Beverage Can

Skills Needed:

a. **How to copy and save images off the web.**

b. **How to open images using Krita (Krita is located in the Documents Folder).**

c. **How to create & manipulate layers in Krite. (scaling and adding effects)**

d. **Place "type" into a Krita image.**

e. **How to use the "Line" tool and "Lathe in 3D Max.**

f. **How to apply a "Material" in 3D Max.**

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".
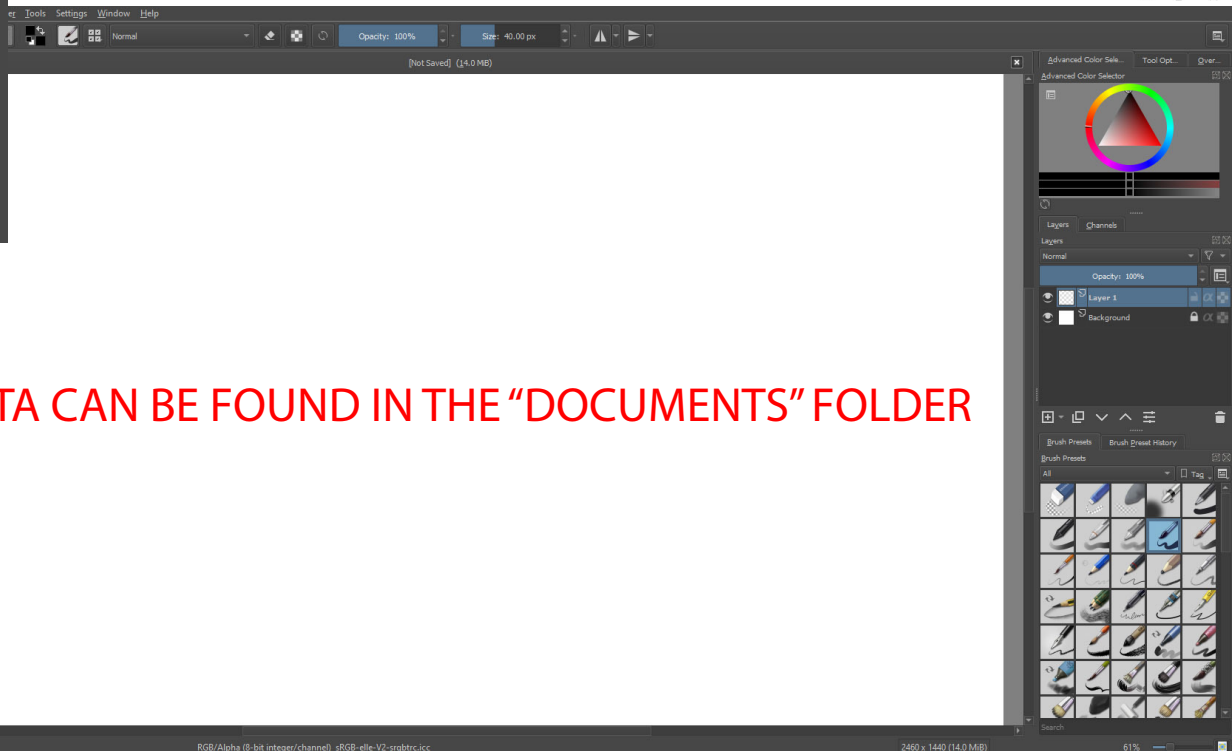
Next search for an extra large "Special Effects Background" image. Save it a swell.
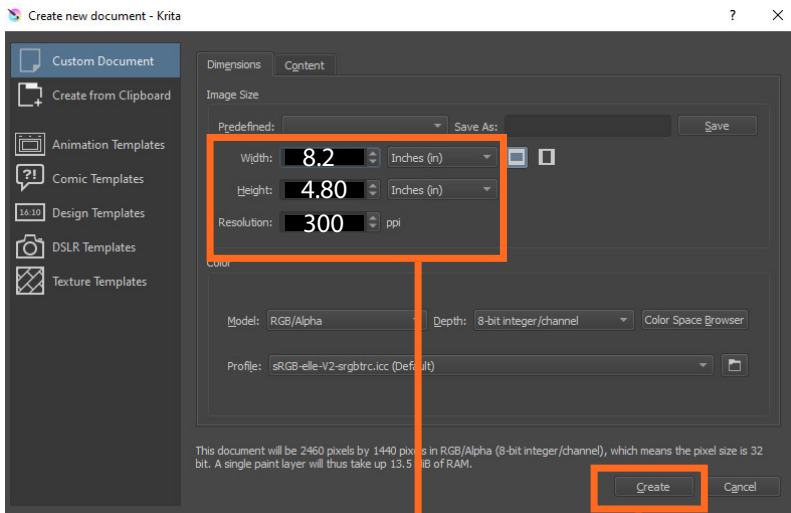
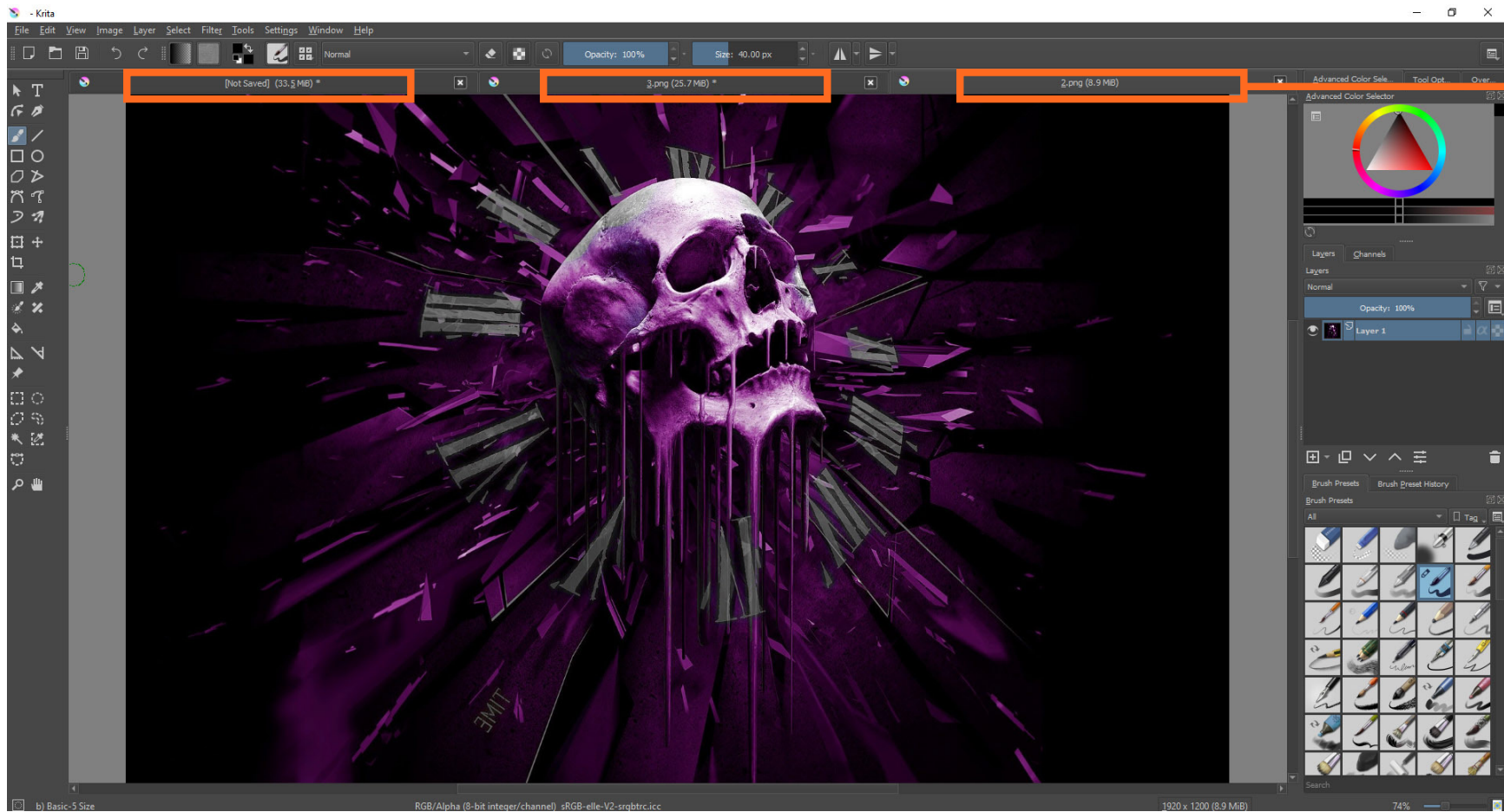**STEP 2** - Open a new Krita file using the exact information in the diagram above.

