MODUL CREATIVE ANIMATION

PRAKTIKUM LAB PERTEMUAN KE DUA "PEMODELAN 3D TEA CUP"

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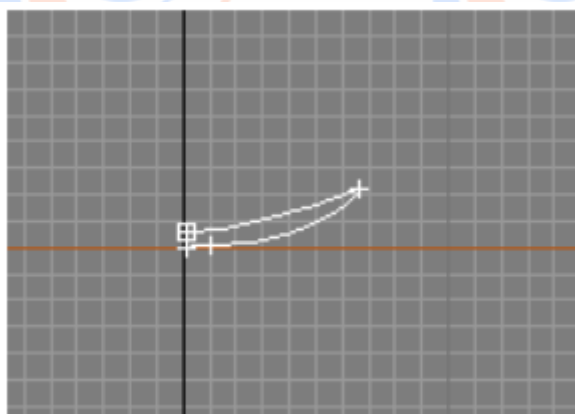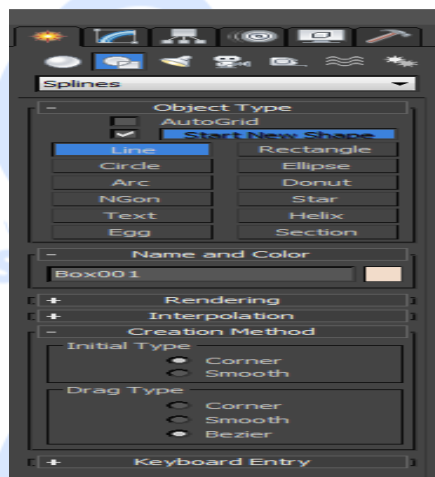## JAKARTA
2018

Pengenalan:

Pada Pertemuan ke dua praktikum ini kita akan membuat **"Pemodelan 3D Tea Cup".** Di sini saya akan untuk memberitahukan Anda bagaimana untuk membuat 3D teh cangkir di 3D max. Pemodelan awal ini menggunakan teknik-teknik:

1) Create, a Shape, Splines, *Line*
2) Modify, Modifier List, *Lathe*
3) Create, Geometry, Standar Primitives, Teapot
4) Modify, Modifier List, *Shell*
5) Create, Geometry, Standar Primitives, Cylinder
6) Modify, Modifier List, *FFD 4x4x4, adjust Lattices*
7) Modify, Modifier List, *Turbo Smooth*
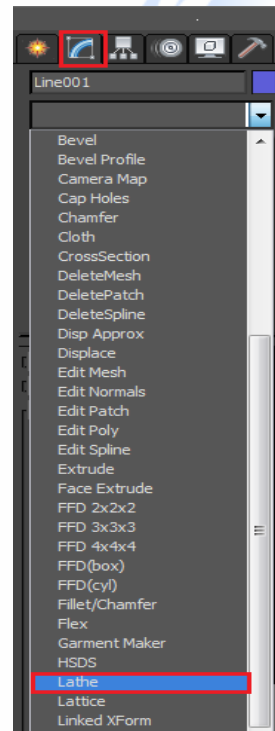8) Material Editor, Texturing/ Mapping
9) Rendering

