Beverage



Skills Needed:

Name: Untitled-1

New

- 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 - Select and save two images from the IMAGE GALLERY on our class web site. or

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".



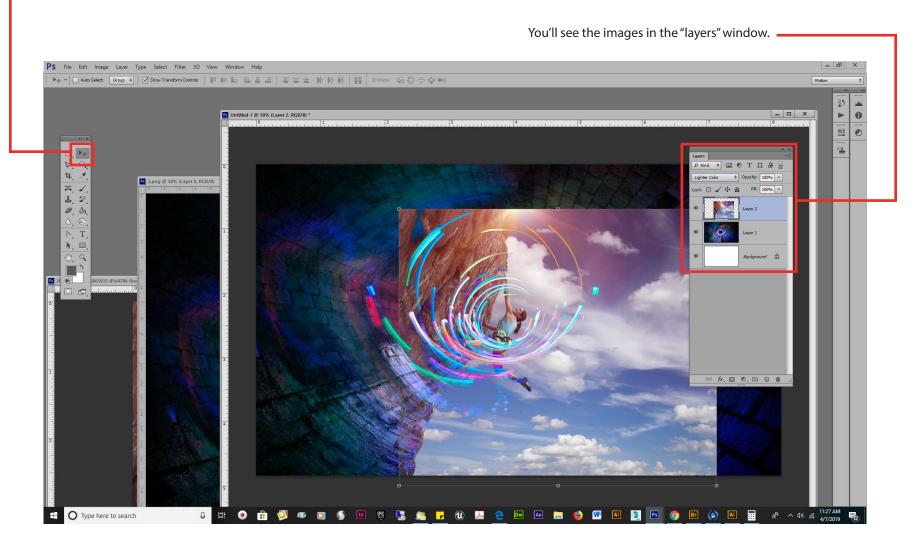
Preset: Custom	OK Cancel	Can Project".	
Size:	Save Preset		
Width: 8.164 Inches ~	Delete Preset	Next search for an extra large "Special	Effects Background" image. Save it a swell.
Height: 4.83 Inches ~			
Resolution: 150 Pixels/Inch ~		ge Layer Type Select Filter 3D View Window Help	
Color Mode: RGB Color 8 bit ~		🔹 x 🔿 🗘 kigit Straighten View Rule of Thirds 2 🚳 Viewe Cropped Pixels	Moton
Background Contents: White ~	Image Size:	Untitled-1 @ 50% (RGB/8)	
Advanced	10.2M		
Color Profile: sRGB IEC61966-2.1 ~			erse Layers — Pixed © ⊡ ® T ∐ & ∏
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			Lack 🖸 🖌 🕀 📾 FM 100% +
			Background
STEP 2 - Open a new PhotoShop			
file using the exact			
information in the		Υ.	
diagram above.			*
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STEP 3 - Open the two images saved for the web.

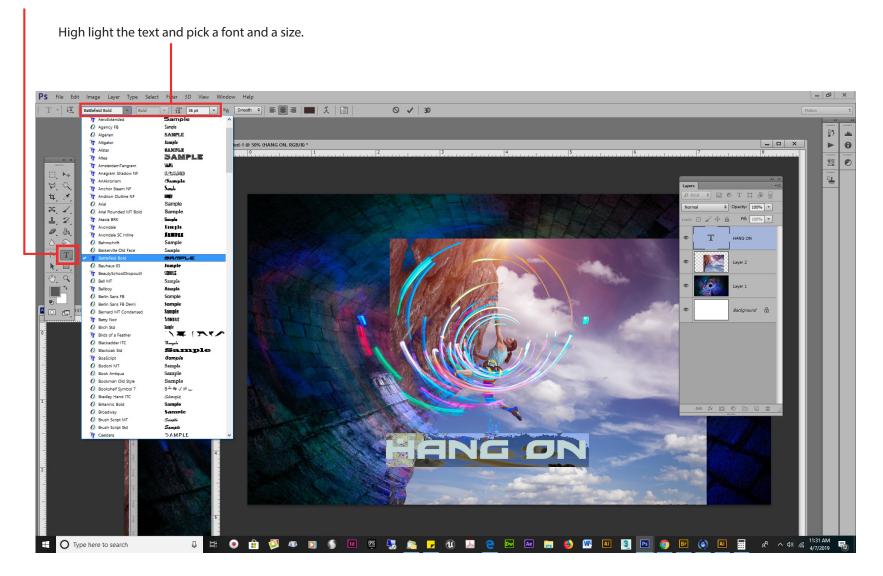
Using the "Move Tool" drag the Special Effects Background" image into the new empty image. Double click on the image to "place" it.