Click "CREATE".
A new project will be created.
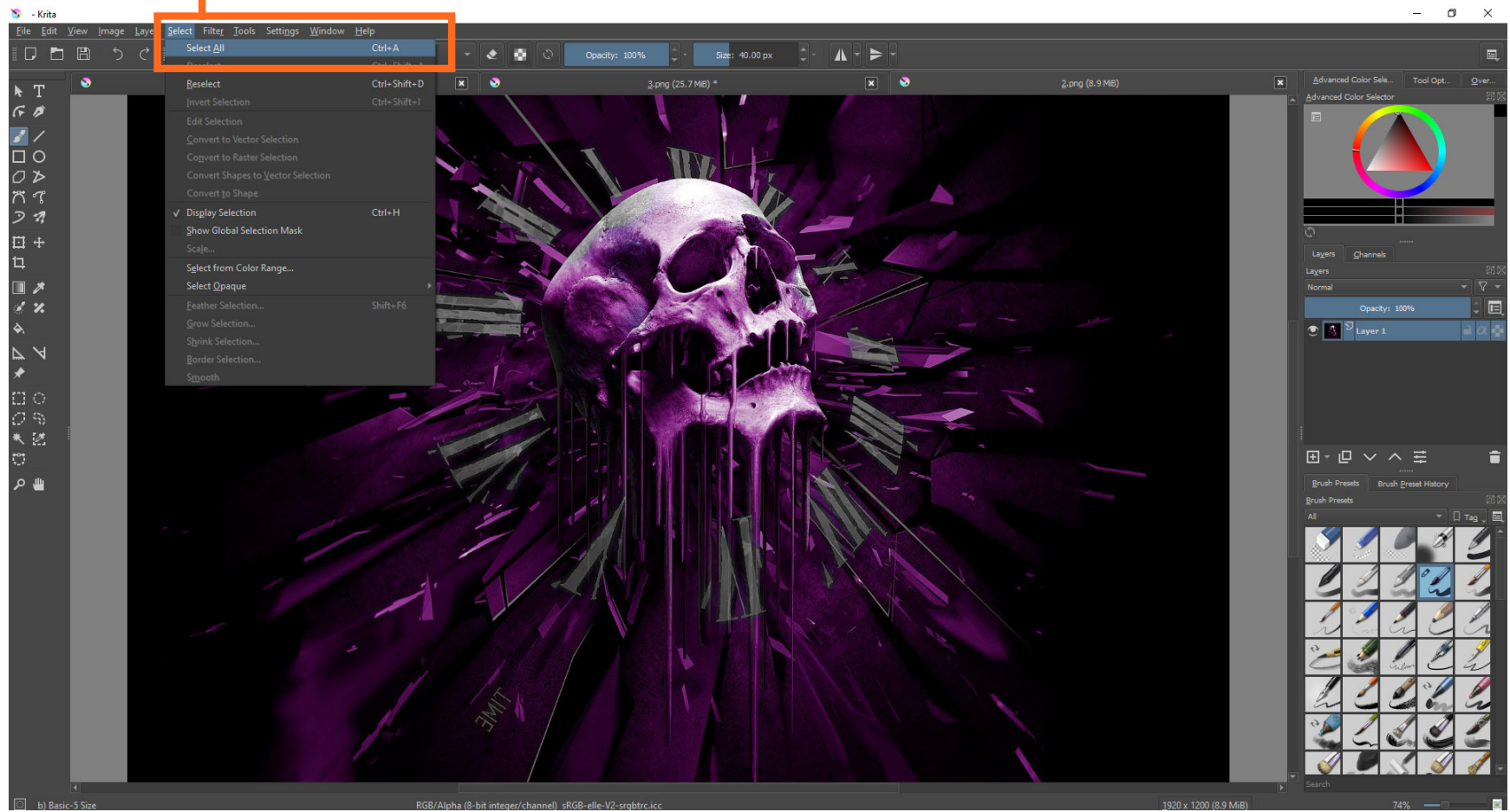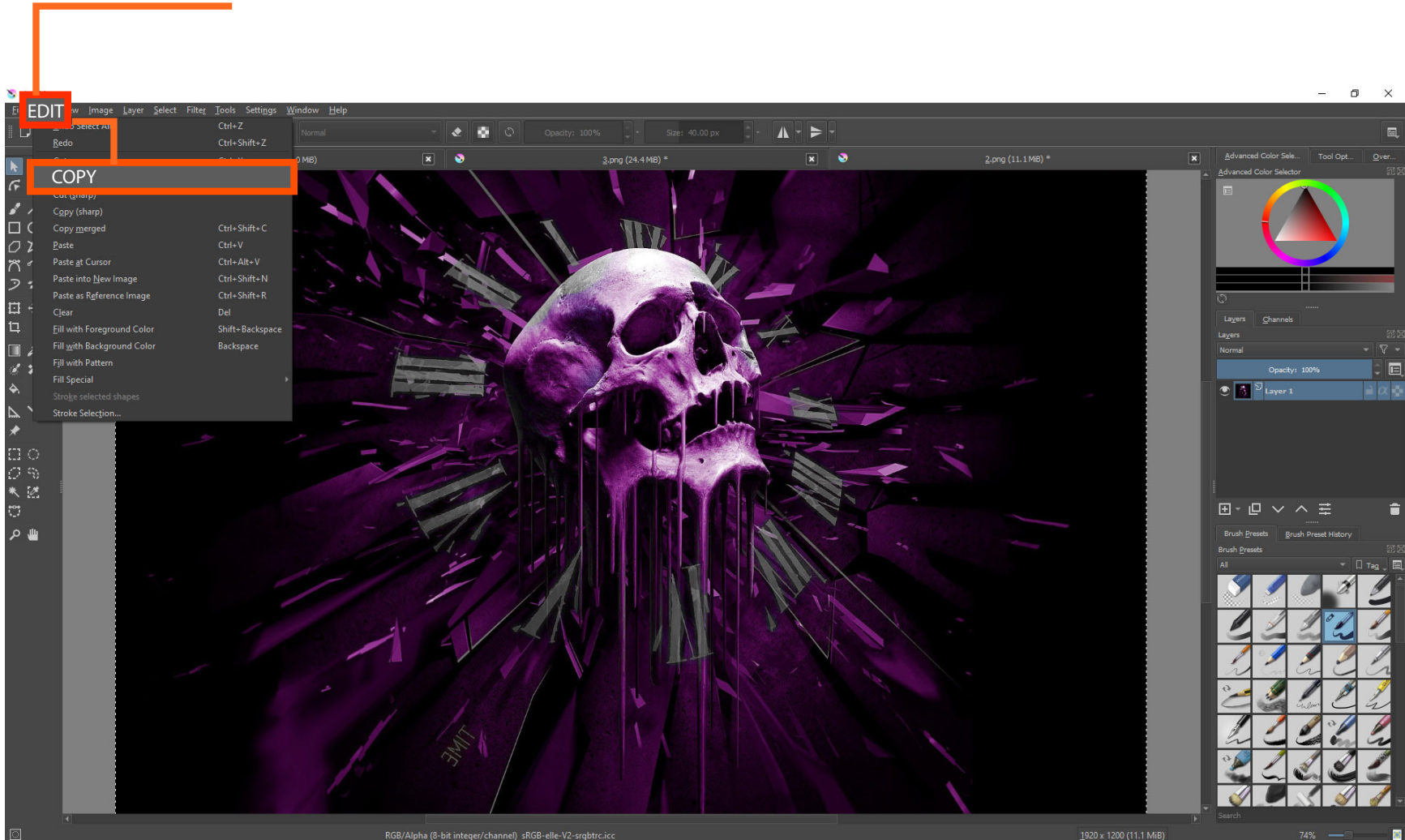
KRITA CAN BE FOUND IN THE "DOCUMENTS" FOLDER

