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
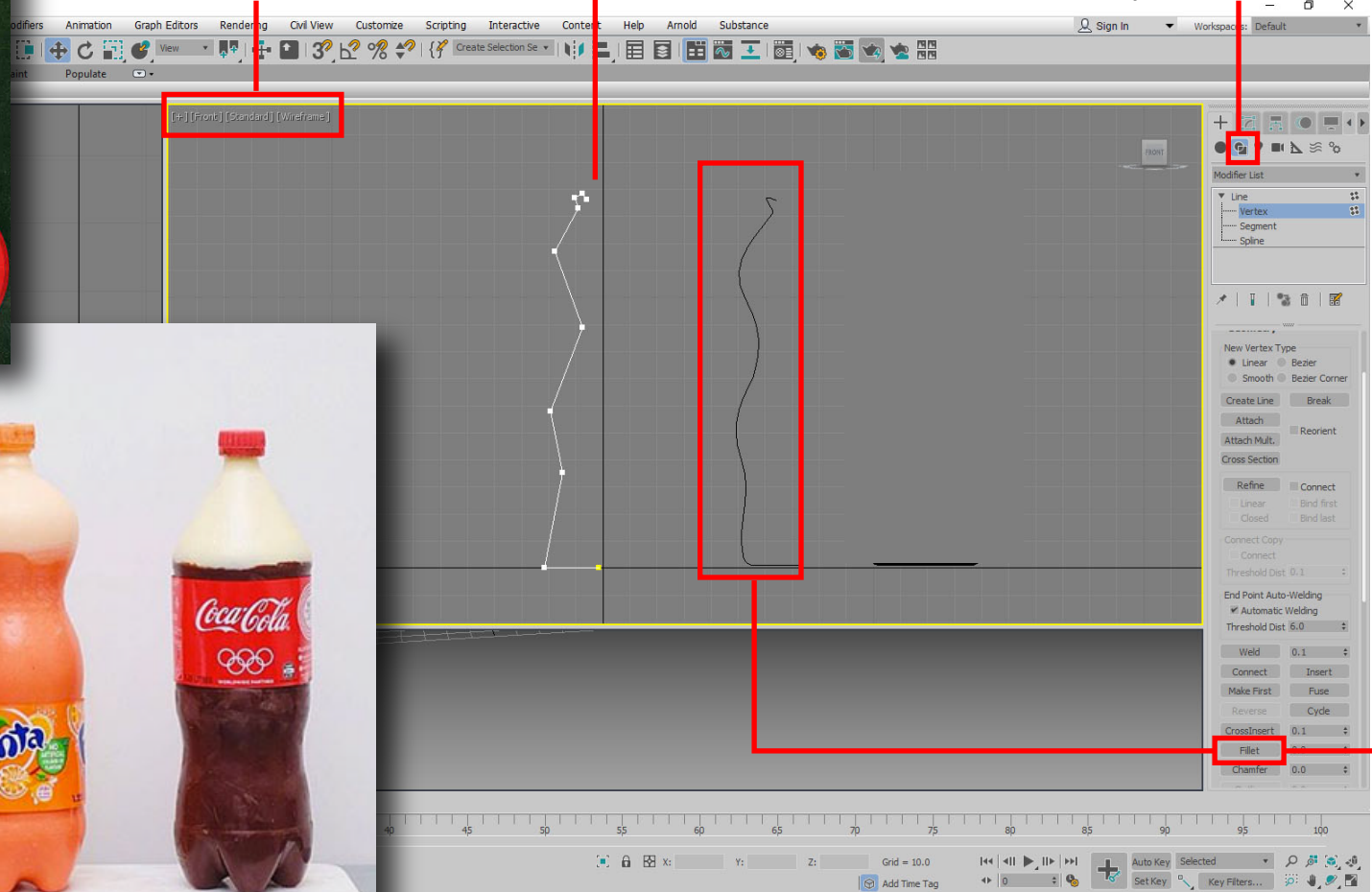
STEP 1: Modeling the Bottle Profile.

