Soft Drink Bottle and Label Design

The global carbonated soft drinks market size was worth USD 400.6 billion in 2019. You'll model three original drink bottles and render each with a different flavor
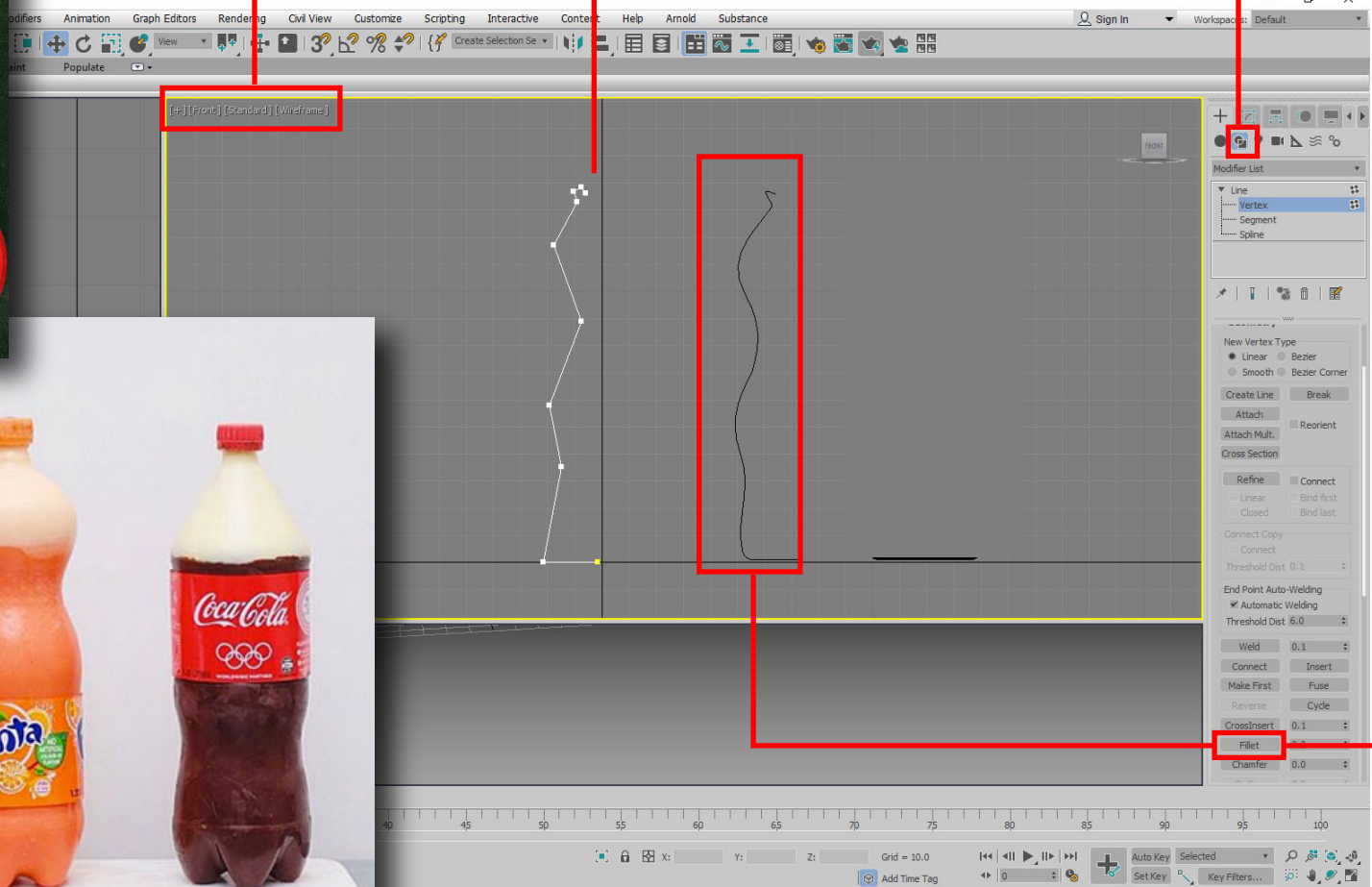
STEP 1: Modeling the Bottle Profile.

a. Use the line tool for drawing a simple bottle "profile". (see below).