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STEP 4 - Click an image - Select> Select All. A crawly line will surround the the image.
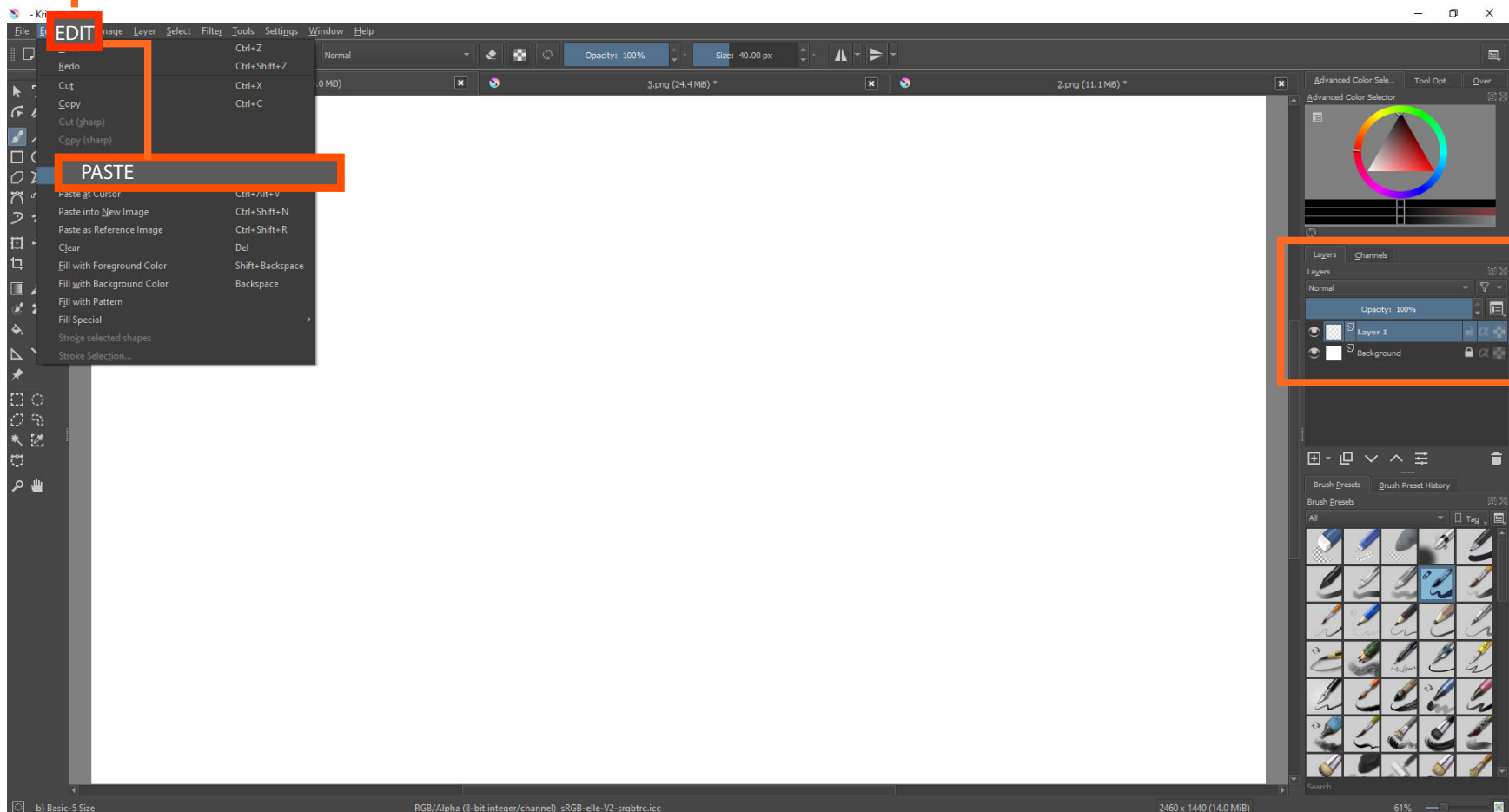
Beverage Can

