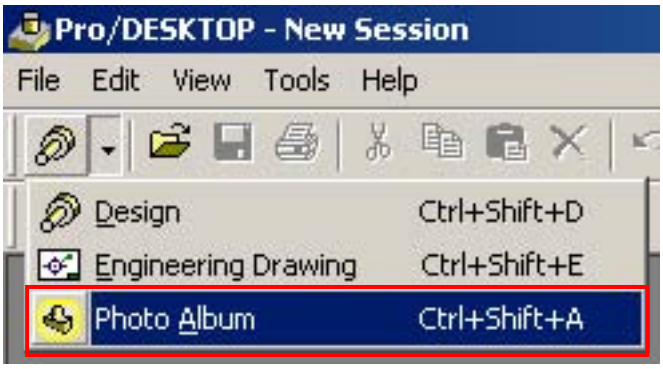
Box Rendering Tutorial

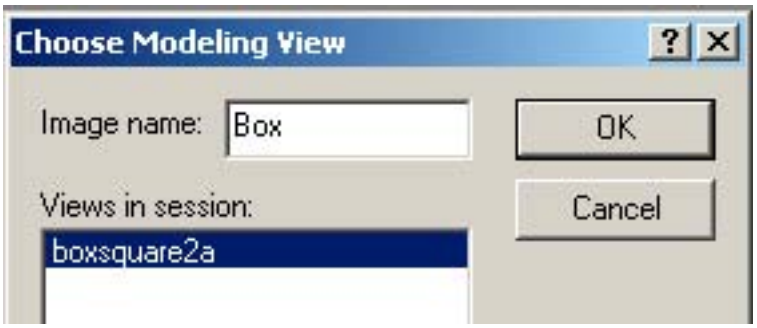
Draw your spatula shape by:-

1. Open up **PRO-DESKTOP** from your programmes menu. Then open up your **3D 'Box' model file** that you have previously made, if it is not open already. Then **click on the file menu > photo album**.



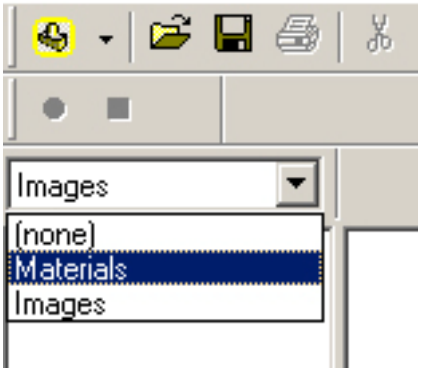
2. Now double click on the **'main blue bar album 1'** to maximise the window. Now **click on the 'image menu'** and **select 'new image'**.