Do the same for the "Extreme Sports" image.





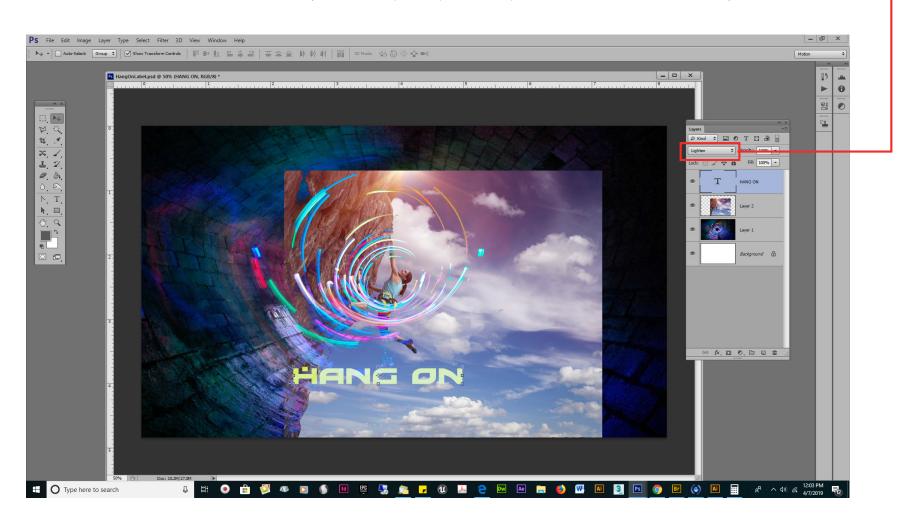
STEP 5 - Select the "Text Tool". Click in the center of your image and type the name of your drink.





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



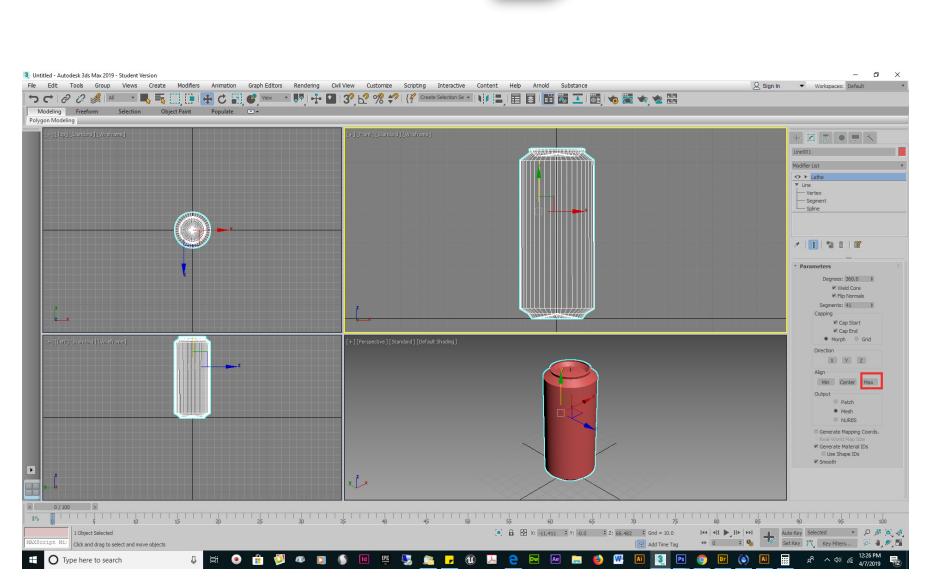
Using 3D Max you'll first draw the "Profile" of a beverage can then modify the spline into a 3d object using the "Lathe" modifier found on the Modifier List.

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



Beverage Can

Beverage Can