Save and Name Your Beverage Image

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STEP 6 - Click and open the empty page the Select Edit> Paste.   The image you copied will fill the screen and apear as a layer above the empty layer
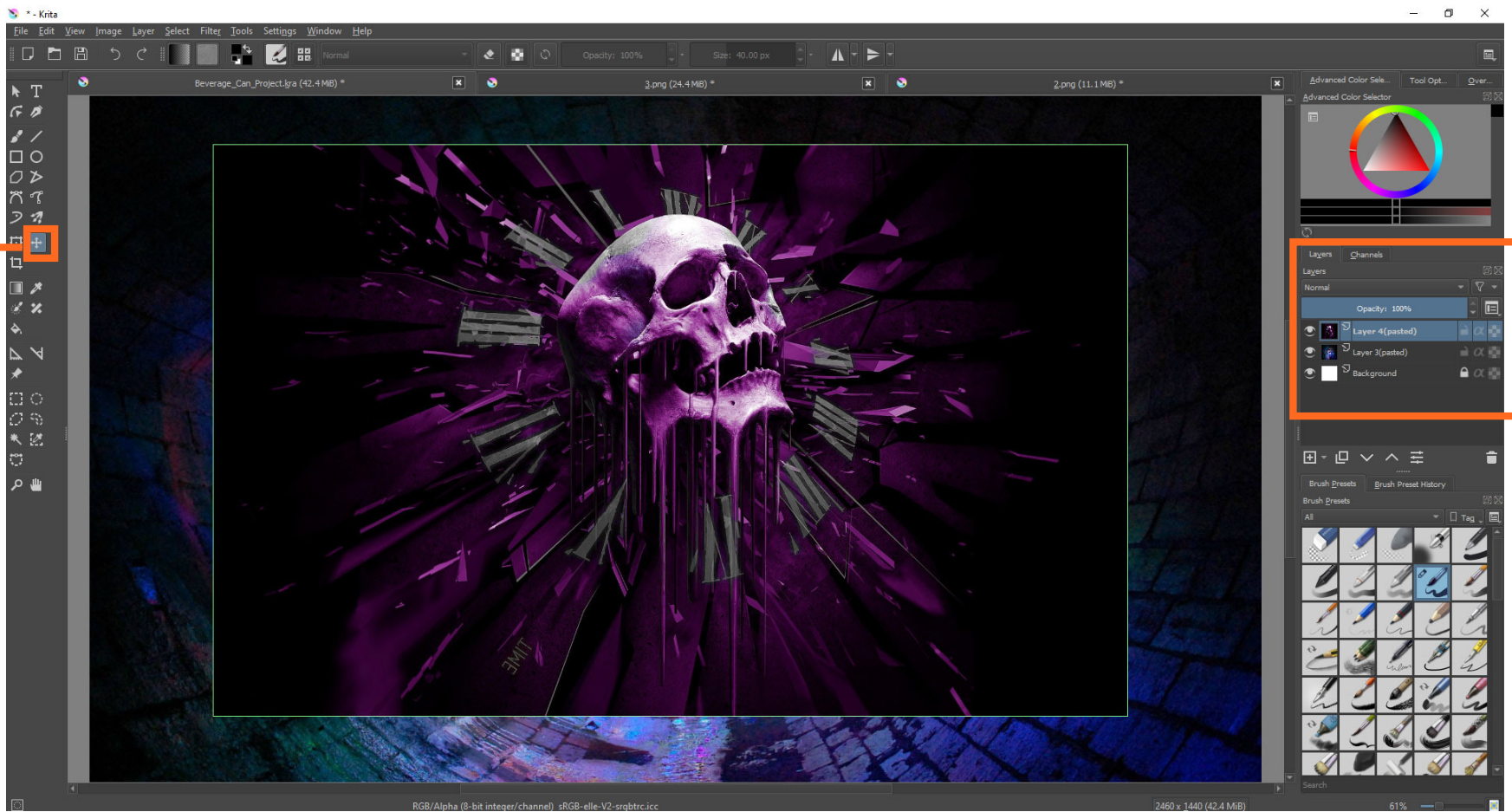