Berikut ini langkah-langkah yang akan kita kerjakan:
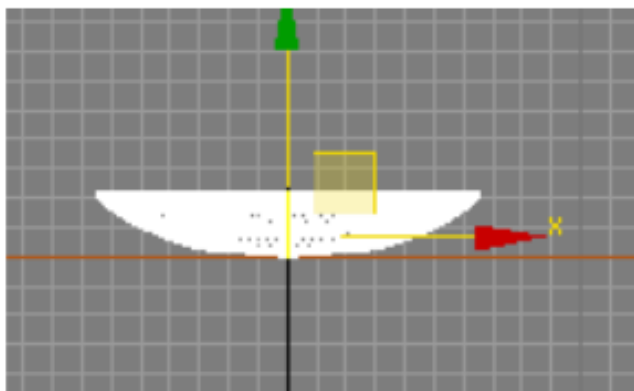
[1] First go to the **shapes** and select **line tool**
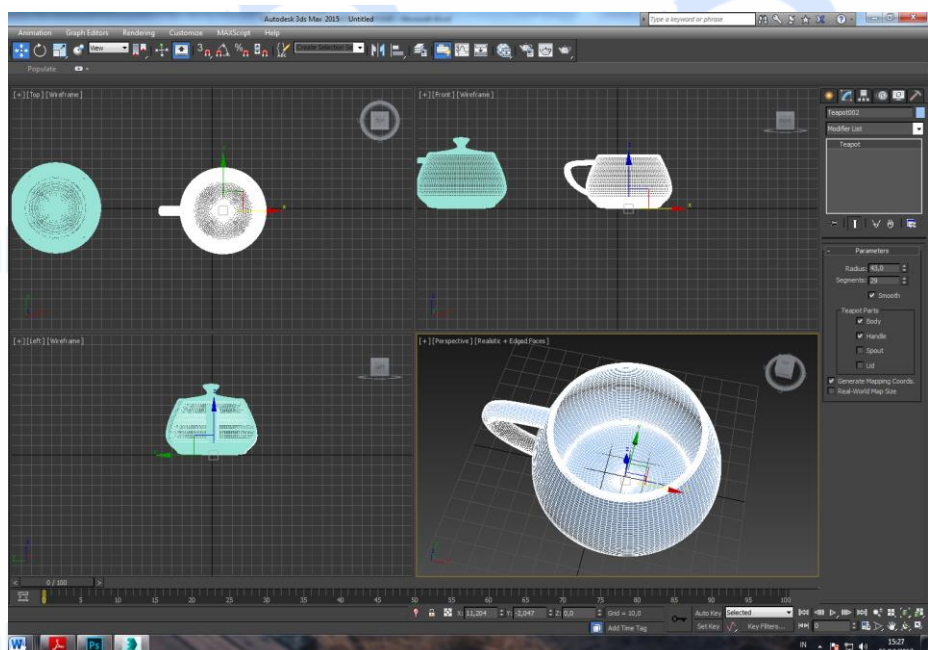

[2] Create a shape like this in the **front view port**.

[3] Then go to the **Modifier Panel** and select **LATHE** and **apply it**

Line001

Bevel
Bevel Profile
Camera Map
Cap Holes
Chamfer
Cloth
CrossSection
DeleteMesh
DeletePatch
DeleteSpline
Disp Approx
Displace
Edit Mesh
Edit Normals
Edit Patch
Edit Poly
Edit Spline
Extrude
Face Extrude
FFD 2x2x2
FFD 3x3x3
FFD 4x4x4
FFD(box)
FFD(cyl)
Fillet/Chamfer
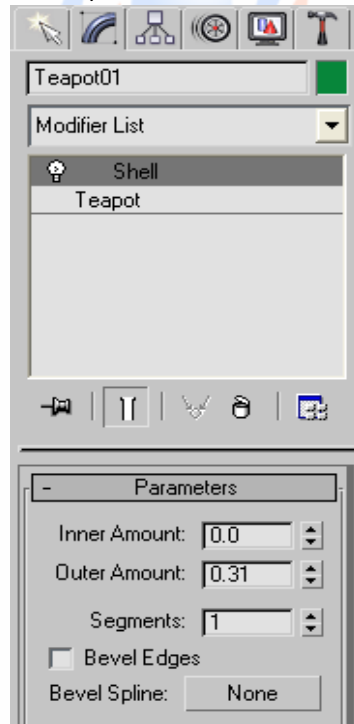Flex
Garment Maker
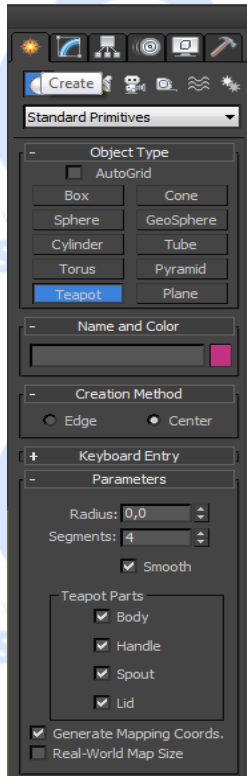HSDS
Lathe
Lattice
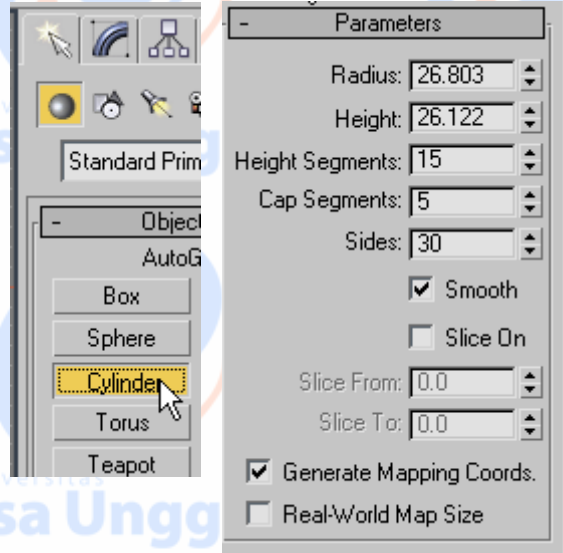Linked XForm