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

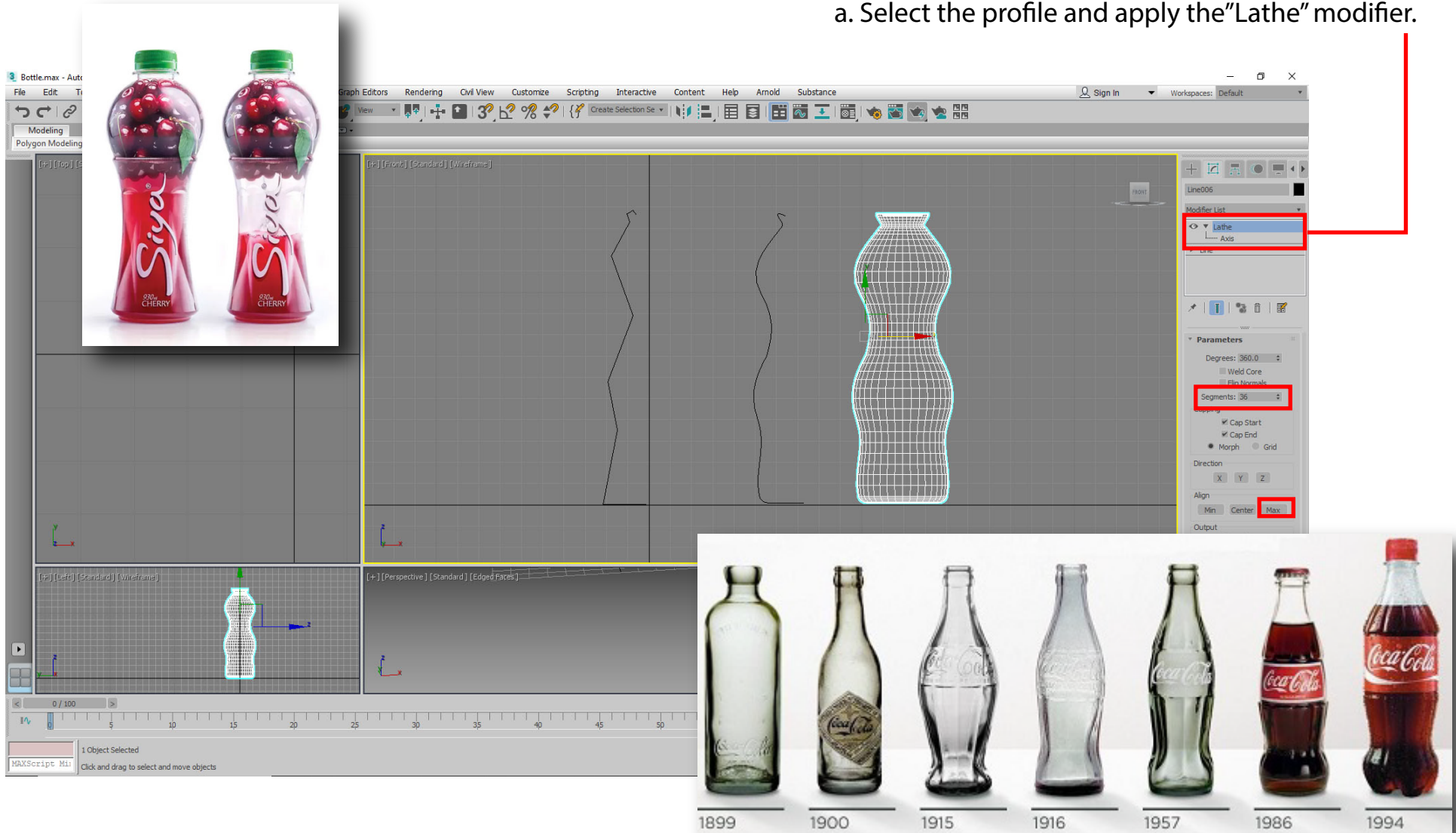b. Open the "Modify Panel" and use the "Fillet" option for rounding off the sharp corners.