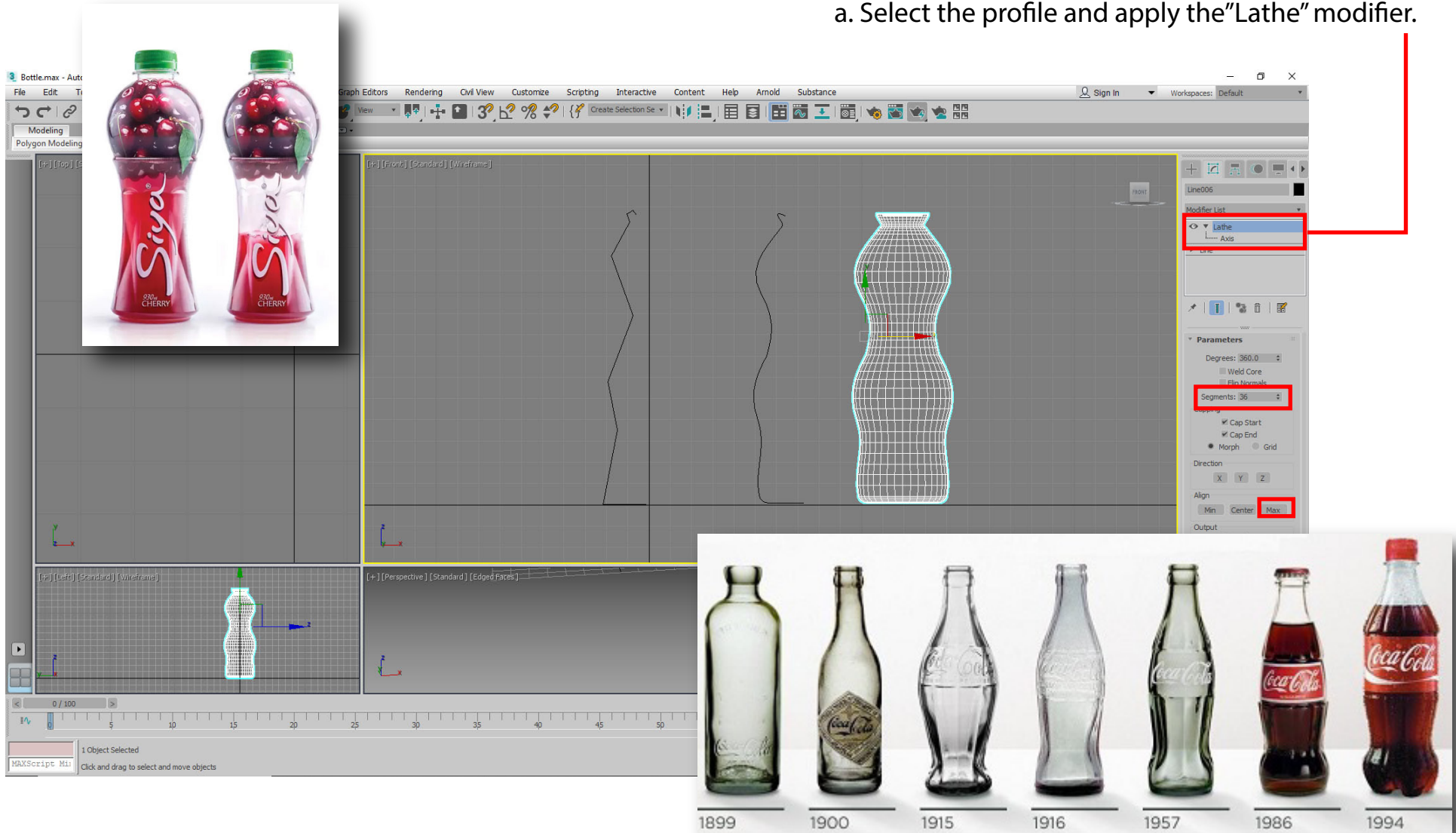b. Open the "Modify Panel" and use the "Fillet" option for rounding off the sharp corners.

The "Line Tool" is found on the Shapes Panel

Draw in "Front Viewport"

Soft Drink Bottle and Label Design

STEP 2: Lathing the Profile into Solid Geometry

a. Select the profile and apply the "Lathe" modifier.

