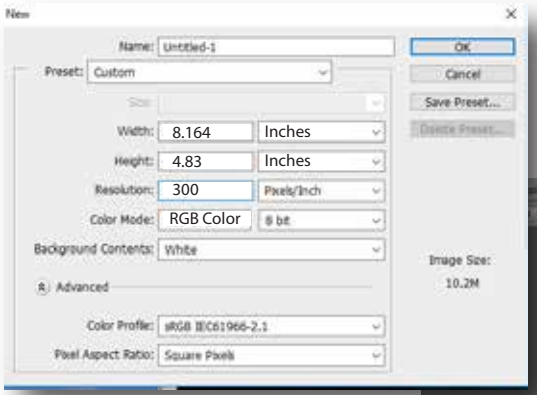
Beverage Can

Skills Needed:

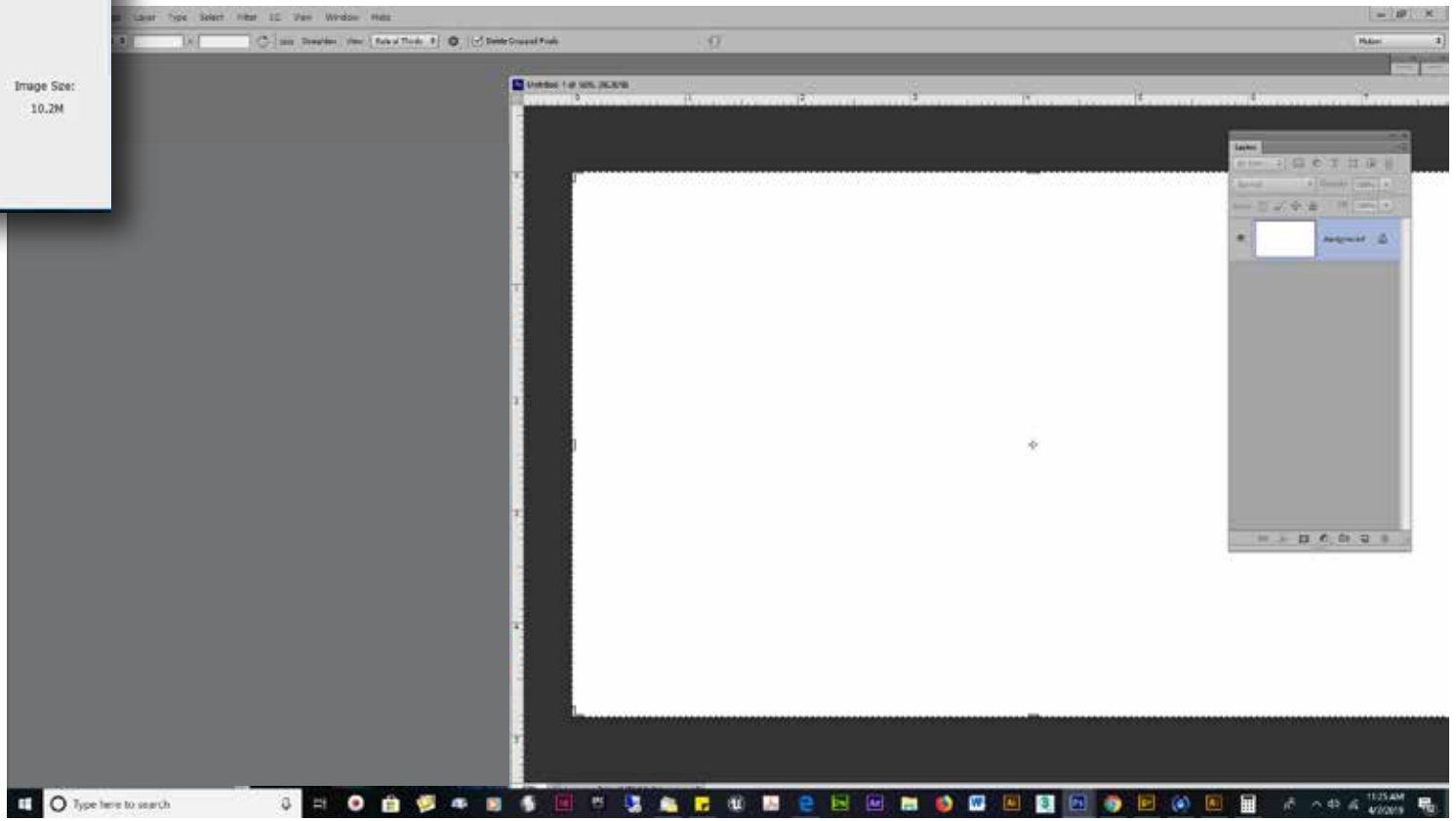
a. How to copy and save images off the web.
b. How to open images in PhotoShop.
c. How to create & manipulate layers in PhotoShop. (scaling and adding effect)
d. Place "type" into a PhotoShop image.

