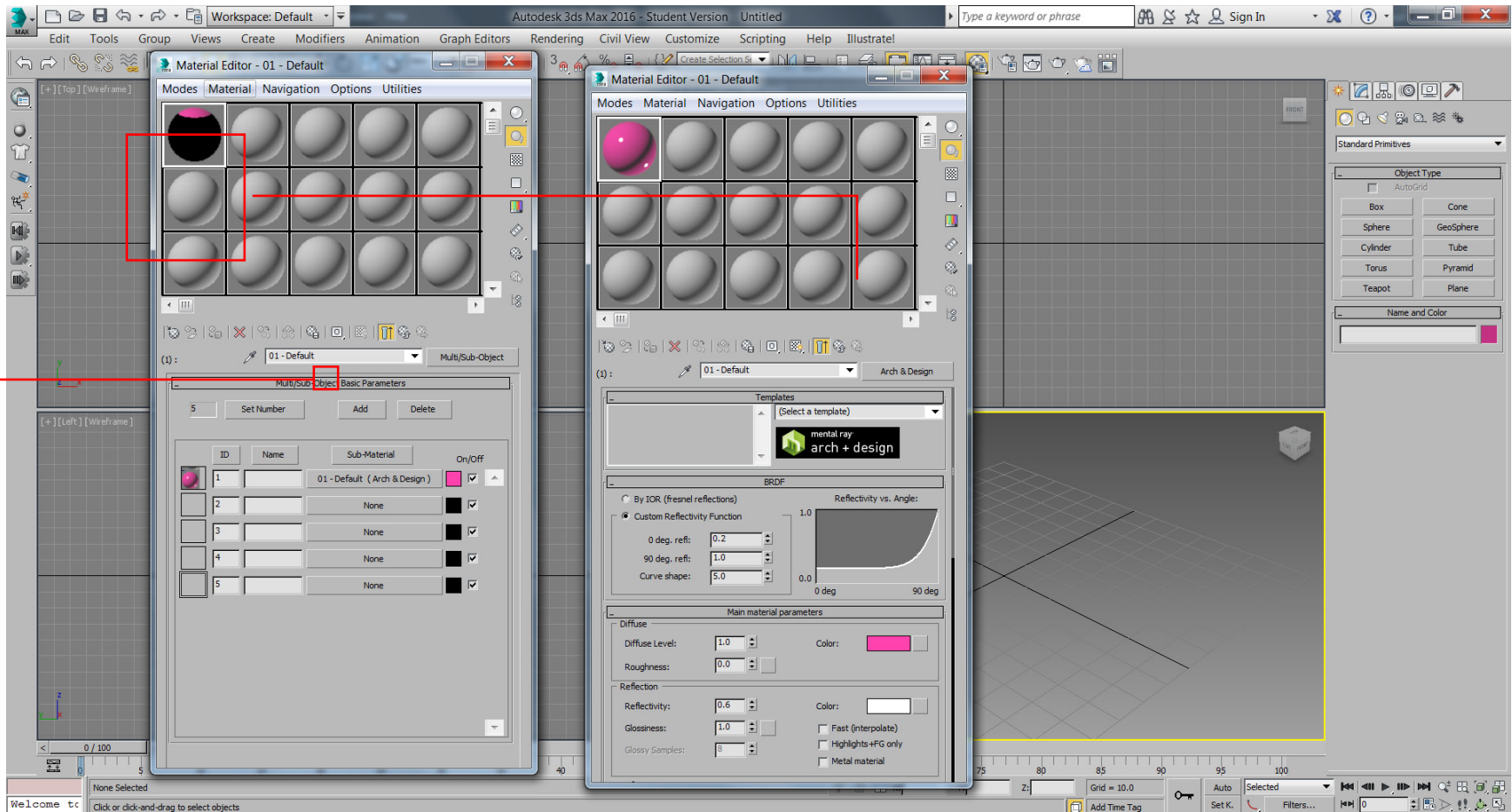
7. Click the Diffuse button, select "Bitmap" and locate the front of the cereal box image.

The image will appear on the material.