The "Line Tool" is found on the Shapes Panel

Draw in "Front Viewport"

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STEP 2: Lathing the Profile into Solid Geometry

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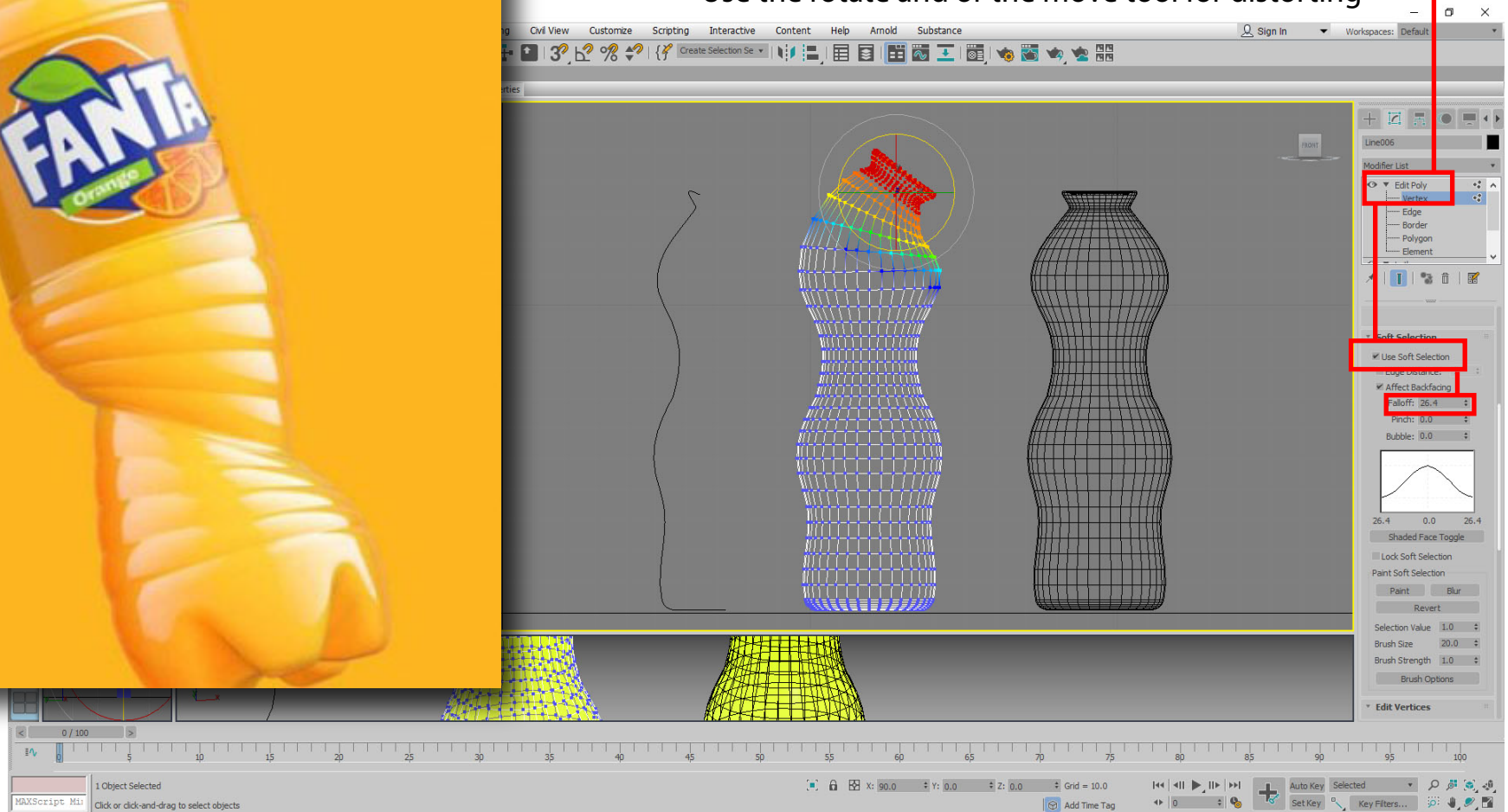

History of the Coca Cola Bottle

STEP 4: Most bottles are a consistant 360° lathe. Some manufacturers have designed bottles with asymemtrical 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"