History of the Coca Cola Bottle
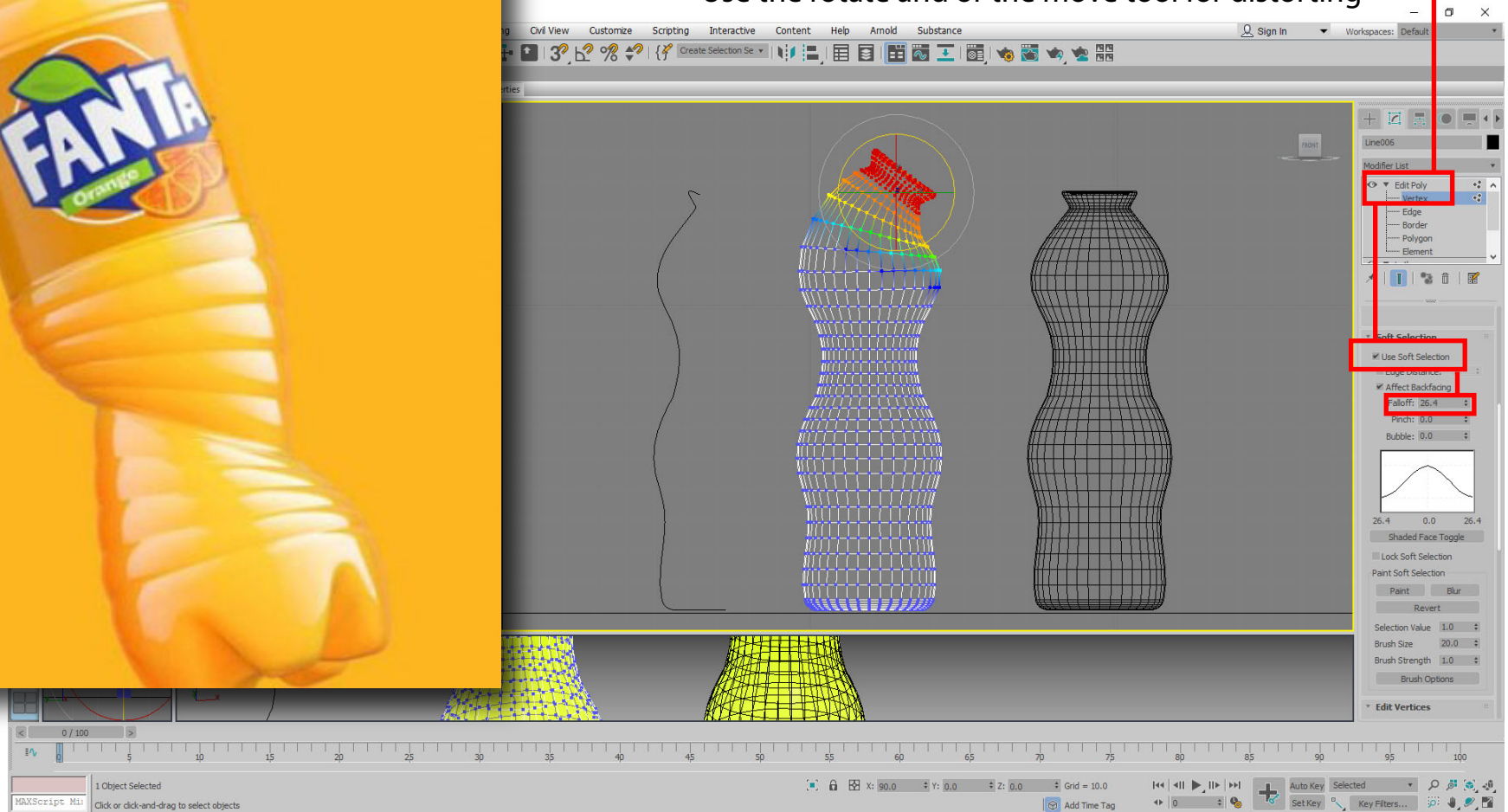
Soft Drink Bottle and Label Design

STEP 4: Most bottles are a consistent 360° lathe. Some manufacturers have designed bottles with asymmetric qualities . Design one of your bottles with asymmetry.