[4] Your will look like this

[5] Then select *teapot* without spout and lid.

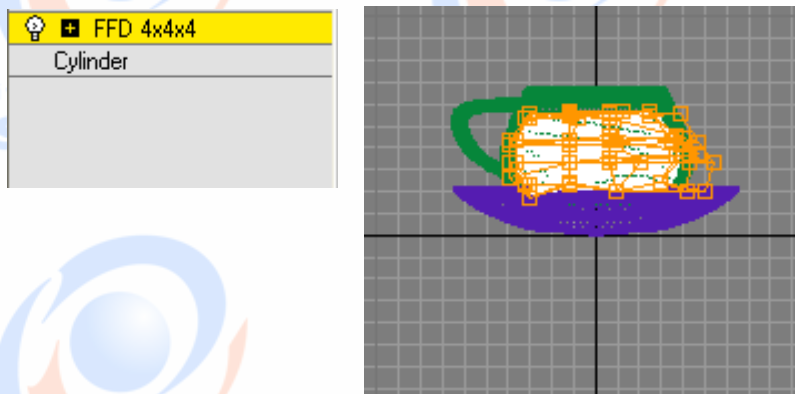**[6]** And add *shell* to tea pot… Go to the **Modify Panel** > **Modifier List** (drop down List) > Choose *"Shell"*
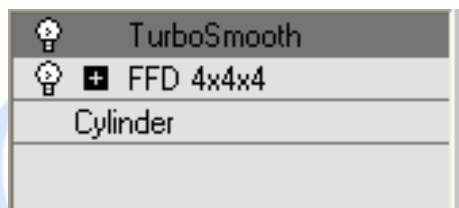
[7] Then create a *cylinder* in the top view port of this size.
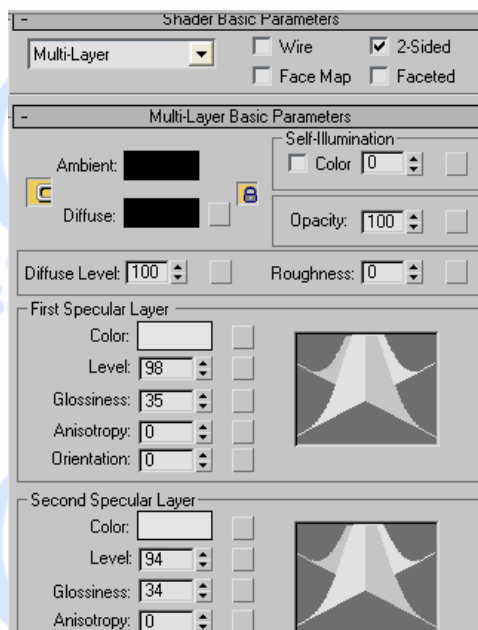
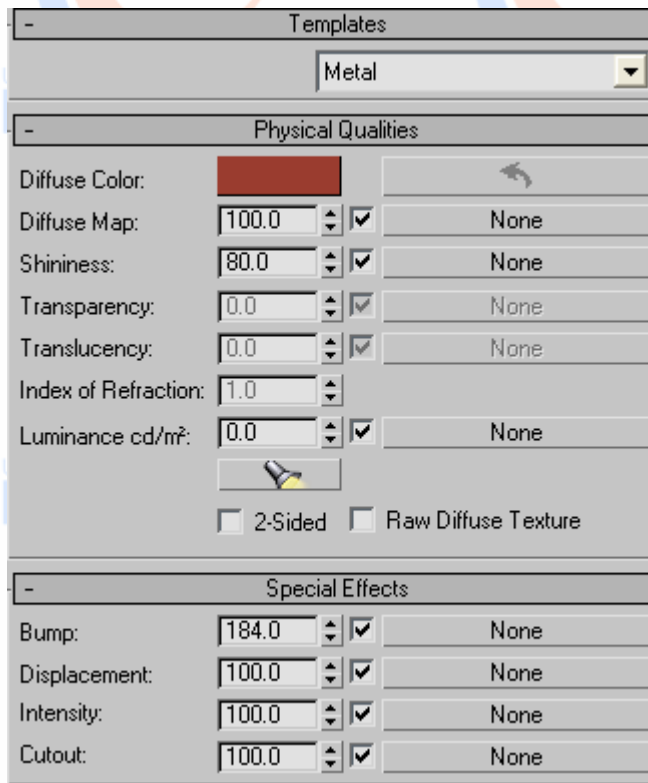**[8]** Then go to the **modifier panel** and **FFD 4x4x4** and adjust its **lattices**

