

3D Modeling & Animation Product Modeling and Display

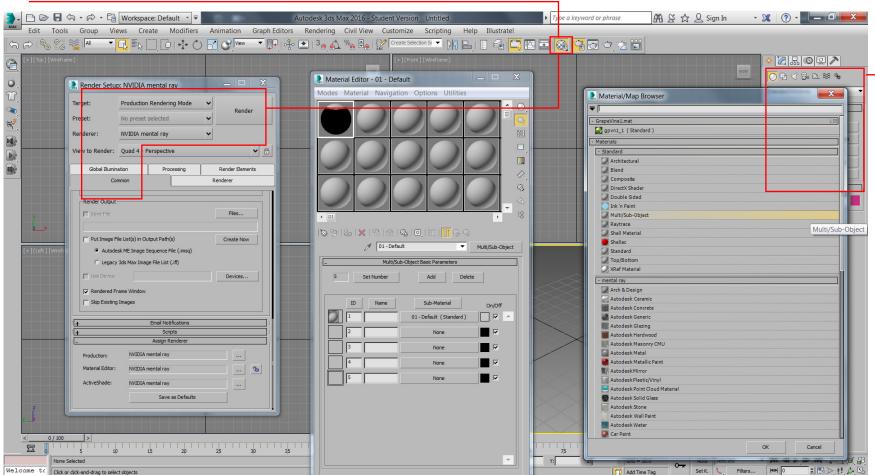
This is a basic skill project for beginning modelers/animators. Knowing how to wrap a set of materials onto a box, light and animate the camera for a product display is commonly used.



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

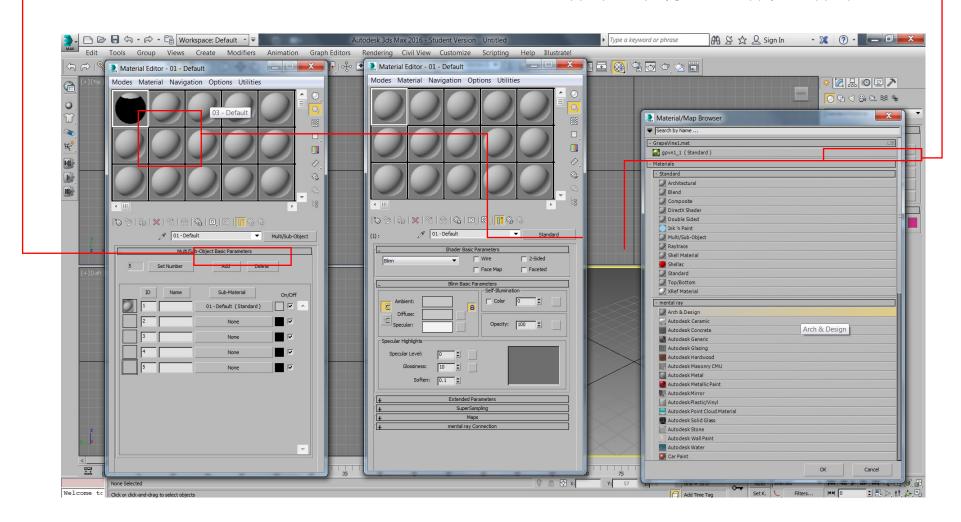
3. Open the "Material Editor" and give each of 5 materials a unique color.

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



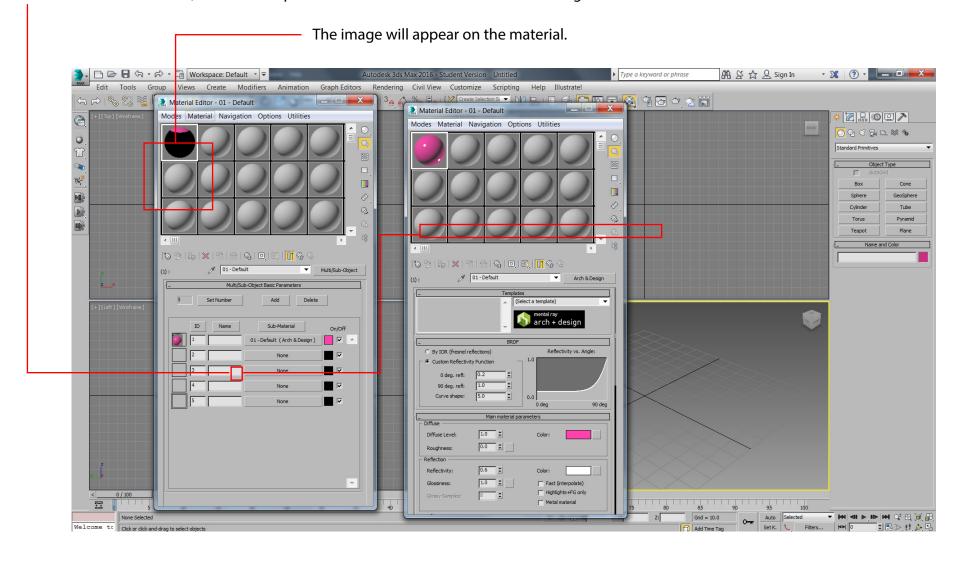
4. Name each material. Organization is important!