3. Now name your image name **'box'** and your original box that you have open will automatically be loaded in.

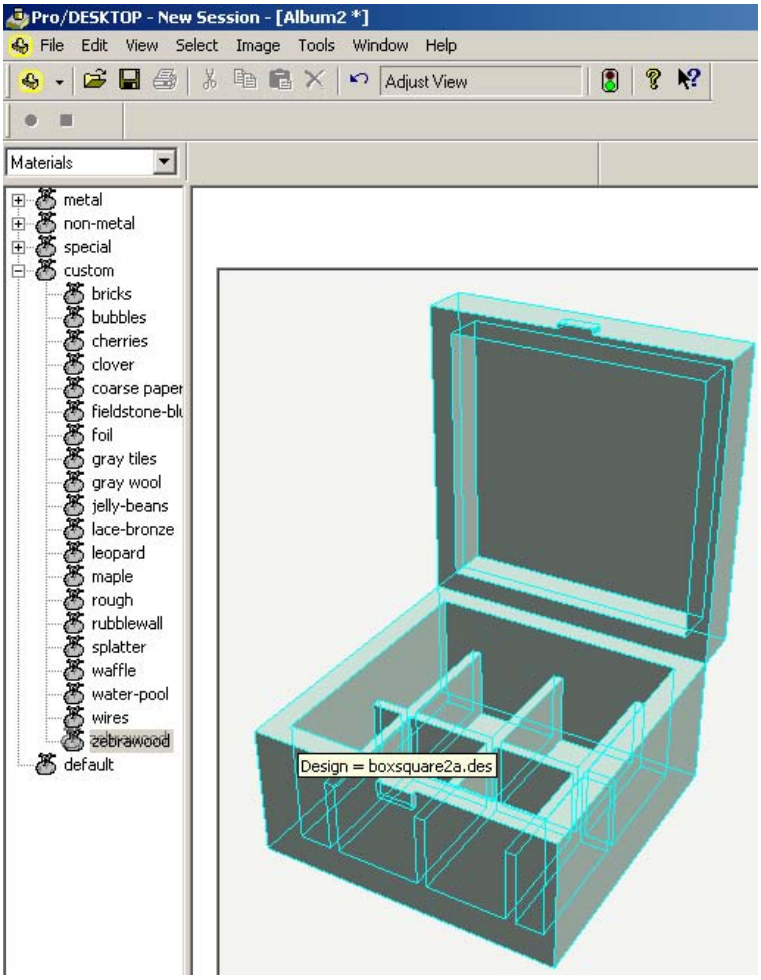


4. Now click on **'file menu'** then choose **'save'**. Now **'save'** the file in your **'box folder'** that is within you're **'my documents folder'**. Name the file **'box render'**.

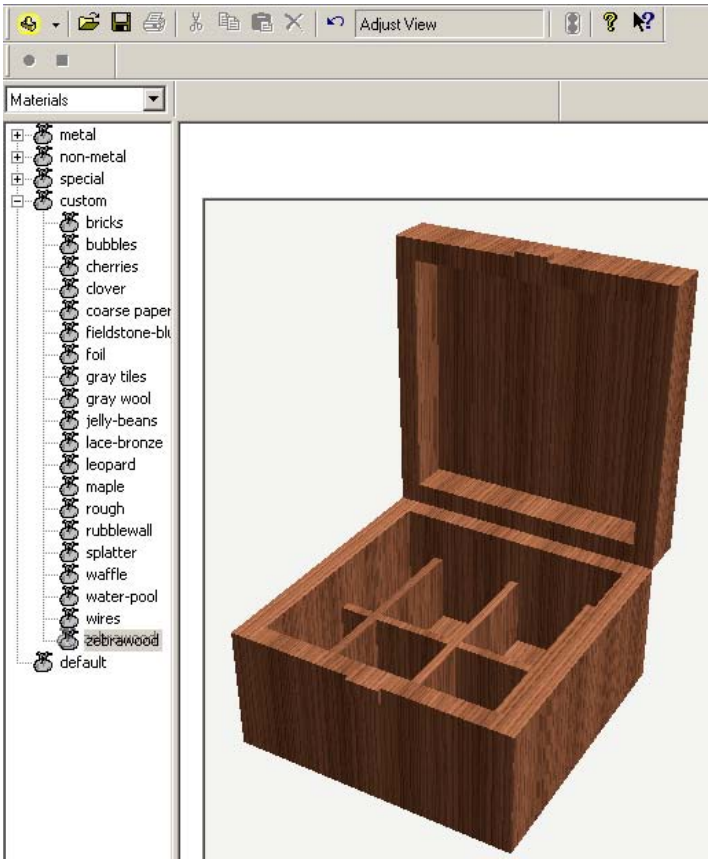
5. Now click on **'images'** drop down menu and choose 'materials', your materials menu will now appear below.



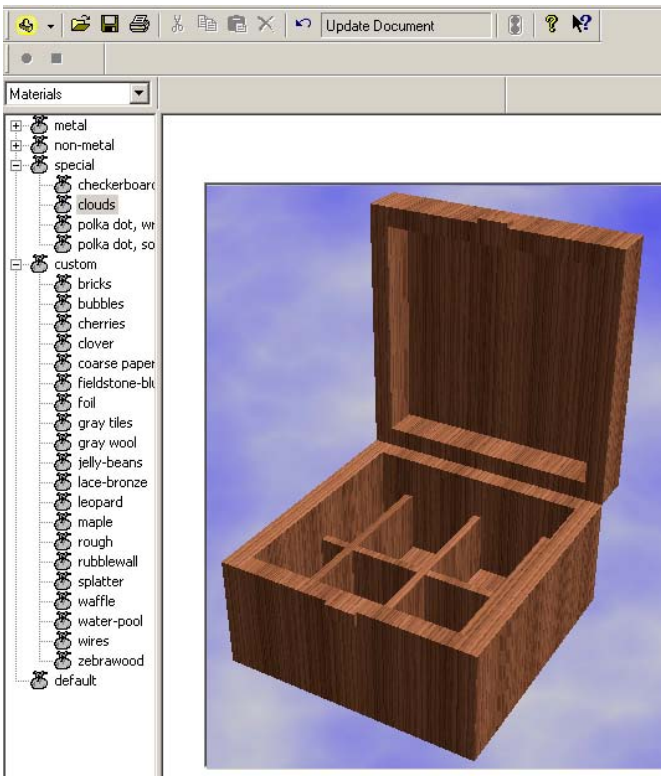
6. Now click on the **'custom' drop down material** and select **'zebra wood'**, now click on your box. You have now added a 'material' to your box.