Fanta's new "twist" bottle suggests a fresh orange being squeezed.

a. One way to distort your bottle design is to apply an "EditPoly" modifier. Turn on "Soft Selection" and adjust the "Fall Off"

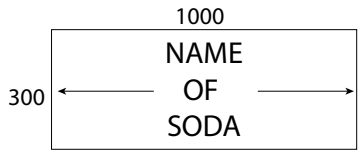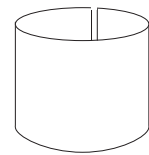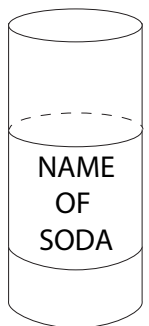Use the rotate and or the move tool for distorting

Soft Drink Bottle and Label Design

STEP 3: Creating a name and Designing a Label with Krita .
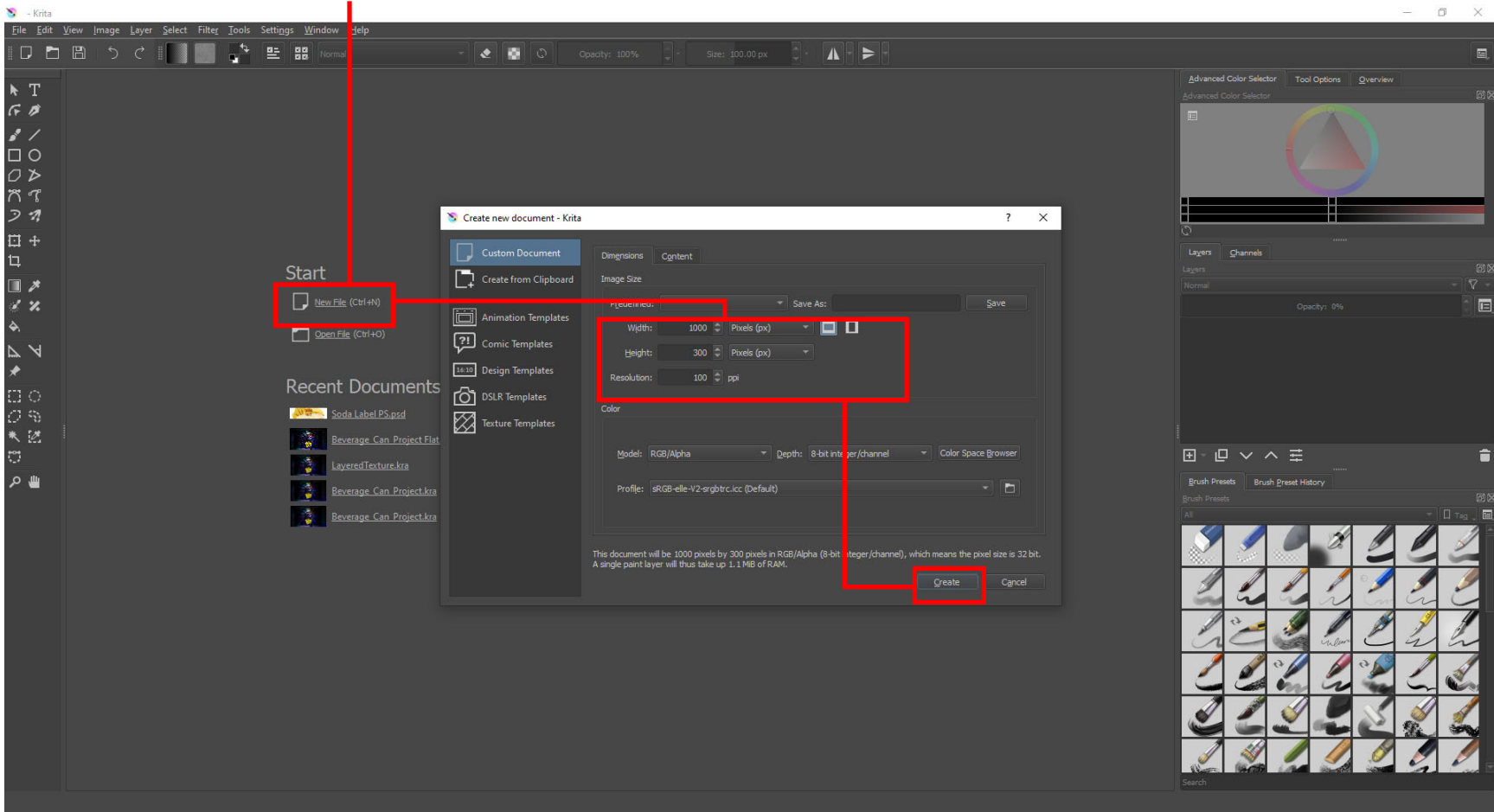
Nowdays most softdrinks have a simple plastic label that wraps around the entire bottle

The label must encircle the entire bottle.

