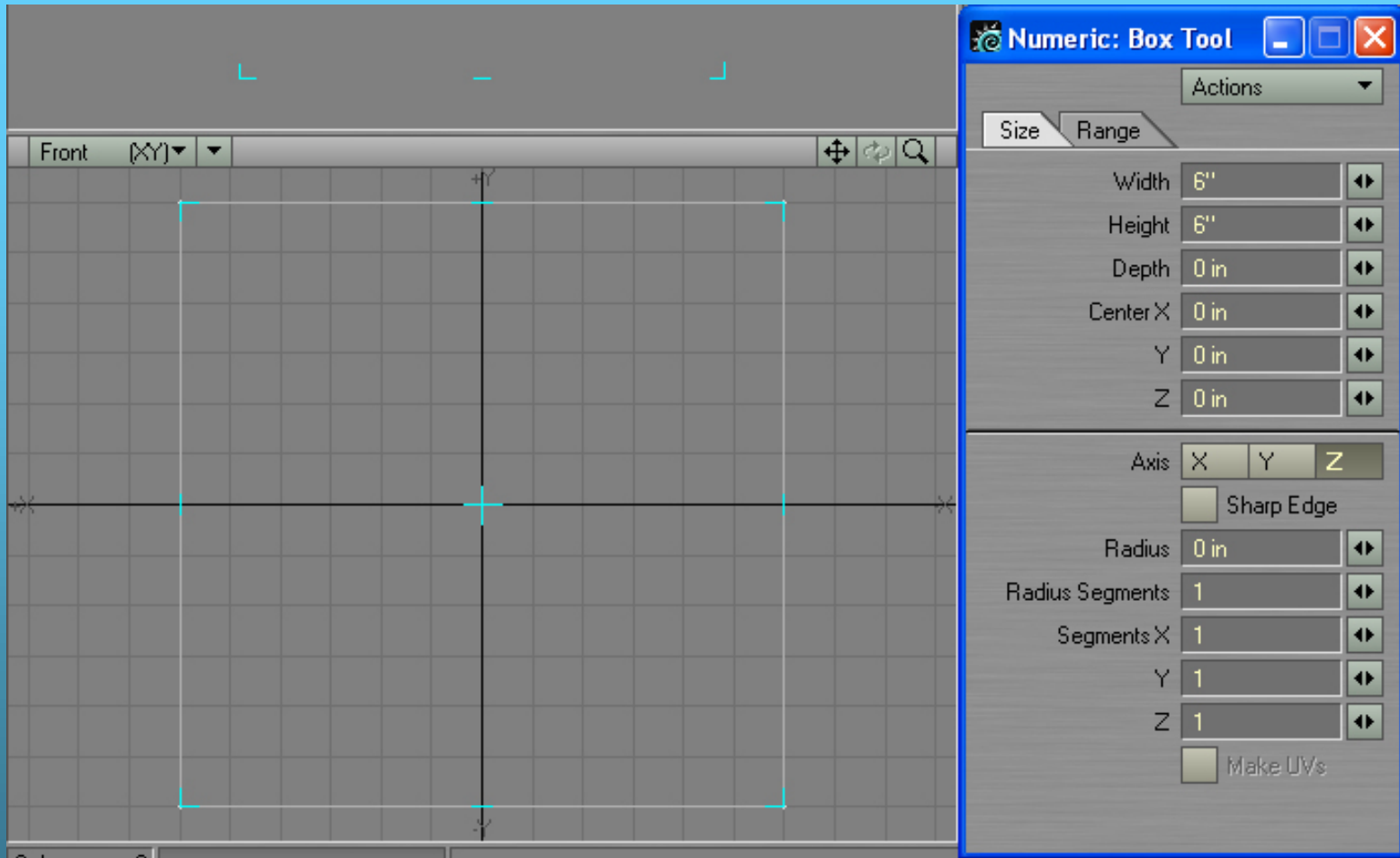


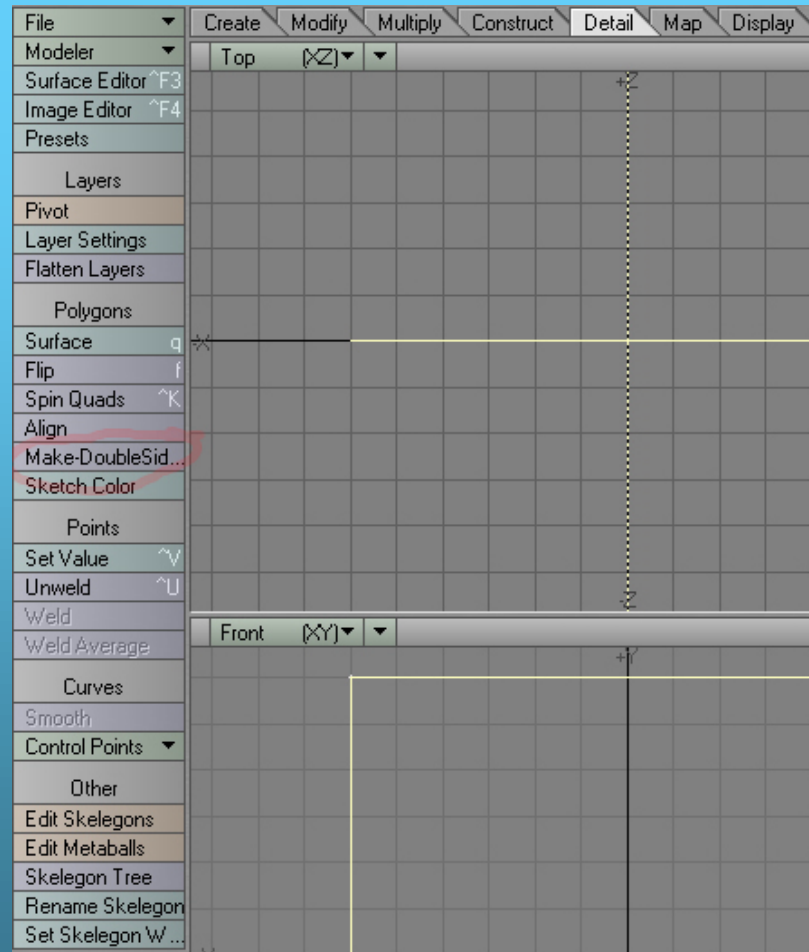
Making an easy but detail leaf

By Khue Vang

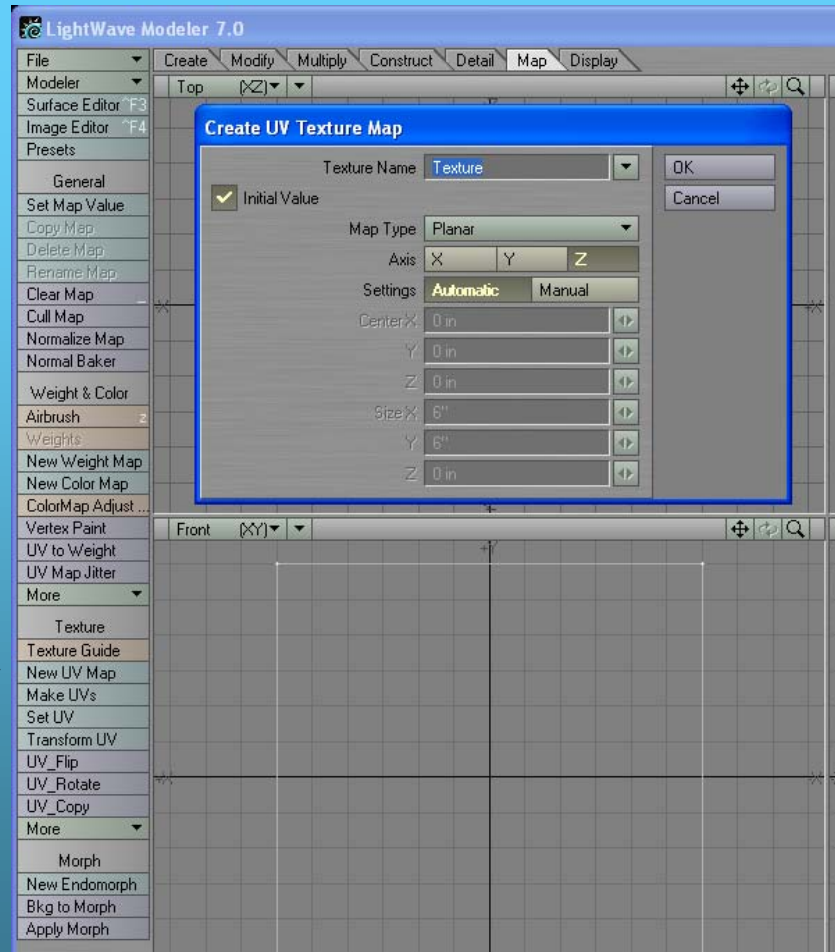
- The first thing you must do is create a 6" x 6" square on the z-axis. This is done by clicking on the "Create" tab than the box tool button. To be precise with the geometry you should use the Numeric Window which could be open by pressing the letter.