STEP 1 - Using Microsoft Explorer type in "Extreme Sports". Set the image filters to "Extra Large". Locate an image you like. Right click and save to folder in "Documents" - name the folder "Beverage Can Project".

Next search for an extra large "Specil Effects Background" image. Save it a swell.



STEP 2 - Open a new PhotoShop file using the exact information in the diagram above.



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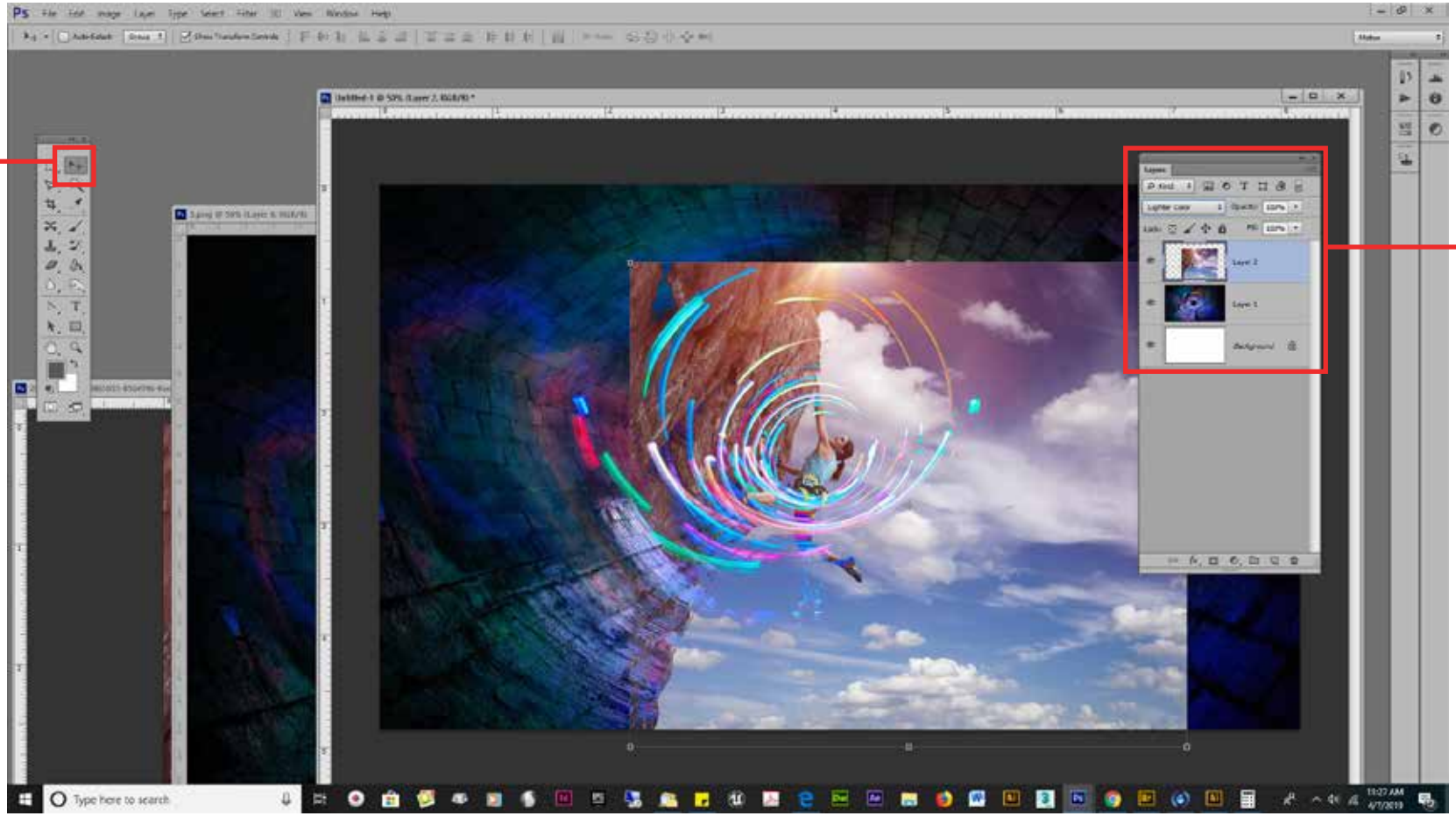
STEP 3 - Open the two images saved for the web.