STEP 7- Repeat Steps 5 and 6 for the ther mage.

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Your project will now have three layers.
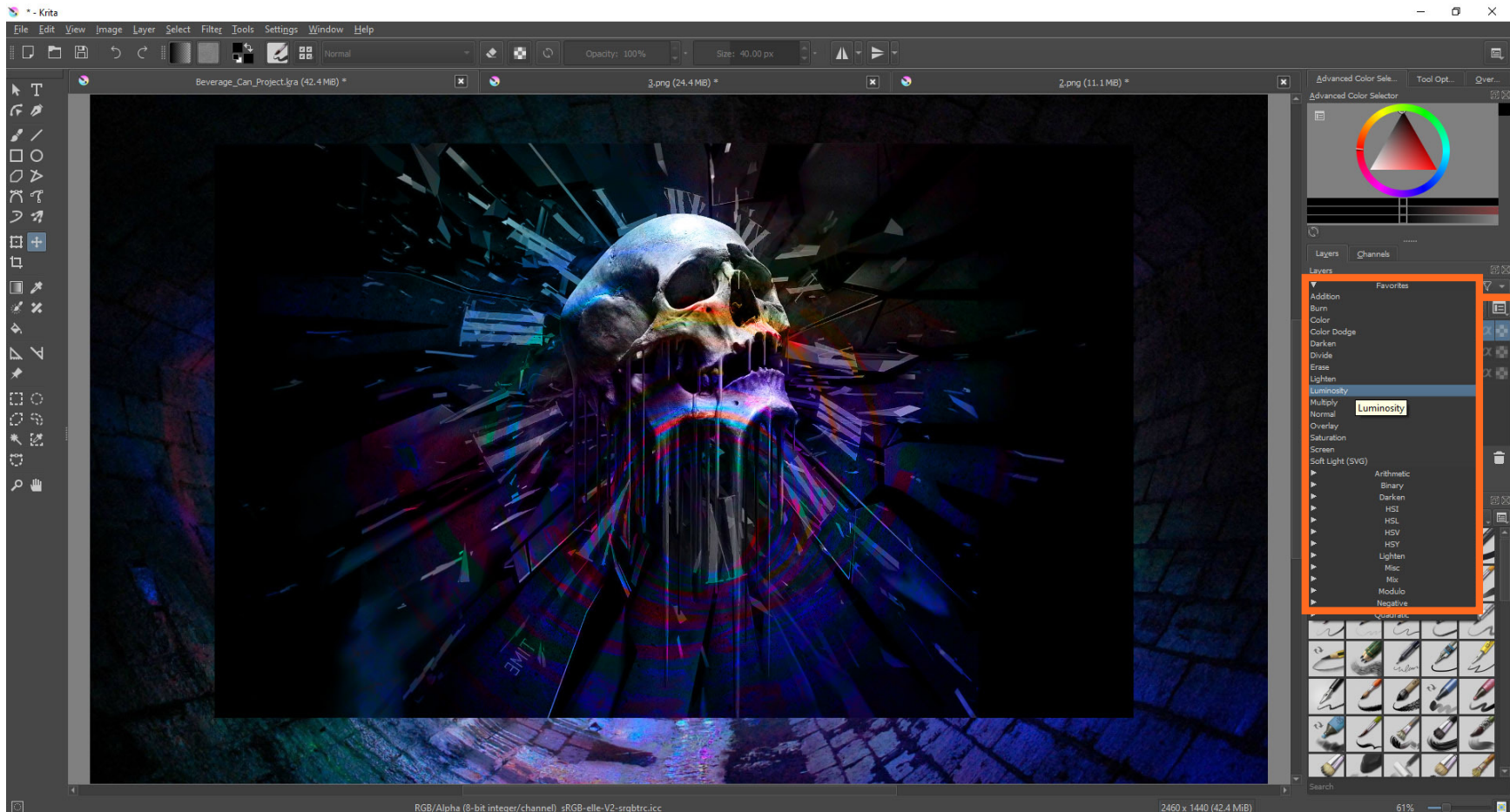
Save your project. Name it "Beverage Can".