•Next you need to make the square polygon double sided. To do this simply highlight the square polygon and then under the “Detail” tab click on the Make-Double Side button. Once you have the double side square polygon press q and name its surface name leaf.



•Next you need to make a UV Map for the double-sided square polygon. To do this go the “Map” and click on the New UV Map button. This will bring up the create UV map window. Under this window choose the planar map on its z axis. Leave the settings at automatic and the name as texture.



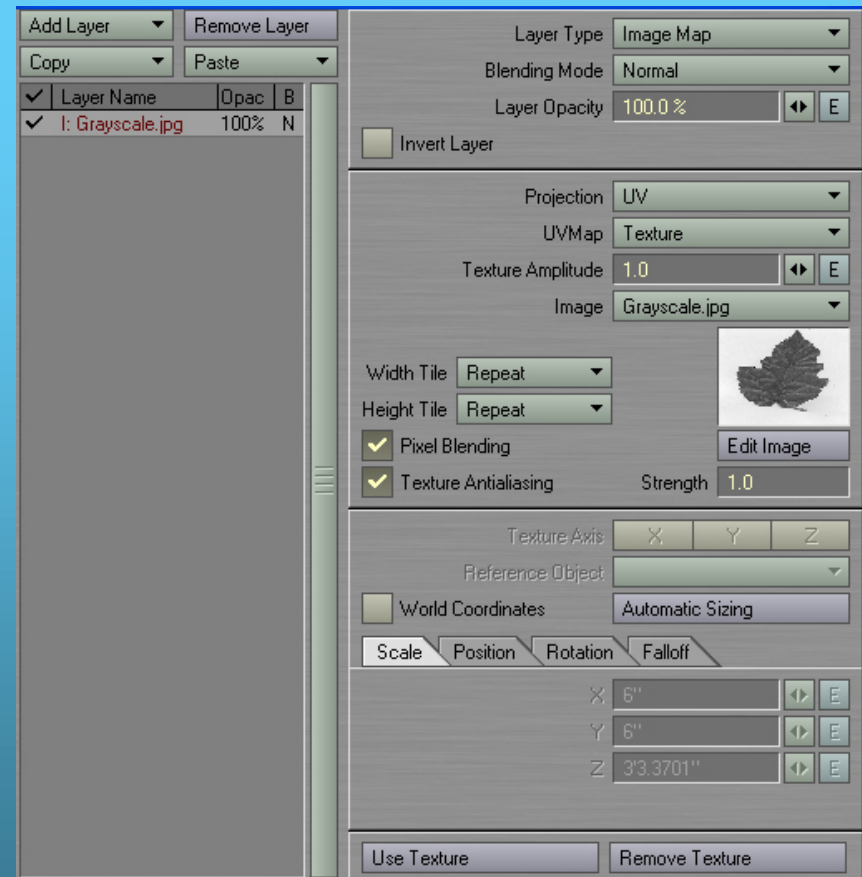
•The next thing you need to do is the get and image of a leaf. The leaf should be by itself and not have any kind of background. A leaf with a lot of detail is more preferable. Your leaf should look something like the image to the left. Next you need make it black and white. To do this, simply take the image to PhotoShop and grayscale it. The end result should look close to the image to the right.