This means that the name must placed so it can be read on the front of the bottle.
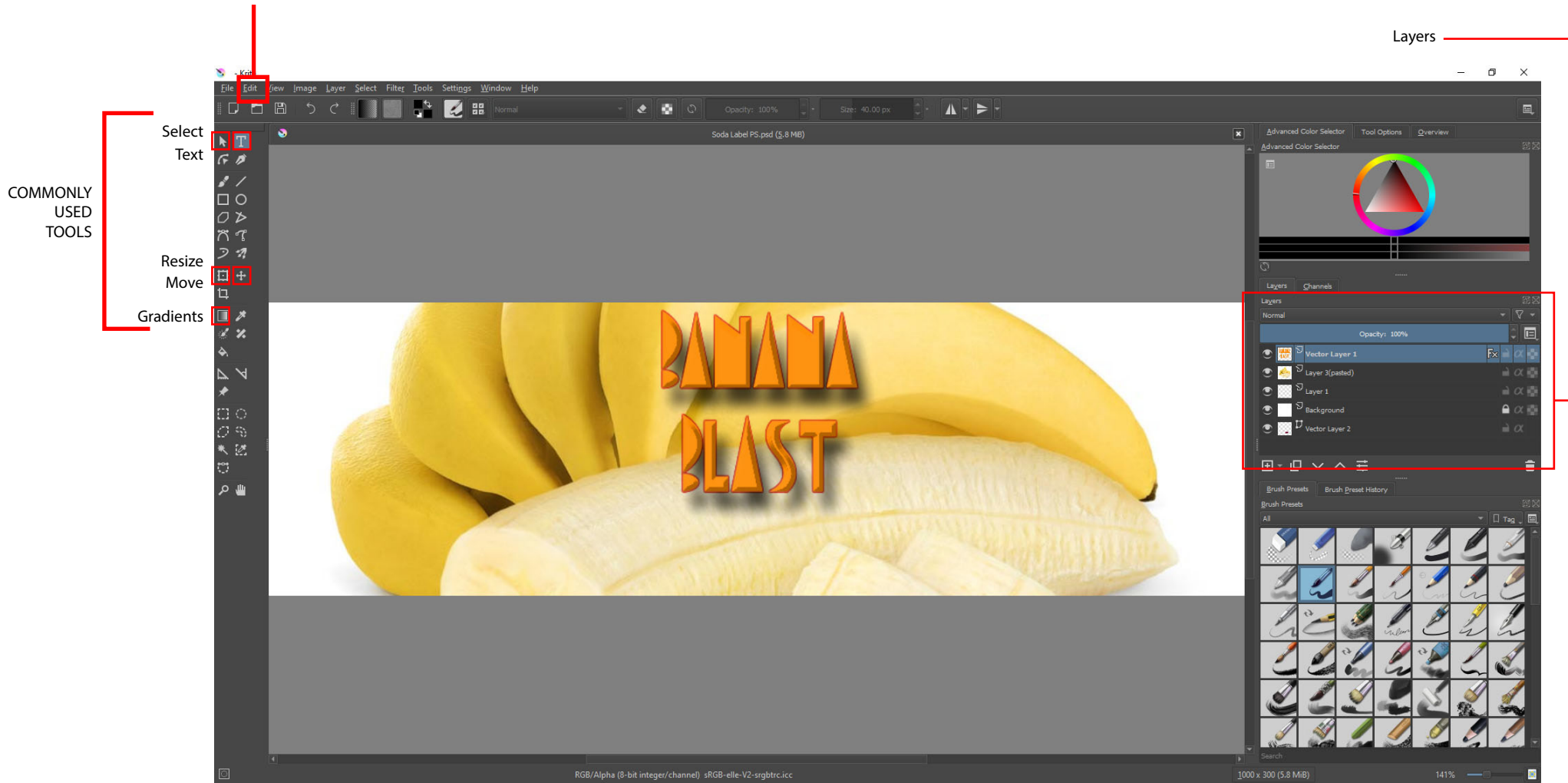
NAME OF SODA