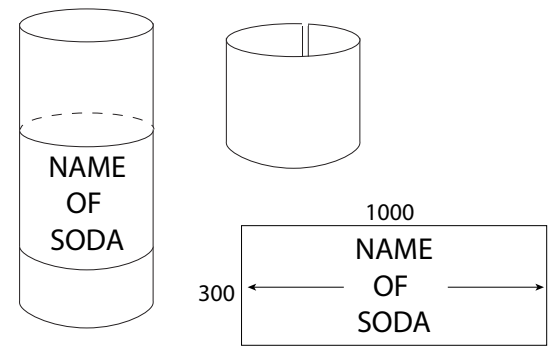Use the rotate and or the move tool for distorting

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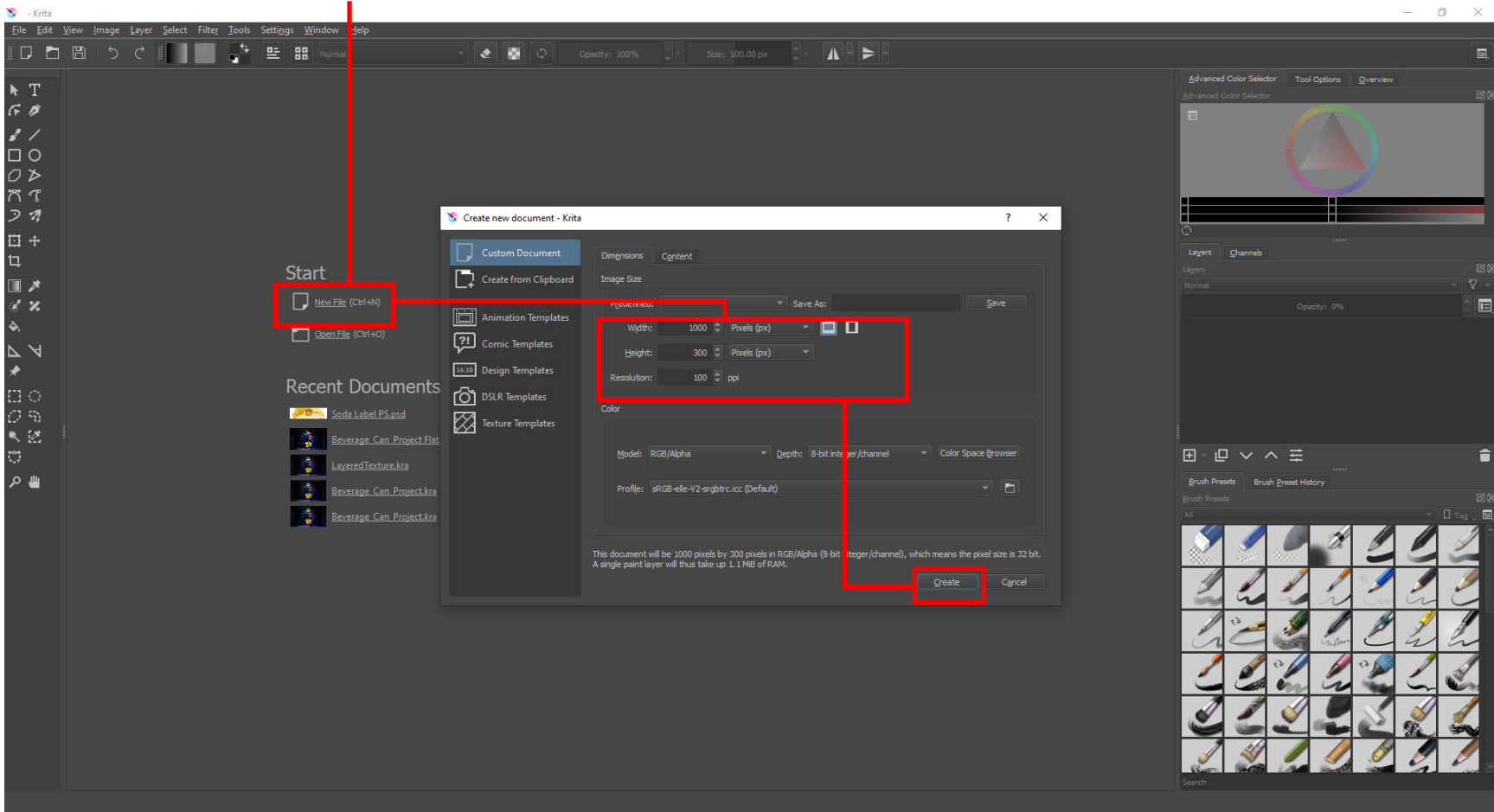## STEP 3: Creating a name and Designing a Label with Krita .