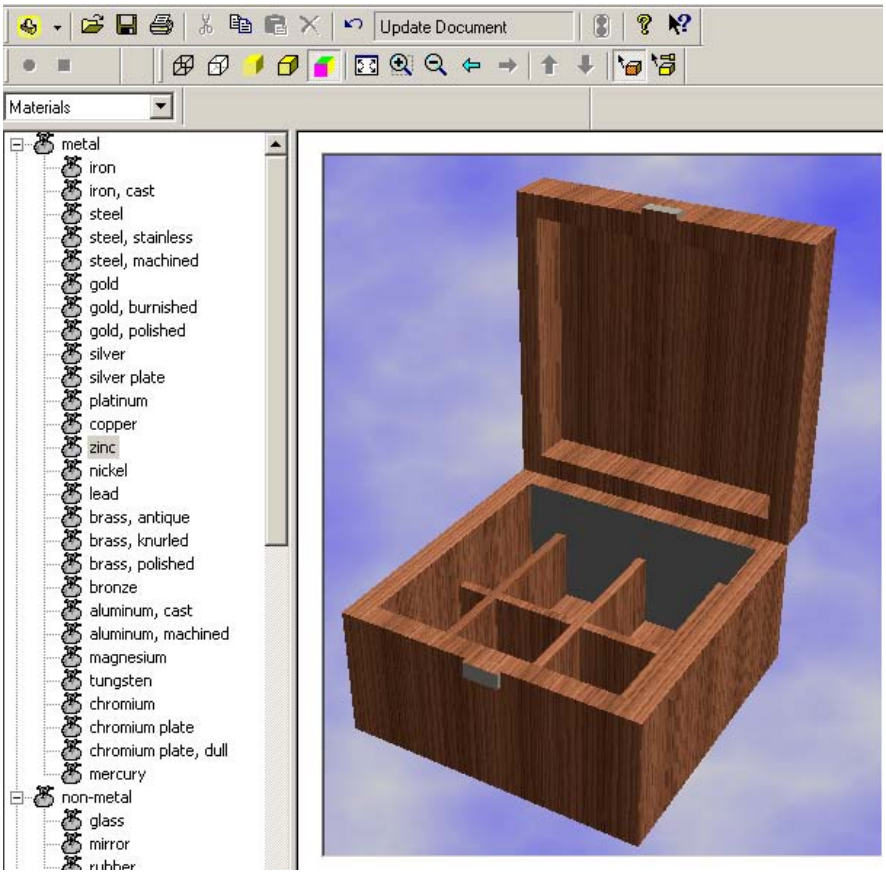
7. To view what you have just done you need to run the render. Now **click on the 'traffic lights' icon.** Your box will now be rendered; you can also see that the traffic lights have now turned grey.



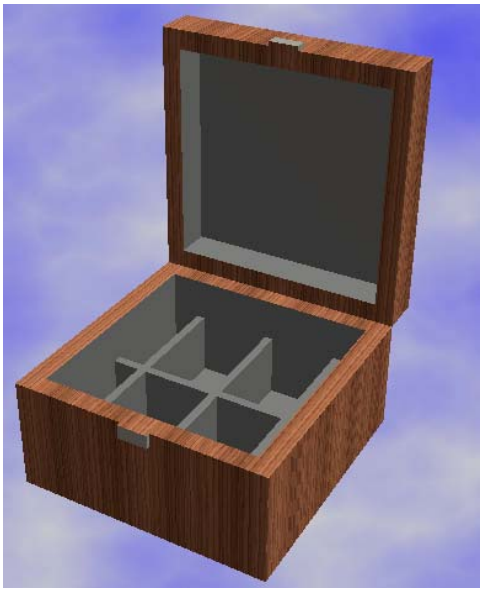
8. Now we will add a background. Please click on the **'special' drop down materials menu** and select the **'clouds' material**, now **drag it and 'click on your background'**. Now click on the **'traffic lights'** icon again. Your image will now look like this below. Be careful here and select the background you want as it is hard to change it later.