You can move the layer using the Move tool.

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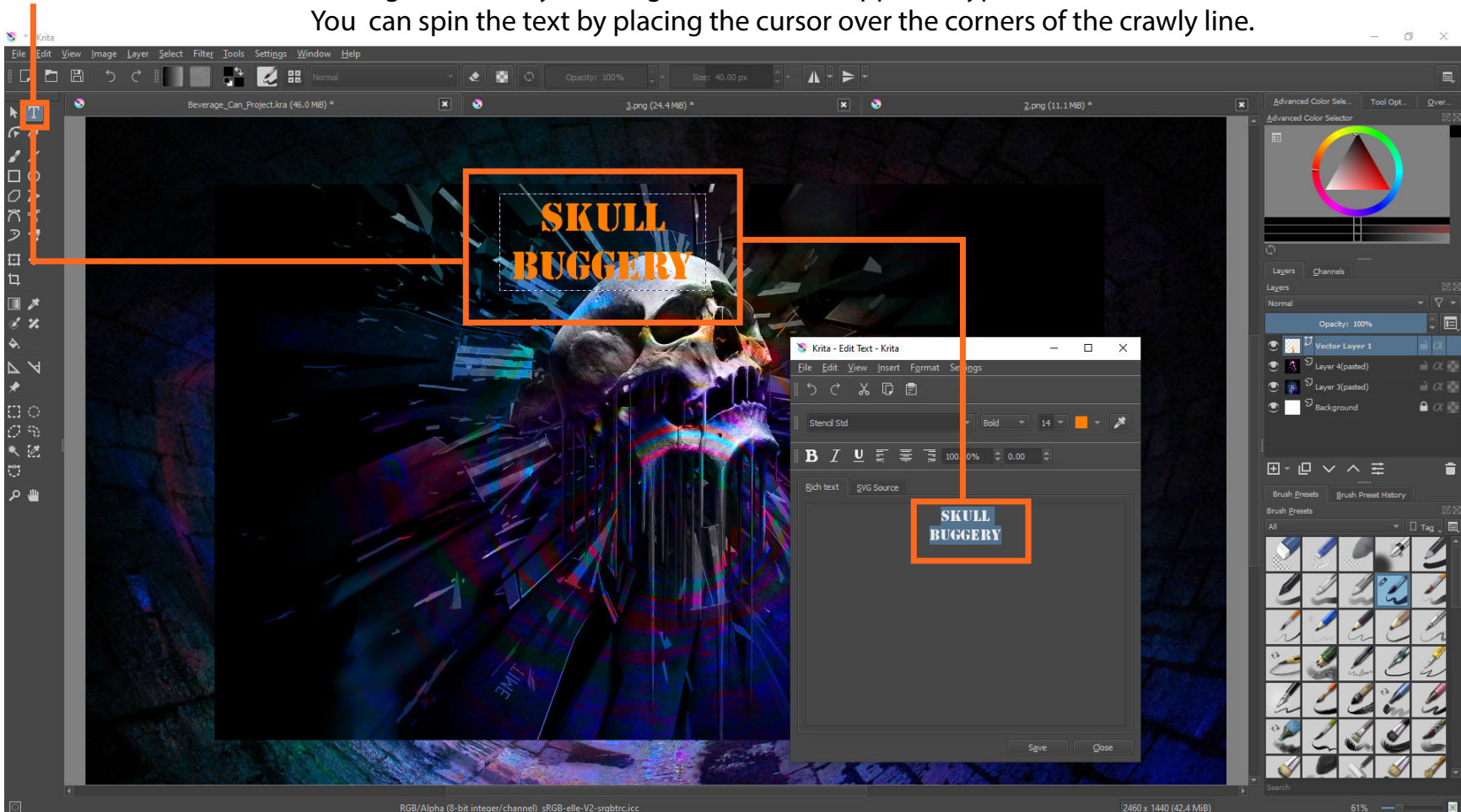You'll use Krita's layer effects for blending the two layers

You can also adjust the "Opacity".