1000

NAME OF SODA

300

a. Open a new Krita file with the settings indicated

Soft Drink Bottle and Label Design

a. Go on the internet and locate a large image for your label. Right click and "COPY" the image.
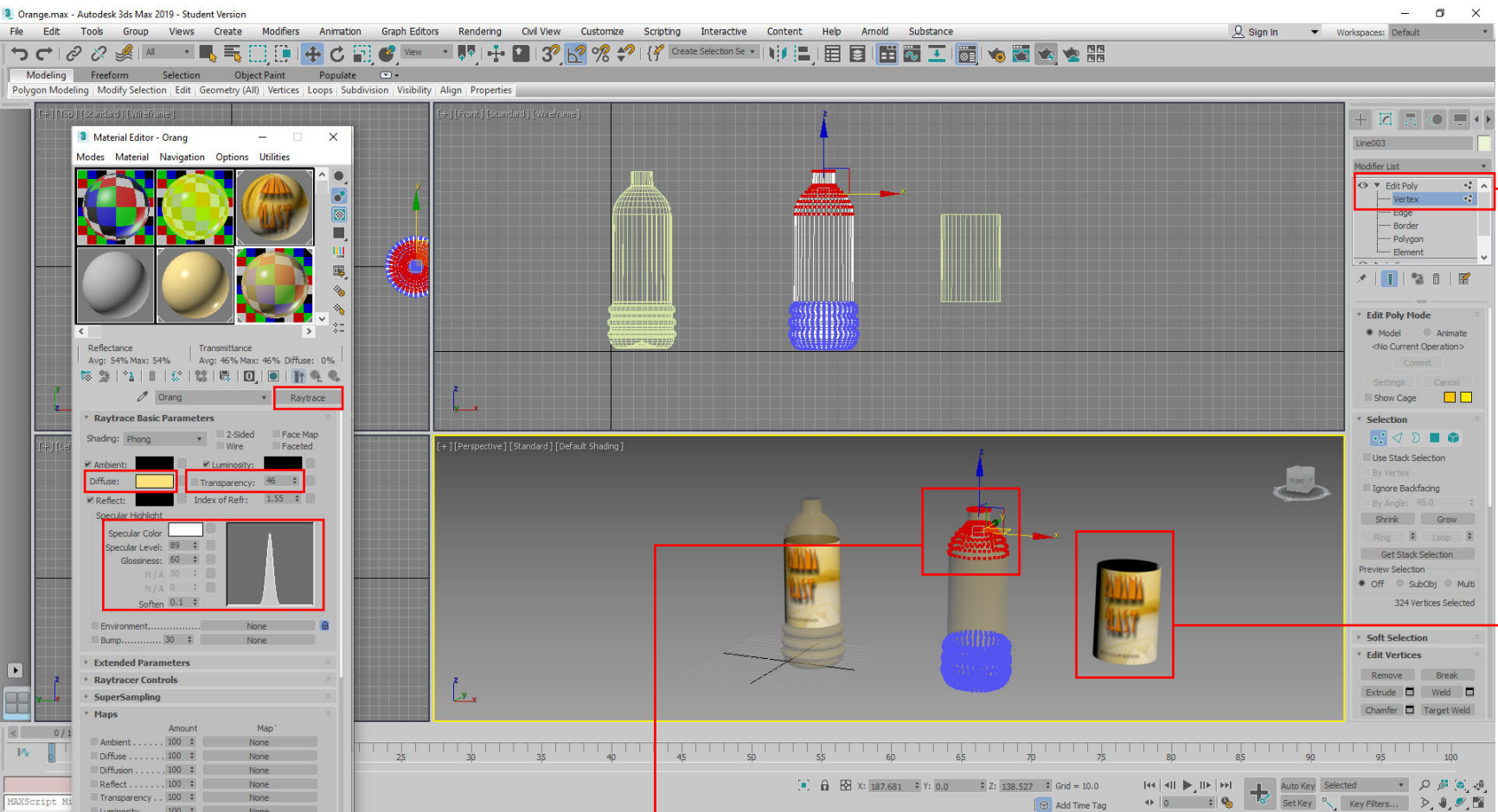
b. Open "EDIT" and click "PASTE"

Layers

Select
Text

COMMONLY
USED
TOOLS

Resize
Move

Gradients

File Edit View Image Layer Select Filter Tools Settings Window Help

Normal   Opacity: 100%   Size: 40.00 px

Soda Label PS.psd (5.8 MiB)

Advanced Color Selector   Tool Options   Overview

Advanced Color Selector

BANANA
BLAST

Layers   Channels

Layers

Normal

Opacity: 100%

Vector Layer 1
Layer 3(pasted)
Layer 1
Background
Vector Layer 2

Brush Presets   Brush Preset History

Brush Presets

All

RGB/Alpha (8-bit integer/channel) sRGB-elle-V2-srgbtrc.icc   1000 x 300 (5.8 MiB)   141%

SAVE THE LABEL AS A "PHOTOSHOP" FILE

Soft Drink Bottle and Label Design

Once you made your bottle, you'll then make a copy of the bottle.

a. place an "Edit Poly" modifier on the copy.