Using the "Move Tool" drag the Special Effects Background" image into the new empty image. Double click on the image to "place" it.

Do the same for the "Extreme Sports" image.

You'll see the images in the "layers" window.



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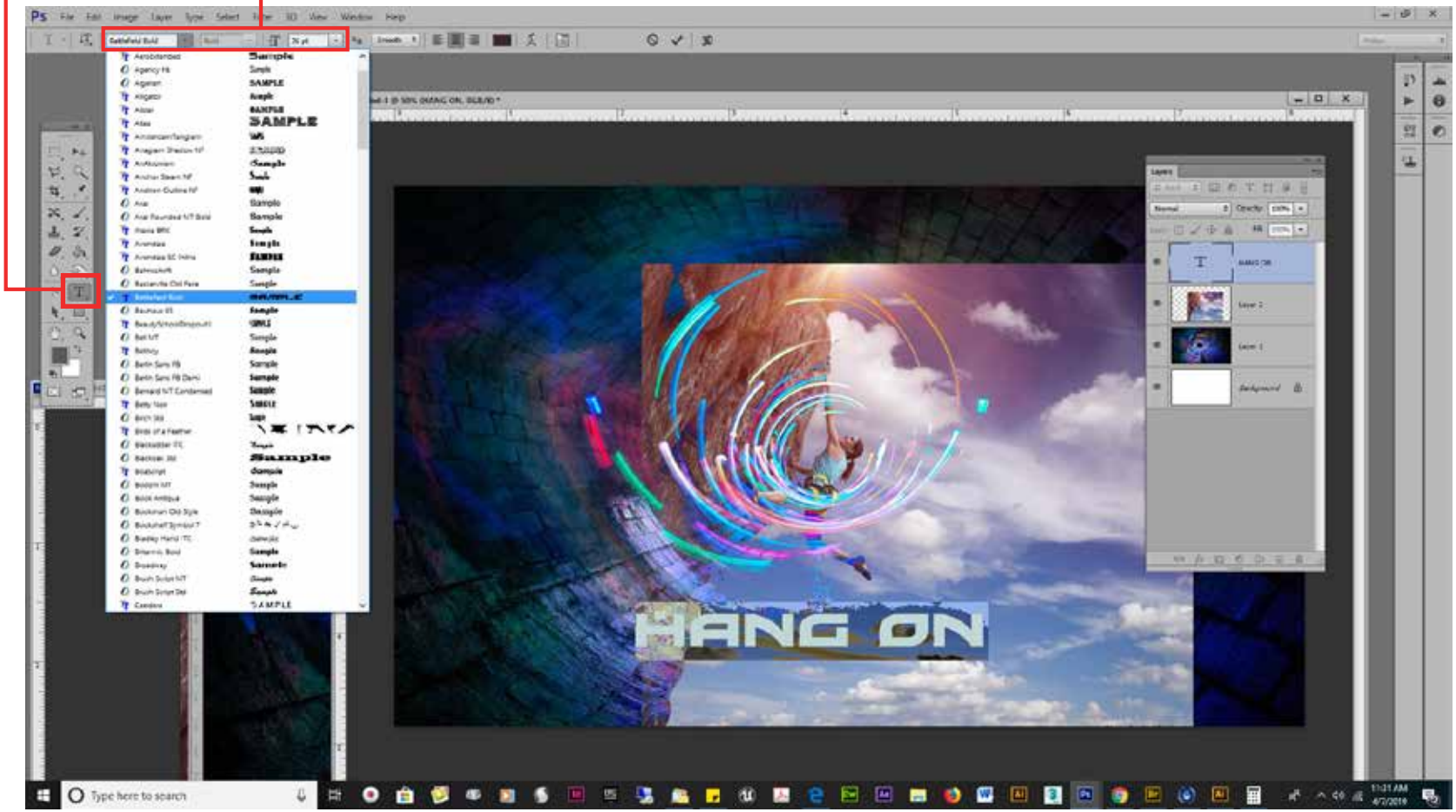
STEP 5 - Select the "Text Tool". Click in the center of your image and type the name of your drink.