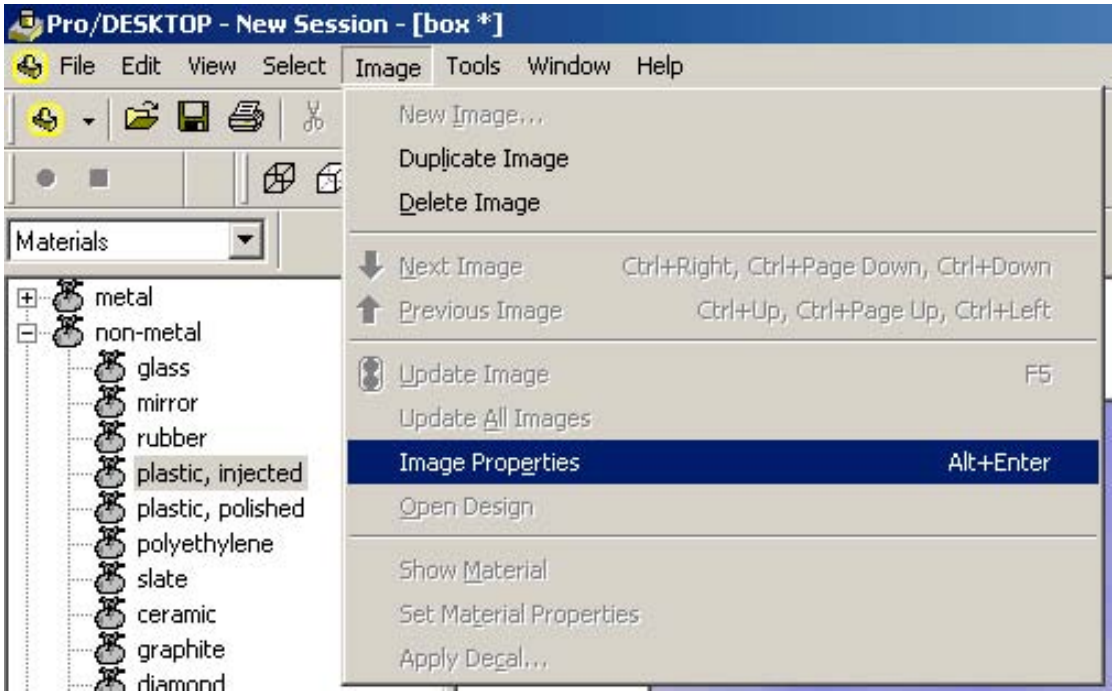
9. Now we will render particular faces to build up your image. Now select the '**select faces icon**'. With this icon pressed down you can **add materials** to **particular faces** and not just the whole box. **Now try it select a material and add it to a face** and then press your **traffic 'light icon'**. You can see here I have added grey to the box clasp at the top and bottom and I added zinc to the inside of the box.



10. Now I have chosen several faces with different materials to construct my box below. Now you should render your separate faces using the method I just showed you. **Now render you image as you wish before moving on to the next step!**



11. Next click on the '**image**' menu and select '**image properties**'.



12. Now the image quality window will appear. Now click on '**presentation quality**' to improve the image quality. Then increase the **resolution to 800 x600** again to improve the quality. You can improve this further if you wish later on; now **click on 'ok'**. Then click on the '**traffic lights' button**. You will now see a better quality version of your box get rendered.