Nowdays most softdrinks have a simple plastic label that wraps around the entire bottle

The label must encircle the entire bottle.

NAME OF SODA

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

1000

300 | NAME OF SODA

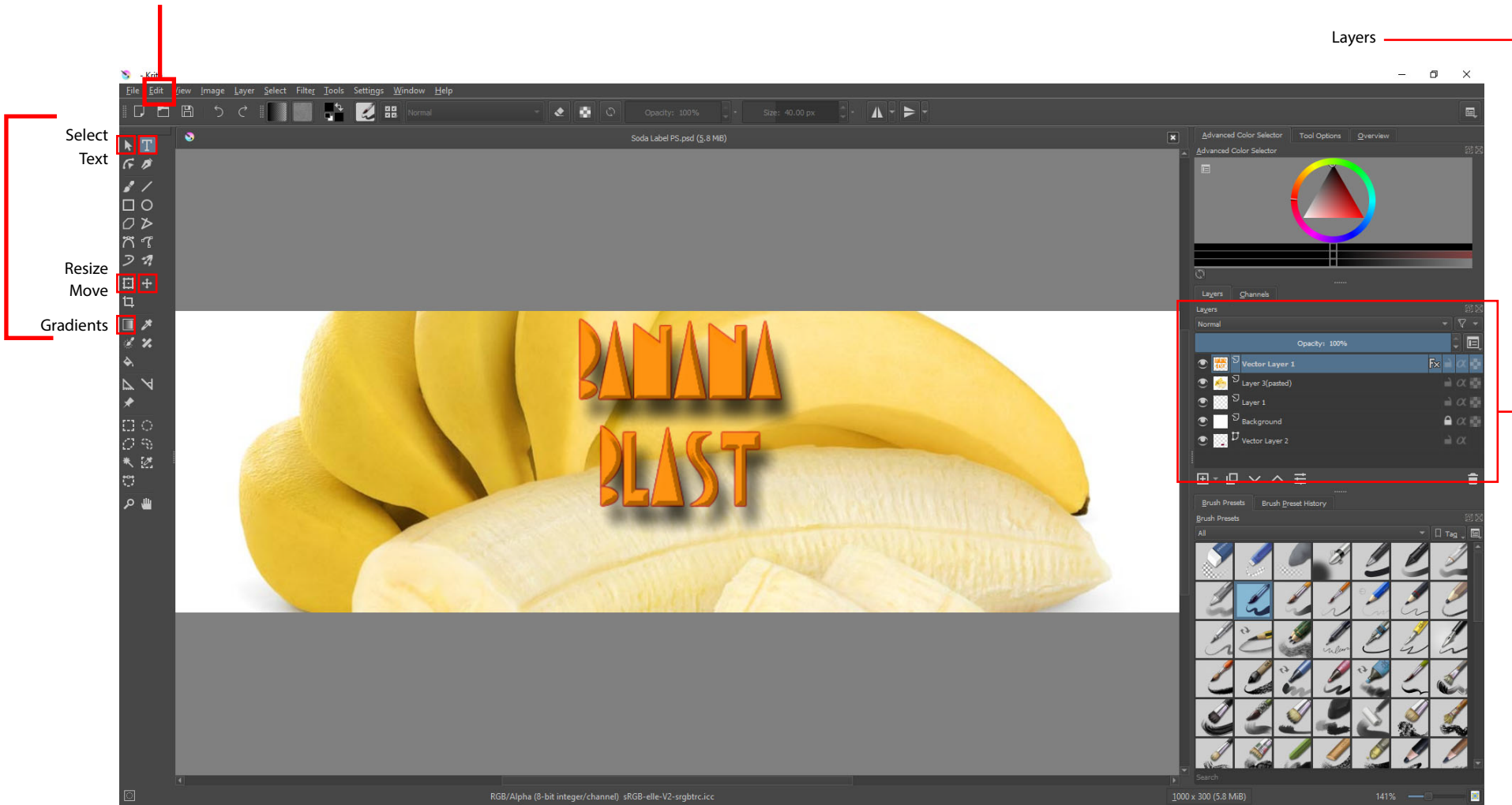a. Open a new Krita file with the settings indicated