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



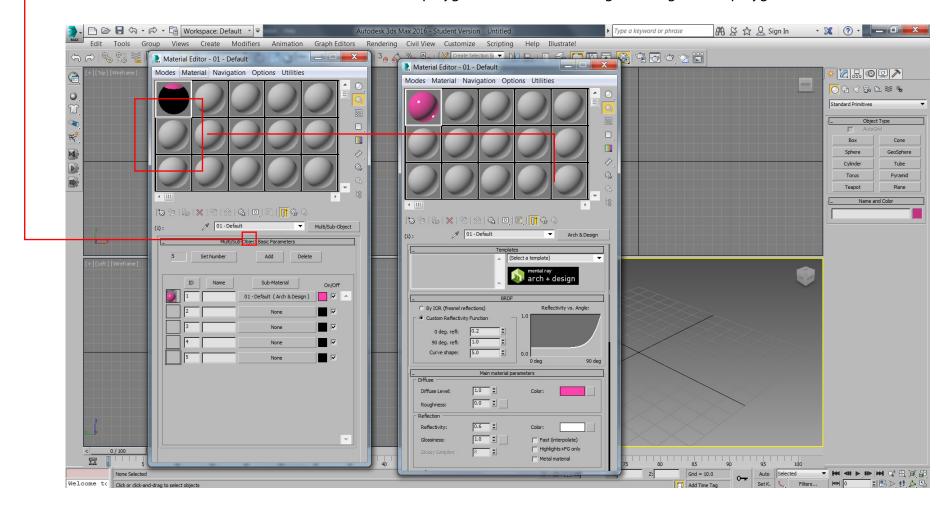
6. Repeat placing the colored materials into the proper polygons for all 5 sides of the box.

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



. Turn on the "See in Viewport" button.

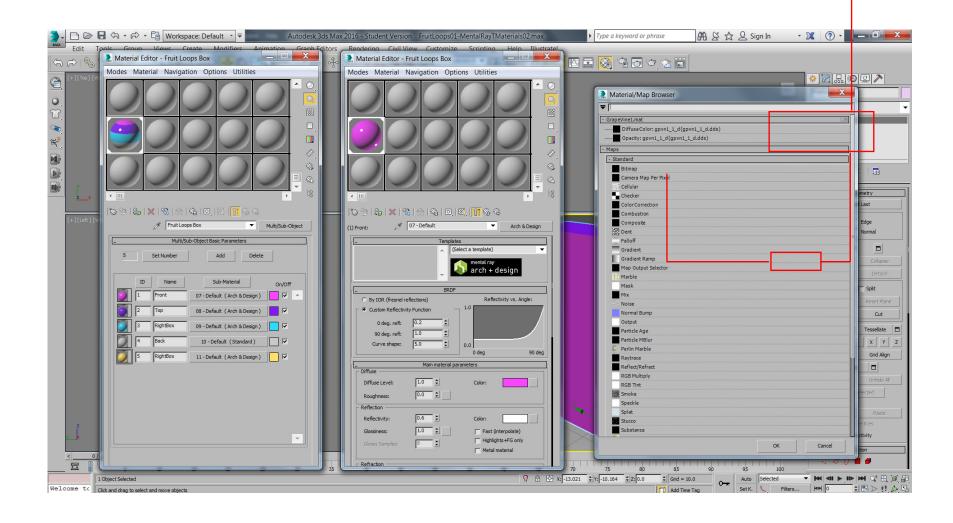
. Make sure the front polygon is selected and drag the image to the polygon.