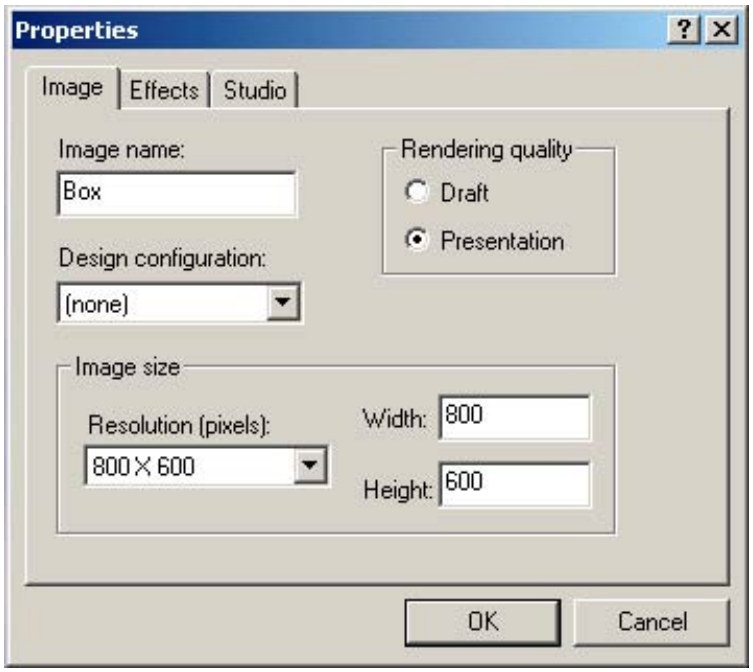
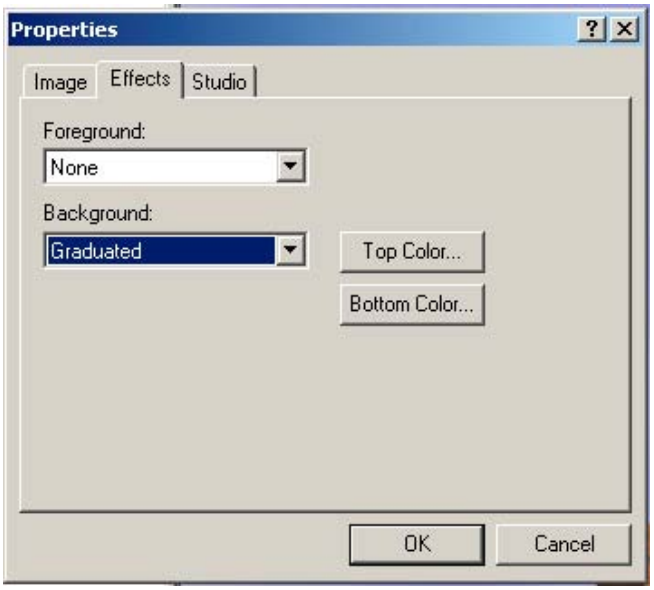


image quality options

Improved rendered image.

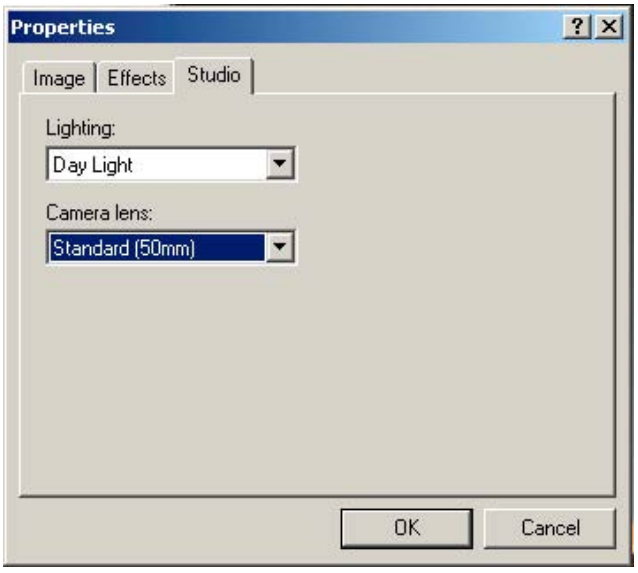
13. Next click on the **'image'** menu and select **'image properties' again.** Now **click on the 'effects' tab**, leave the foreground window for now. Now **'click on the background window'**. Now change the background window to **'graduated'** then **'click on the top colour button'** and set it to **'black' from the colour picker.** Then **'click on the bottom colour button'** and set it to **'white'** from the colour picker. Now **click on 'ok'**. Now click on the **'traffic lights'** option to see your rendered background.



Effects options window

Black to white rendered background.