Primary Settings for the plastic bottle

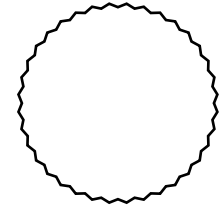b. Open the edit Poly modifer and select "Vertex"

c. Select vertices from the top and bottom of the bottle and delete them.

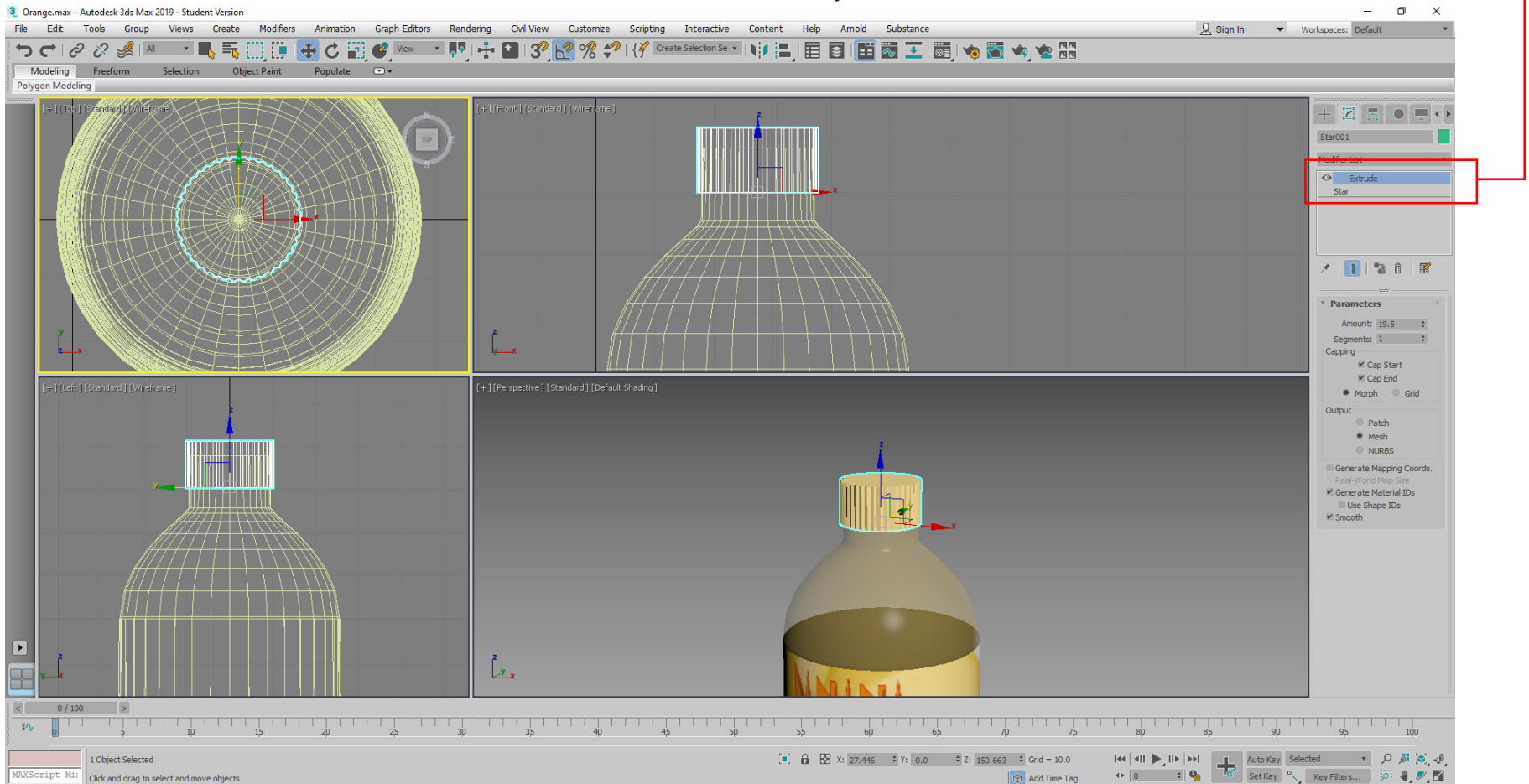This leaves you with a shape that you can use to place your label onto.

