Where Trees Come From

A Wade Corley Presentation
Making a Dead Oak

- Tools involved
- Modeler
- Layout
- Texturing
- Rendering
Begin Modeling

- Box
- Subdivide
- Move tool
To **Start**

- Create a box - mine was 10ft tall and 4ft wide and deep
- Subdivide the polygons - press “D”
- After subdividing, grab point and use the move tool to get the rough shape.
Magic Bevel

- Add plug-in
- Edit menu layout
Add Plug-in

• Modeler>
• Add plug-in>
• MagicBev
• Press “ok”

Edit Menu Layout

• Modeler>
• Interface>
• Edit menu Layout
• Find Magic Bevel on left
• Drag it under Multiply on right
• Press “done”
Naming **Surfaces**

- Raise left pinky
- Depress “Q” key
- Pat yourself on back
Naming the Surfaces

• I gave each branch a different surface name.

• I divided the trunk into three horizontal sections.
Sub-Patching

• Press tab
Sub-Patching

• Sub-patching will make it all smooth

• It only affects four sided polygons

• Because the bottom polygon is not a four sided polygon it won’t be affected.

• It might look weird if it were affected.
Layout

- Lights
- Ground
- Background
Lights

• One Distant light
• Ambient light 15%

Ground

• Flat box with 14 segments on “x” and “z” axis
• Press “n” in modeler when you make the box.
• Use a displacement map and SasLite.
Surface Editor

- Texture
- Layers!
**Settings**

- Catch the settings from the picture.
- The image for the bump map and texture is a photo of a tree.
- I set it on low opacity so I could make the tree look a different color.
Rendering

- Set image viewer
- Set ray trace shadows
- Turn on anti-aliasing

- All that jazz is up to you.
This Tutorial was intended...

• to show you the steps involved and basic techniques that I used to make my tree so you could make your own original piece.
Thank You

You are all better people now.
References - all on Ranger website

- Saslite Tou Lee Chang
- Basic Sub Patch Modeling Dan Goudy
- Magic Bevel Tool Jayme Ghisletta