14. Next click on the '**image**' menu and select '**image properties**' **again**. Now select the '**lighting window**' and select '**day light**' Now click on the '**camera lens window**' and select '**standard lens 50mm**' then click on '**ok**' Now click on the '**traffic lights**' option to see your rendered background. Now **save** your file.

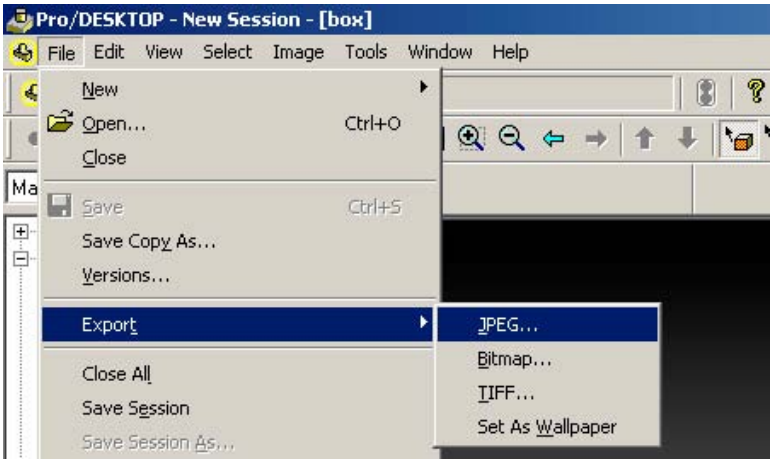


Lighting effects options window

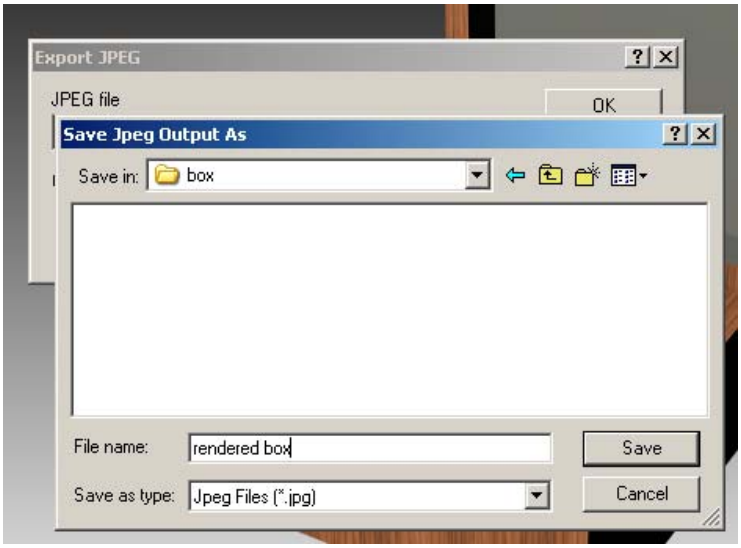
lighting effects rendered box.

15. Now **change these options** 'image quality, background and foreground, and lighting effects' options to suit your box. Don't forget to keep on **saving your file**. When you are happy with your options then move onto the next step.

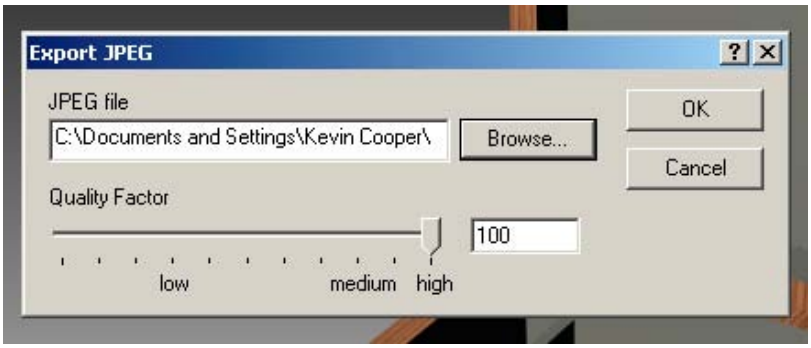
16. Now click on the file menu and press save. Then click on the **file menu** and select **'export'** then choose **'JPEG'**. We are exporting the rendered image as a jpeg so we can use it in other applications like word or PowerPoint.