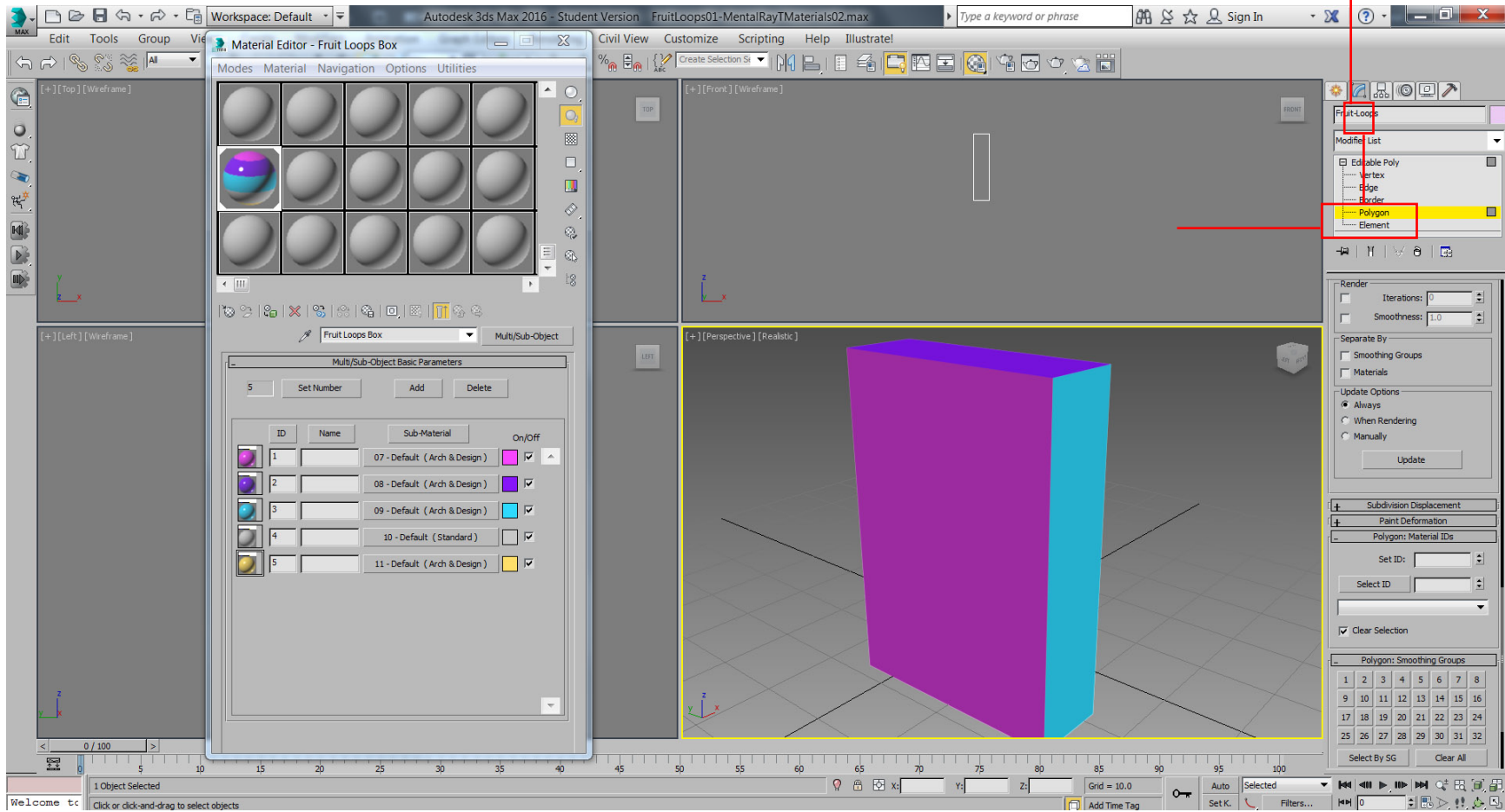
8. Turn on the "See in Viewport" button.