Soft Drink Bottle and Label Design

The Cap!

a. Create a "Star" . You'll find it on the 2D Shapes panel and give it 36 points. Size the points to look like the image below.
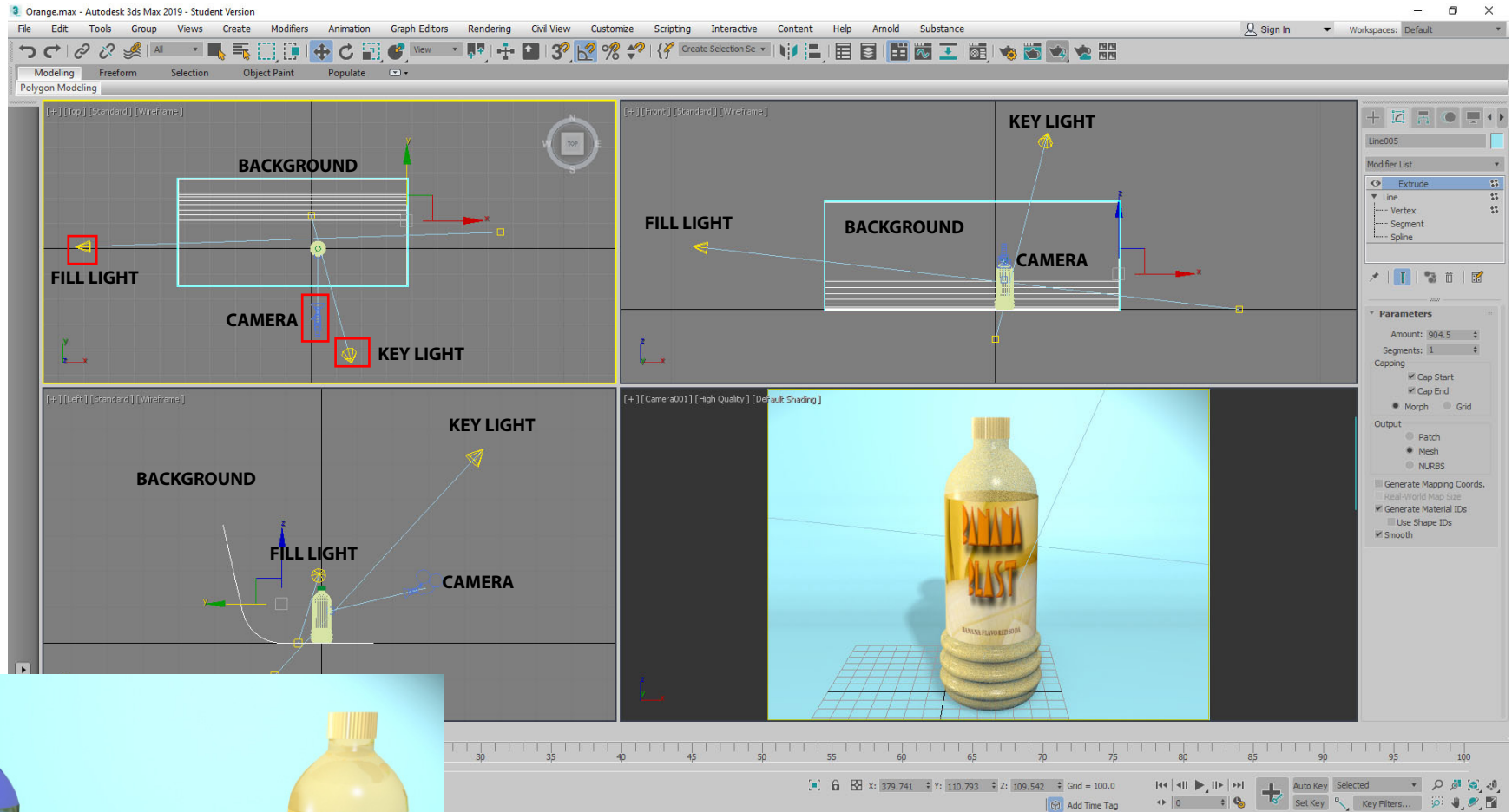
Extrude the star into a 3D object.

Soft Drink Bottle and Label Design

This is a simple "Two Light" with "Camera" setup.

The background is a curved line that has been extruded

RENDER AND SAVE YOUR IMAGE AS A JPEG