High light the text and pick a font and a size.



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Close the Special Effects and Extreme Sports images to get them out of the way.

STEP 6 - Use the "Layer Effects" drop down panel and experiement with the interaction of the layers.

Save and Name Your Beverage Image

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Using 3D Max you'll first draw the "Profile" of a beverage can then modify the spline into a 3d object using the "Lathe" modifier found on the Modifier List.

STEP 7 - Draw the profile using the "Line Tool".

STEP 8 - Spin the line into a 3D object with the "Lathe" modifier.

Lathing Spins the Spline Around an Axis and into a 3D object

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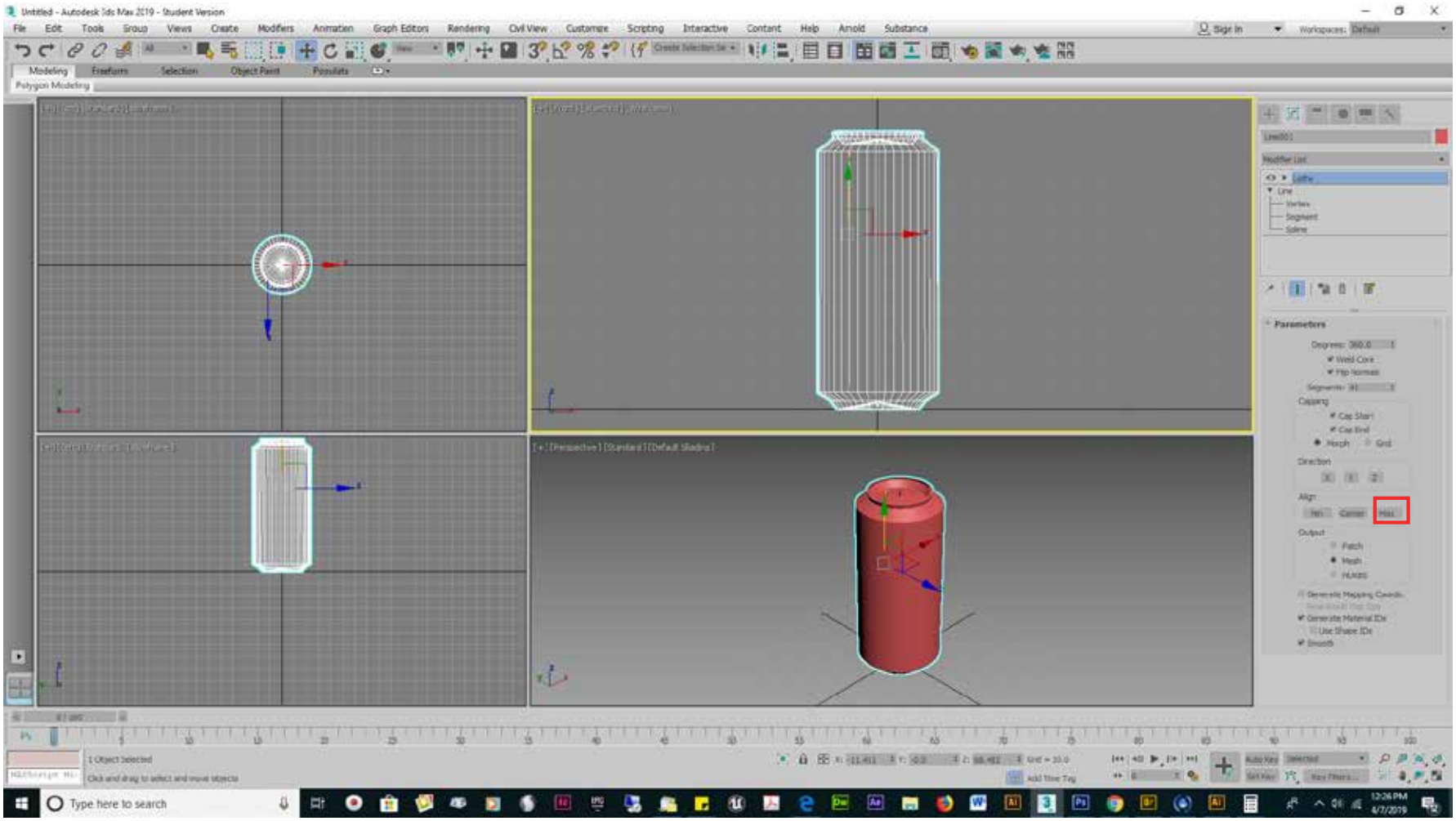
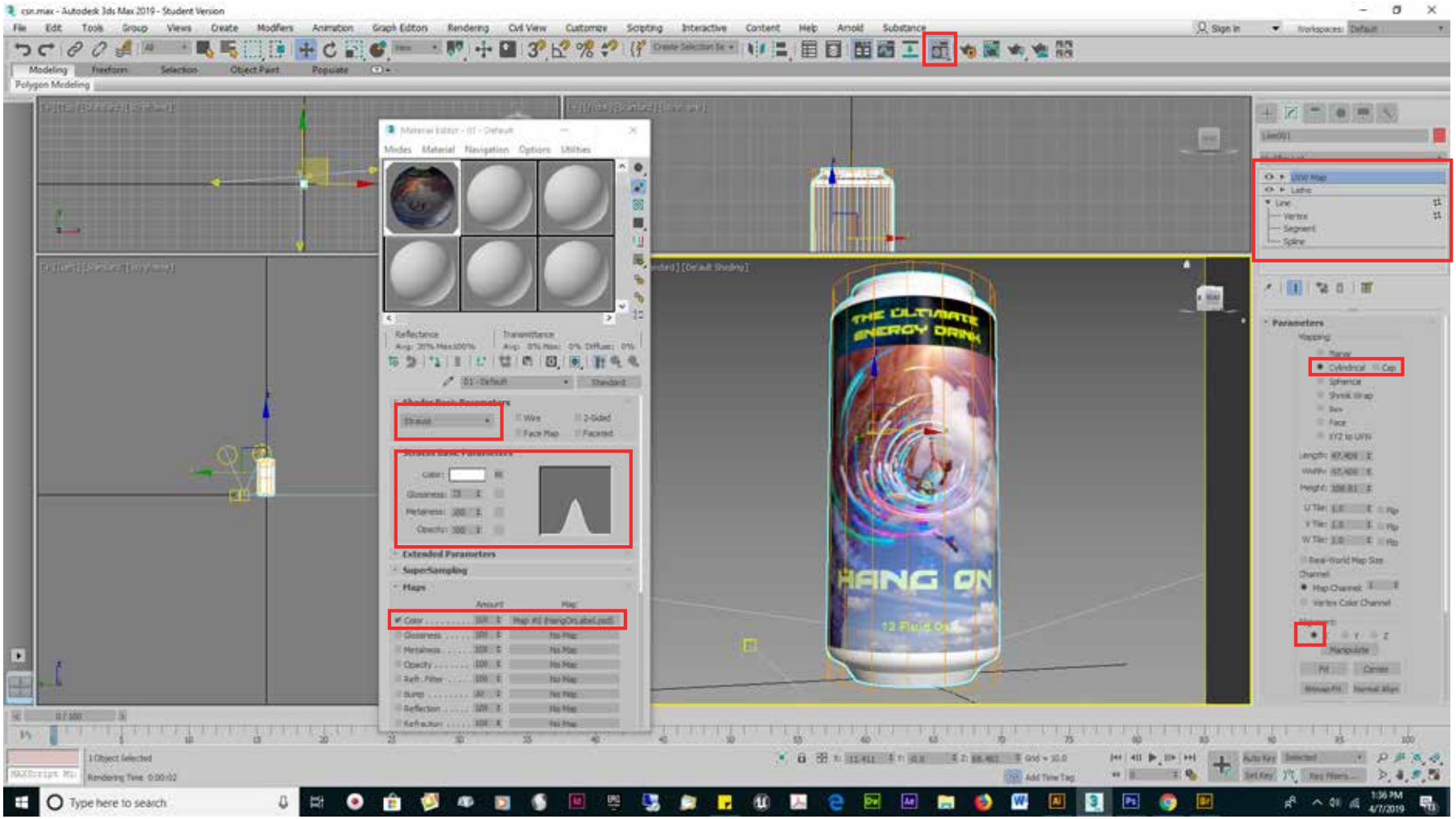
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