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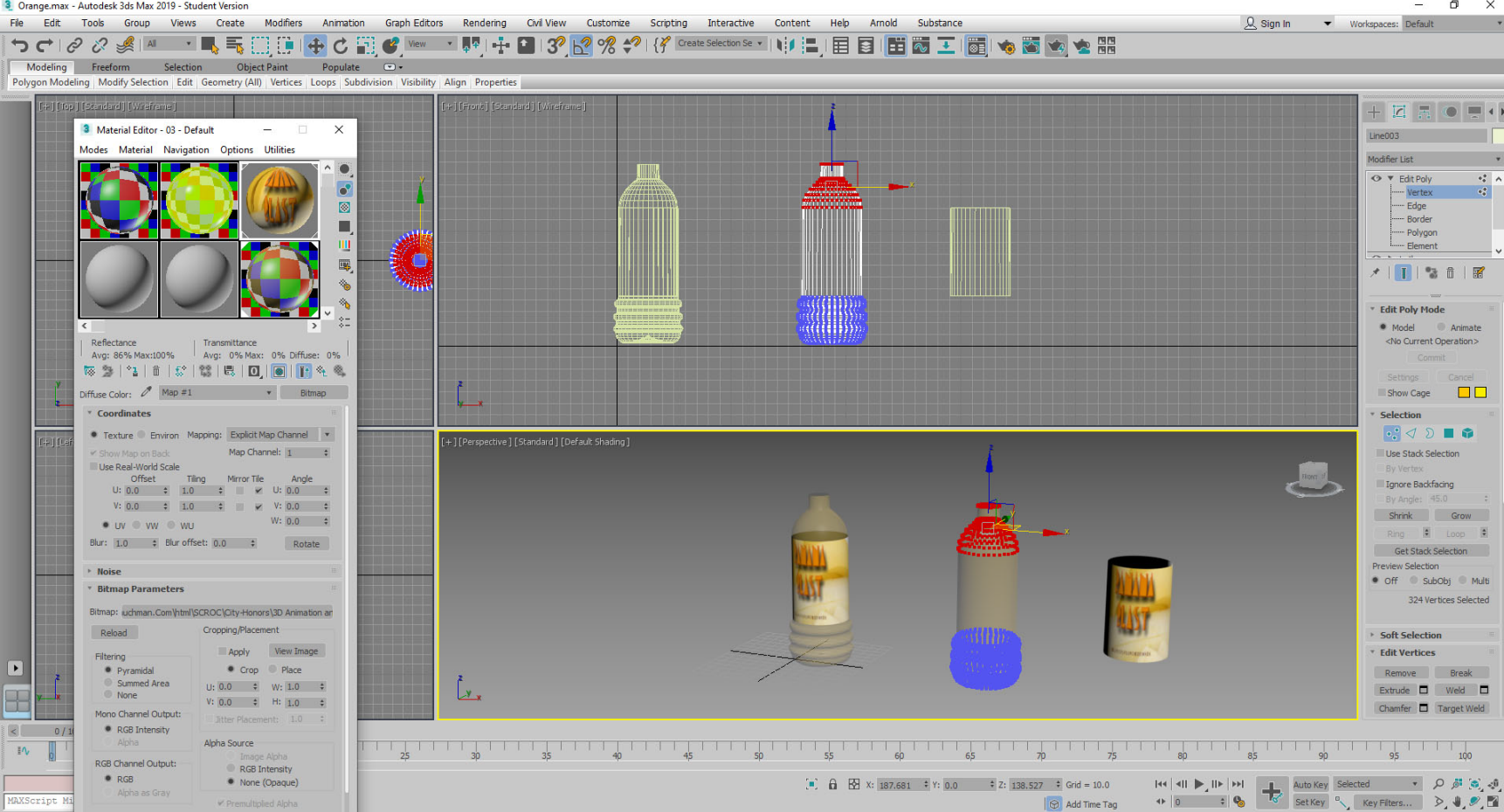a. Go on the internet and locate a large image for your label. Right click and "COPY" the image.