17. Now set your options from the pop up window. Select the **'highest' quality** from the **'quality factor'** slider. Then click on the **'browse button'** and set the location to your **'my documents folder'** and find your **'box folder'** then click on **'save'** then click on **'ok'**. Your file will now be saved there.

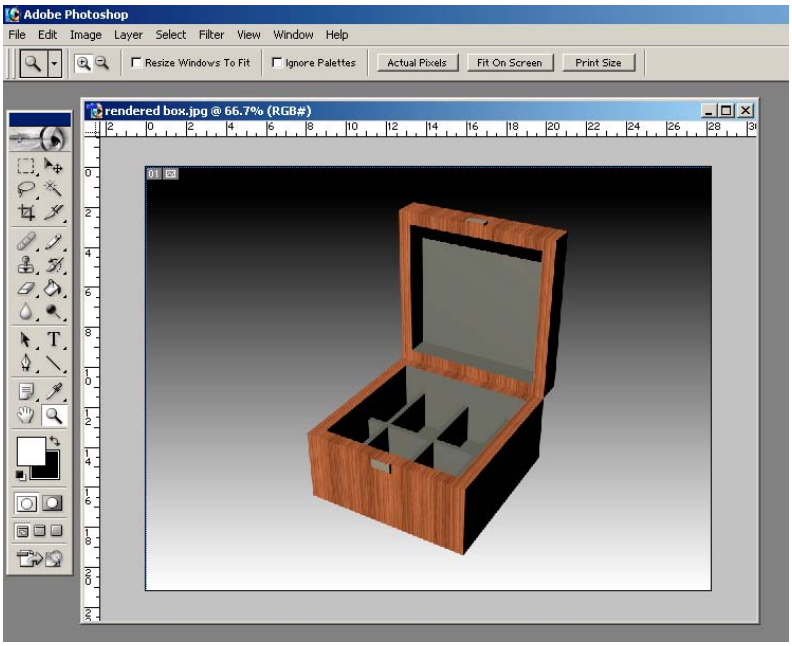


Choose your folder

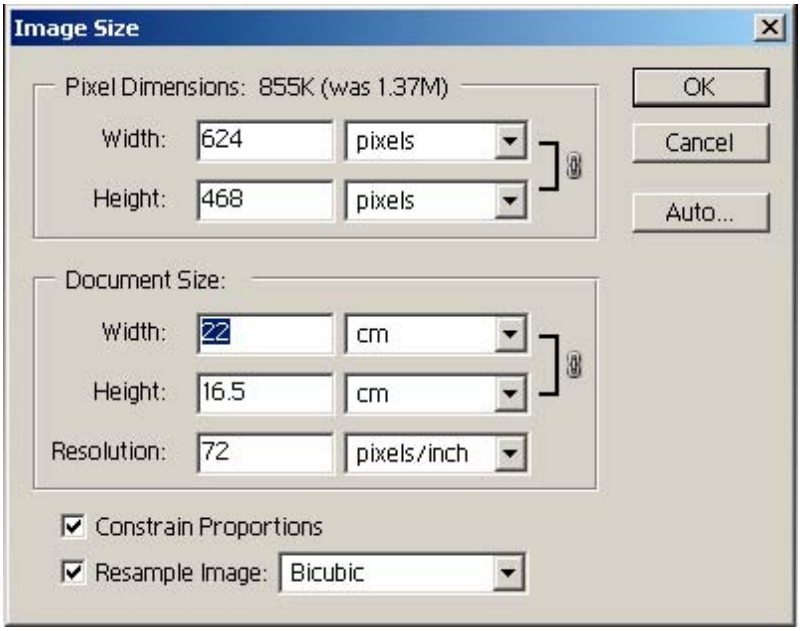


Set the highest quality then press ok.

18. Now open '**adobe Photoshop**'. Now click on '**file**' then **open** and find your new rendered image and **open it**.



19. Now we need to print off the file but it is currently too big for an '**A4**' sheet so we will resize it. Now click on the '**image menu**' then select '**image size**'. Now enter a new **width of '22 cm'** the height will automatically change. Now click on '**ok**'.



20. Your image has now been reduced in size. Now click on '**file then press save**'. Now '**click on file and press print**'. Within the printer window make sure you choose the '**landscape option**' so your image fits onto the sheet. Now write your name on your box and hand it to your teacher!

Well done you have rendered a 3D box! Why not show people what you have done and email the file to a friend!