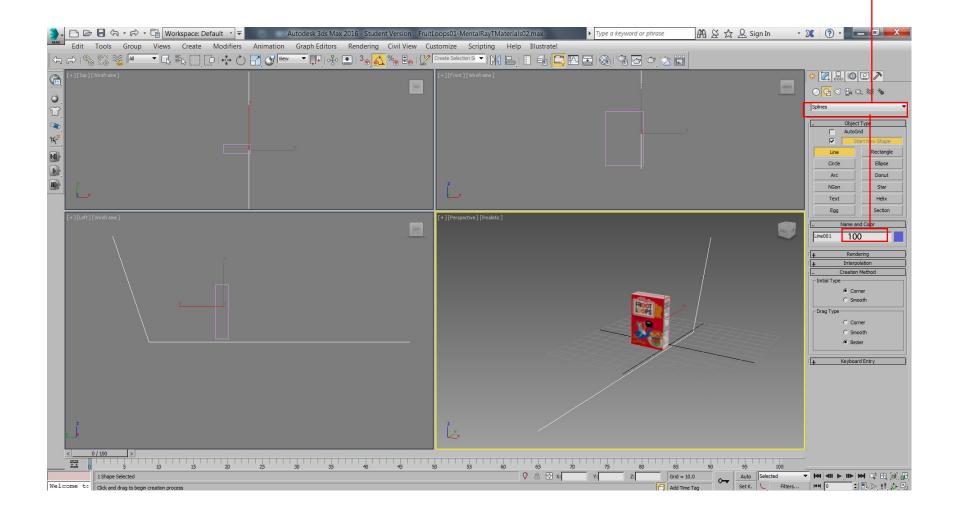
10. Repeat for all 5 sides of the box.

11. In a side view of the box, draw a line as shown Workspace: Default ▼ - X ? - - - X Autodesk 3ds Max 2016 - Student Version FruitLoops01-MentalRayTMaterials02.max ► Type a keyword or phrase AA S ☆ A Sign In Tools Group Civil View Customize Scripting Help Illustrate! Material Editor - Fruit Loops Box ... ▼ Multi/Sub-Object +][Perspective][Realistic] Update Options C When Rendering Sub-Material 07 - Default (Arch & Design) 08 - Default (Arch & Design) 09 - Default (Arch & Design) Paint Deformation 10 - Default (Standard) 11 - Default (Arch & Design) Clear Selection 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 Grid = 10.0 1 Object Selected Welcome to Click or click-and-drag to select object

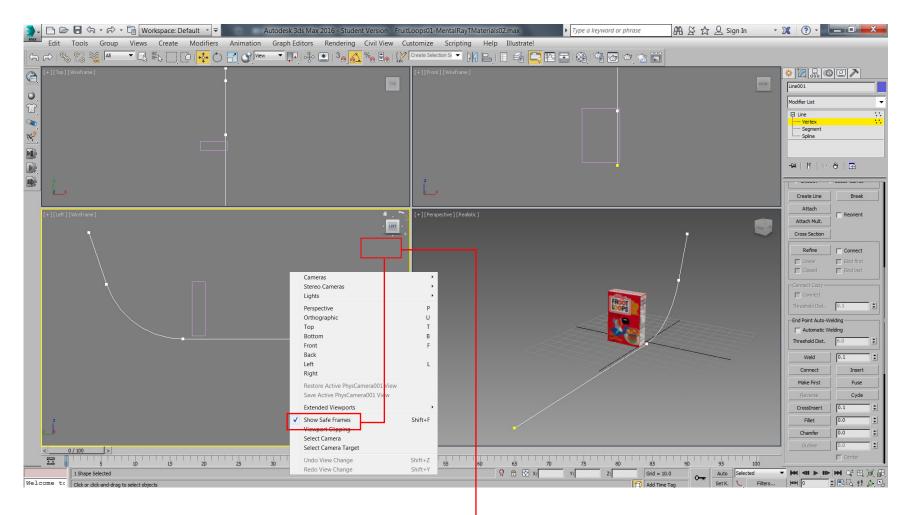
12. Open the lne and select "Vertex". Then "Fillet" the corner vertex into 2 vetices connect with curved line.



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



14. Create a camera (Press "Control C" in the perspective viewport



15. Turn on "Show Safe Frames" and move the camera so cereal box is centered in the camera viewport.

You'll now crete 3 separates Spotlights to light yur scene.