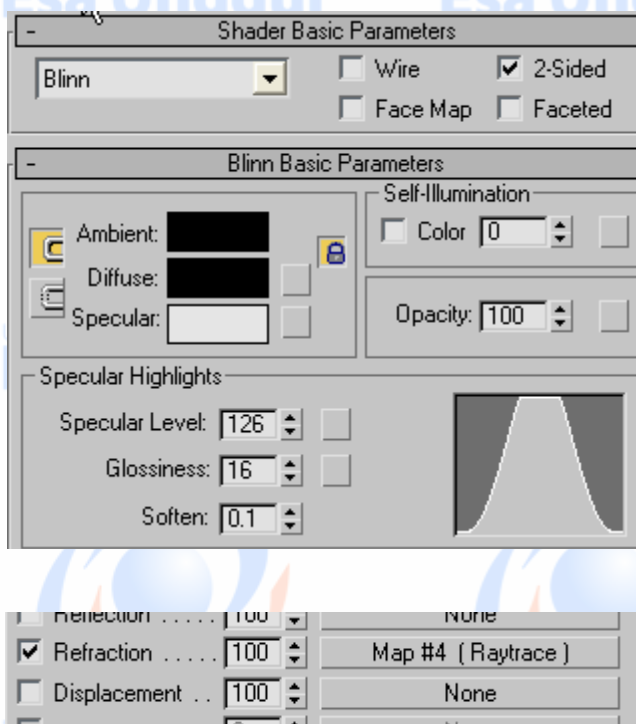**[9]** Then select the whole object and add **turbo smooth**.

[10] Select the cup and *press M* (for Material) and do the following settings.

[11] Then select **the cylinder**, **press M** and hit on standard select architectural and do the following settings.

Templates		
	Metal	▾

Physical Qualities

Diffuse Color:			↰
Diffuse Map:	100.0	✓	None
Shininess:	80.0	✓	None
Transparency:	0.0	✓	None
Translucency:	0.0	✓	None
Index of Refraction:	1.0		
Luminance cd/m²:	0.0	✓	None
☐ 2-Sided	☐ Raw Diffuse Texture		

Special Effects

Bump:	184.0	✓	None
Displacement:	100.0	✓	None
Intensity:	100.0	✓	None
Cutout:	100.0	✓	None

[12] Create **a plane** and **press M** and adjust it like this.

Shader Basic Parameters

Blinn ▾	☐ Wire	✓ 2-Sided
	☐ Face Map	☐ Faceted

Blinn Basic Parameters

Ambient:
Diffuse:
Specular:

Self-Illumination
☐ Color 0
Opacity: 100

Specular Highlights
Specular Level: 126
Glossiness: 16
Soften: 0.1

	Reflection 100	None
✓	Refraction 100	Map #4 (Raytrace)
☐	Displacement . . 100	None

[13] This is your final image.