b. Open "EDIT" and click "PASTE"

Layers

Select
Text

COMMONLY
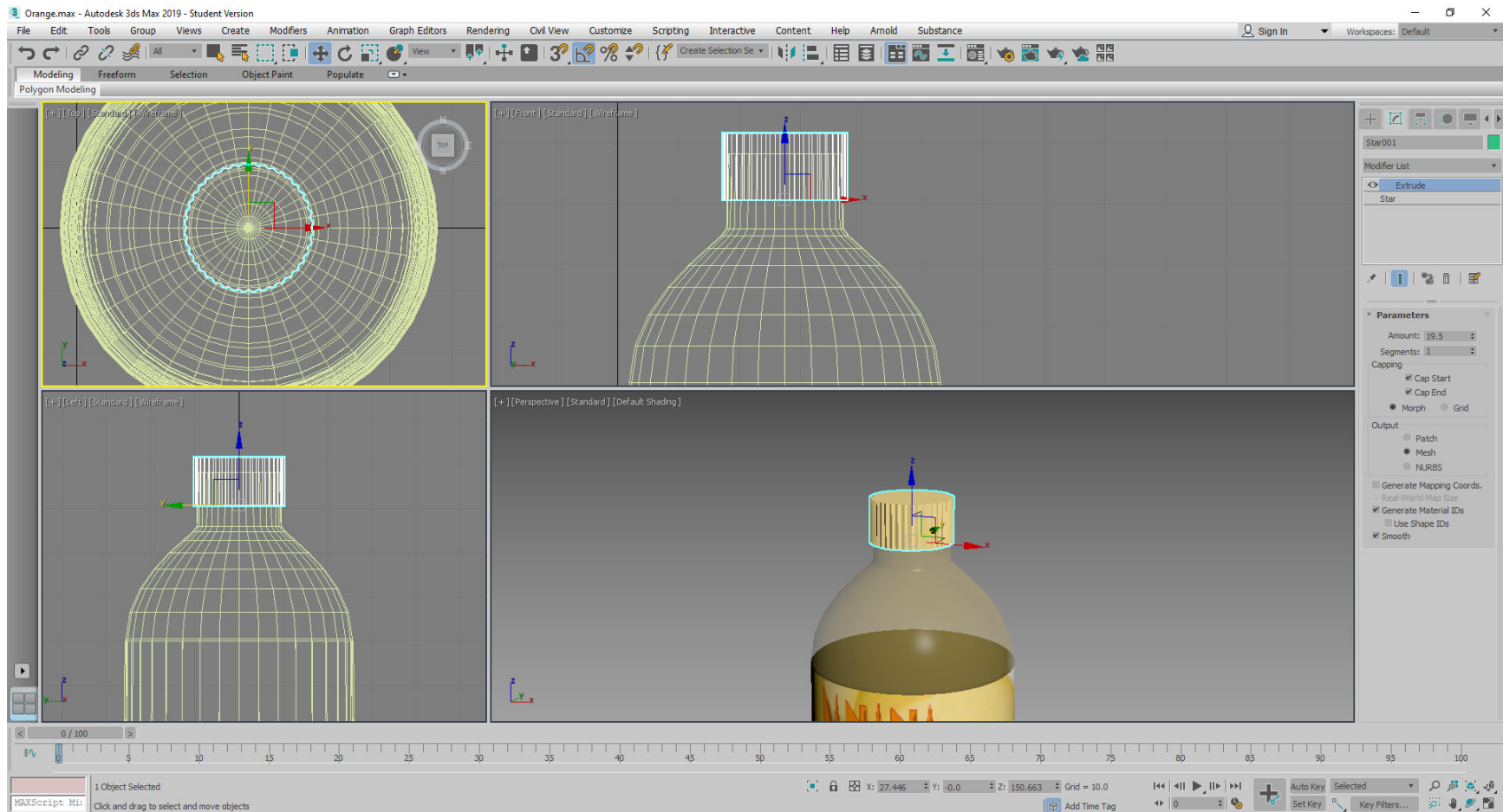USED
TOOLS

Resize
Move

Gradients

BANANA
BLAST

SAVE THE LABEL AS A "PHOTOSHOP" FILE

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