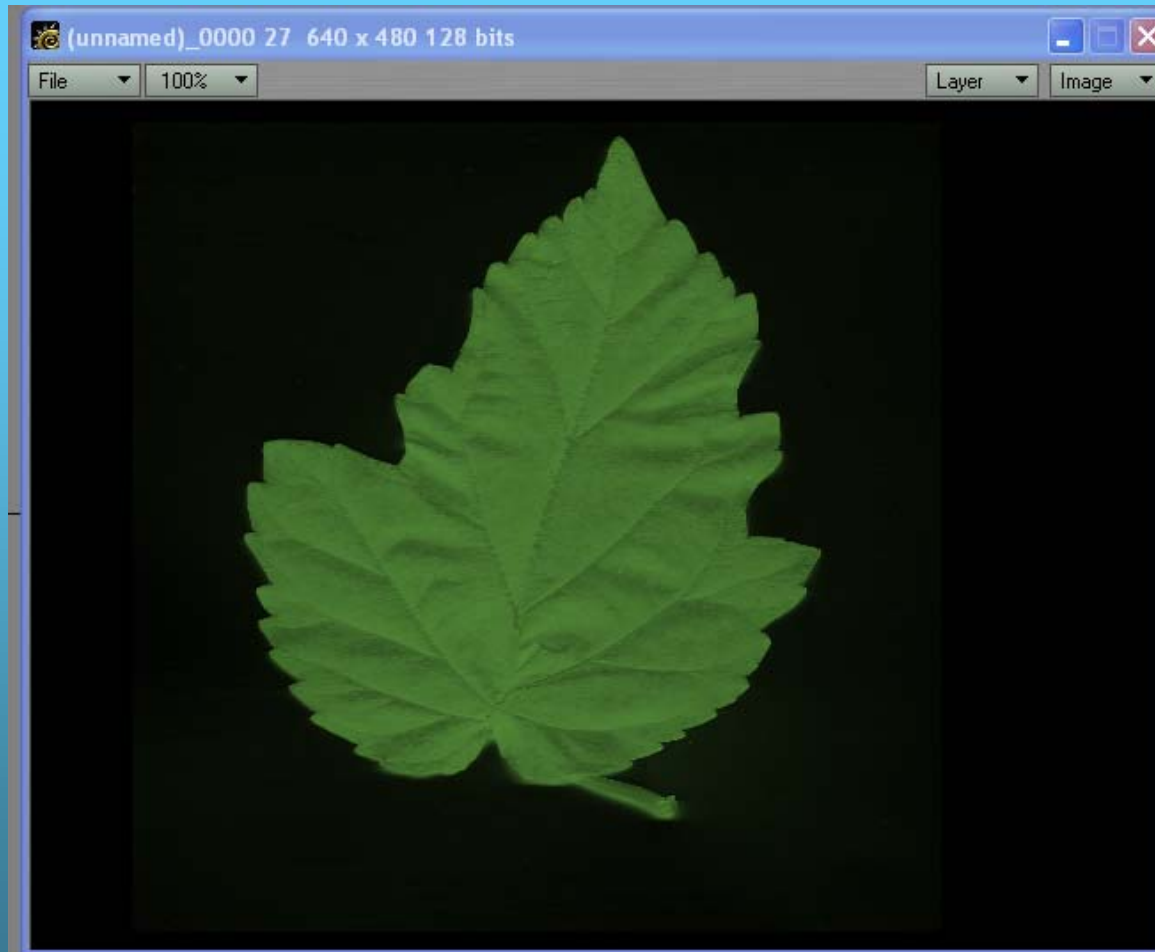
- After getting you images ready. Open up the surface editor window. Click on the surface name “Leaf”. Once the Leaf surface name is selected change the color of the texture from gray to green.



•After attaining a desirable color go to both the bump and transparency texture editor make the follow changes to the setting: set the layer type to image, UV under projection, pick the map name “Texture” as your UV Map, leave texture amplitude at 1, load the grayscale image where it says image, and finally click on the automatic size. After setting these settings click on the use texture button and you should be done!



- When rendering make sure transparency is turned on. Your final render leaf you look similar to this.



The End