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Now choose a name for your beverage. Use Krita's "TEXT' tools to place the name.

Step 8 - Select the Text tool and drag a box over your image. The text box appears. Type the name, choose a font, a color, etc. You can spin the text by placing the cursor over the corners of the crawly line.


SAVE AS - Save your file as a JPEG.

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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 A - Draw the profile using the "Line Tool".

STEP B - 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

After applying and adjusting the Lath modifier, your line should now look like a fully 3D can
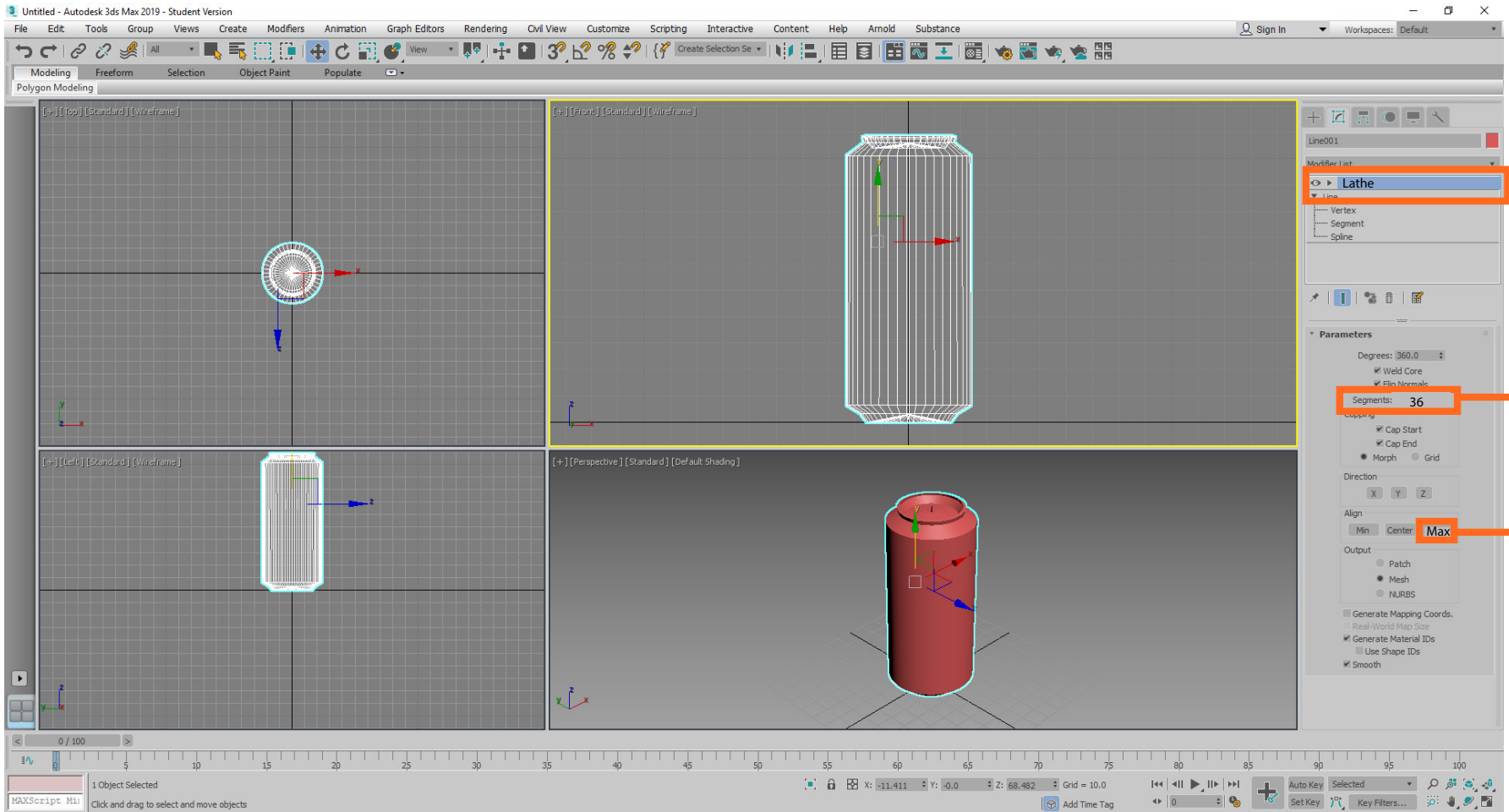
Beverage Can

Now you'll apply the image your made in Krita.

STEP C - Select a "Material Sphere"

Step D - Apply a UVW Map Modifier

Name it

Metal

Adjust

Place the Krita image in the Diffuse slot.

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SKULL

DEATH
DRIPPING
ENERGY