9. Make sure the front polygon is selected and drag the image to the polygon.

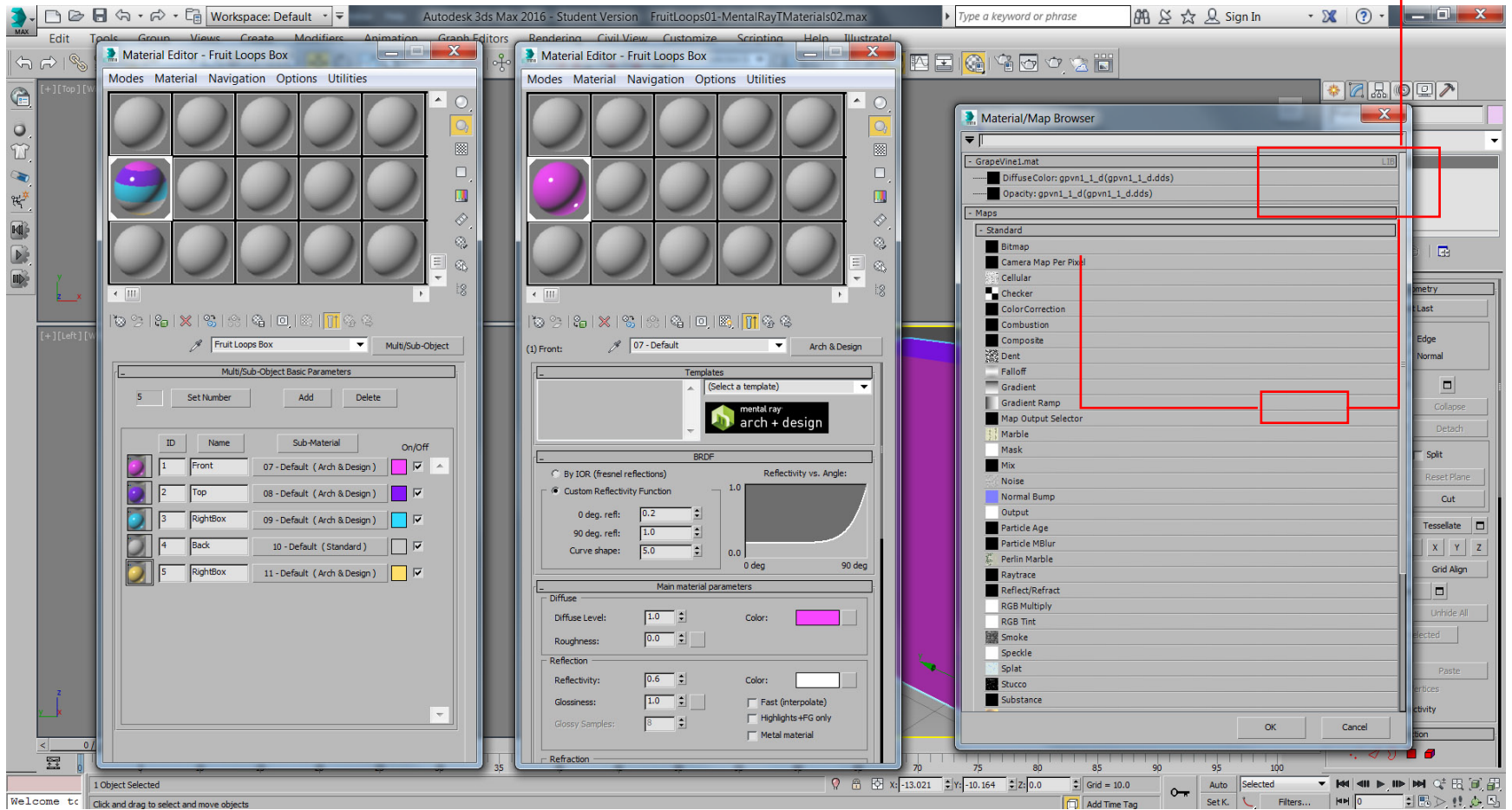


10. Repeat for all 5 sides of the box.

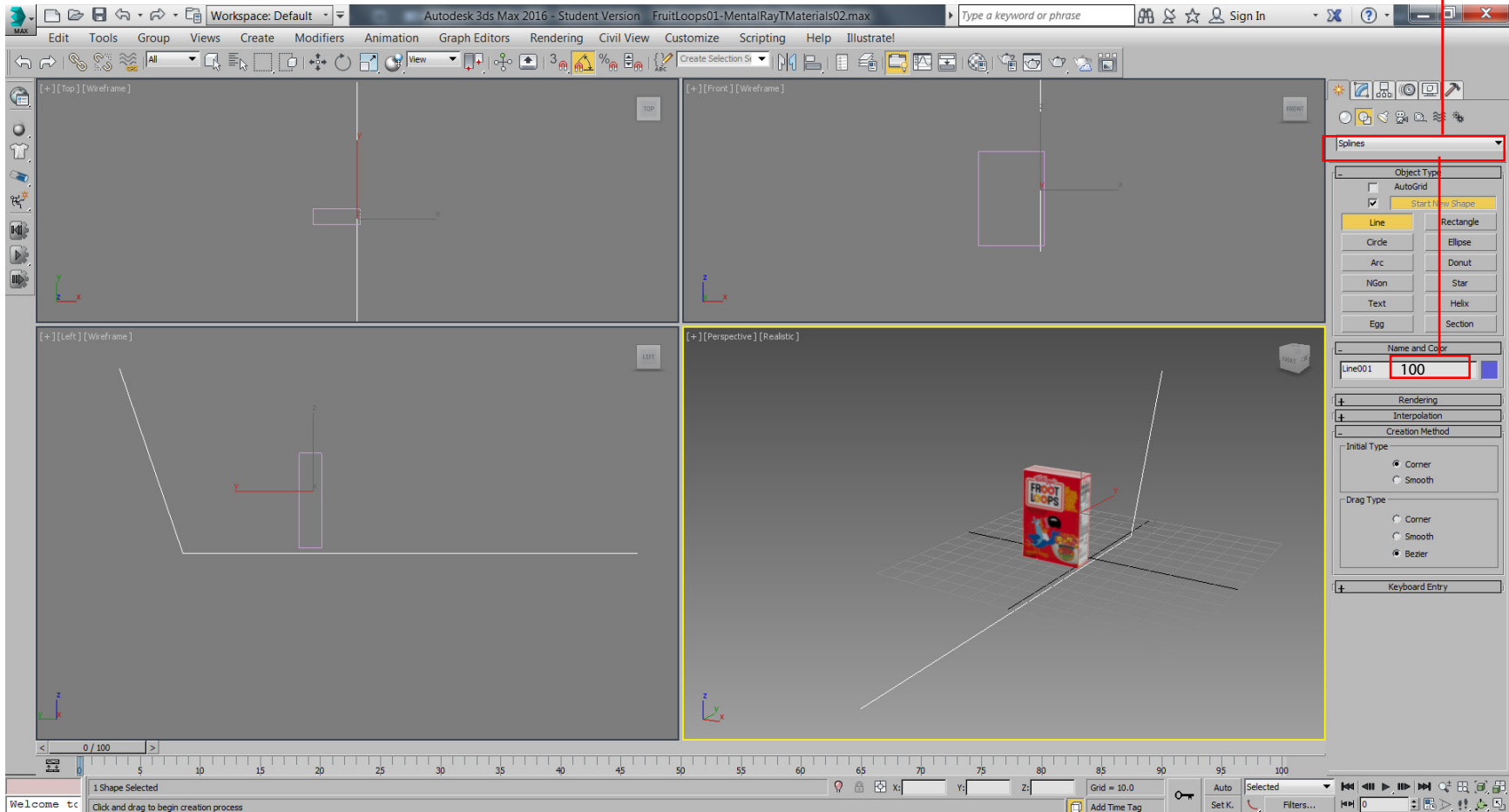
11. In a side view of the box, draw a line as shown



12. Open the Ine and select "Vertex". Then "Fillet" the corner vertex into 2 vetices connect with curved line.



13. Place an "Extrude" modifier on top of the line and set to 100.



You'll now create 3 separate Spotlights to light your scene.

