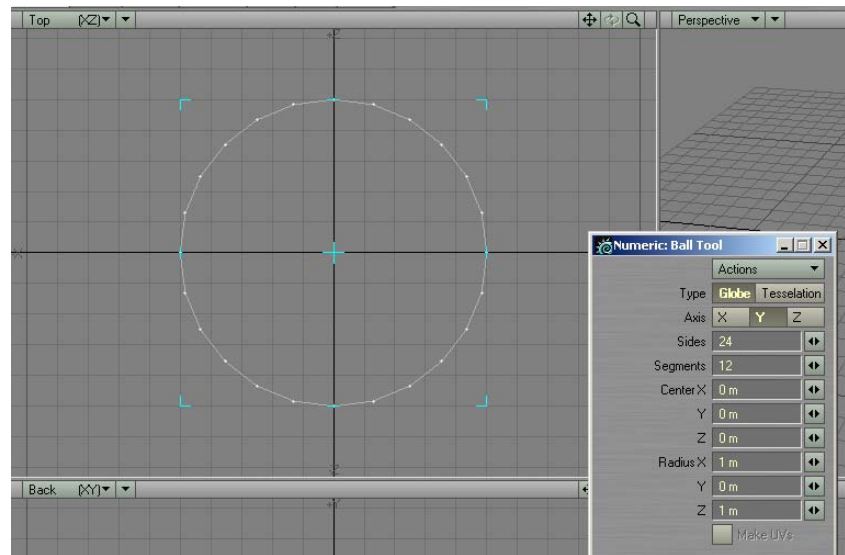


The Flying Disc

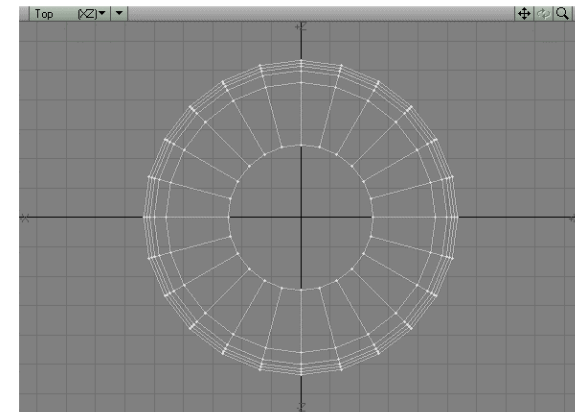
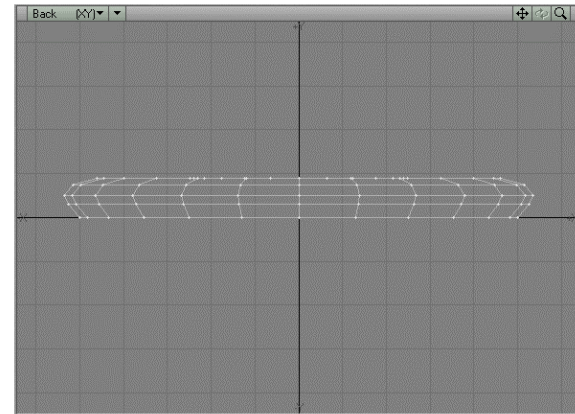
By Jon Bartlett

Creating The Basic Shape

- Use the ball tool to create a flat circular polygon



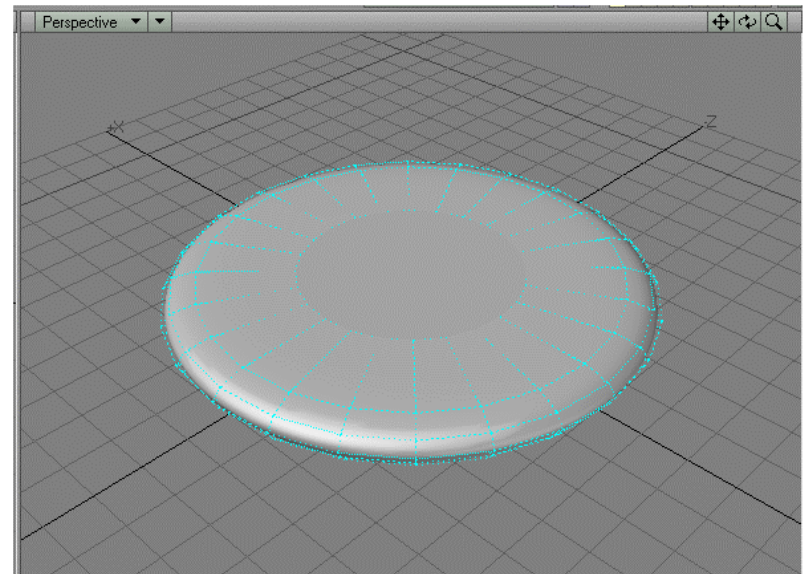
- Next, select the polygon, and use the bevel tool, which is under the Multiply tab, to stretch the polygon up and out, then up and back in, to give it the shape of a flying disc. After getting the top polygon, bevel another smaller circle inside, but on the same level as the larger circle.



Texturing The Disc

- Now select all the polygons, except the small circle on the top, and create a new surface name for them. Create another surface name for the small circle in the center.

- Use the preset surface “Plastic”, which is under the Generic category, for the first surface area you created. Then, hit the Tab key to Sub-Patch the rim, which rounds it off.



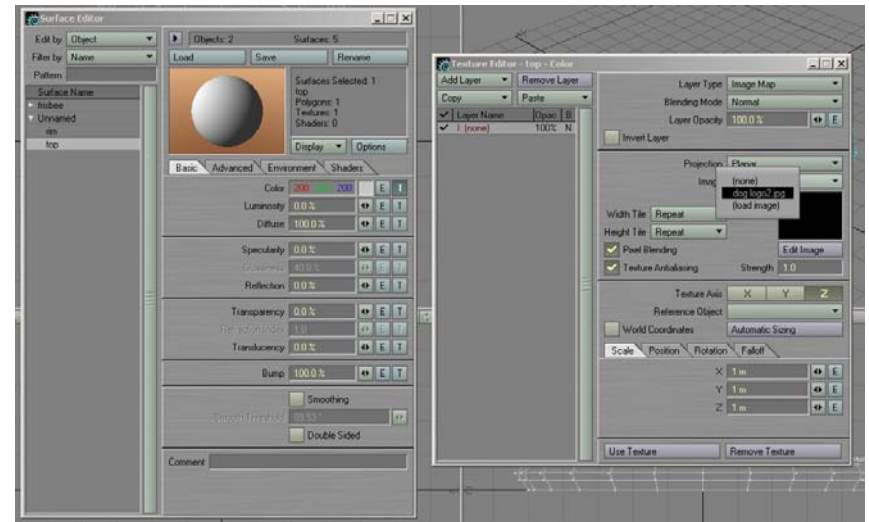
The Logo

- Now, pick a logo for your disc, and use a 2D graphics program to crop it to a circular shape.

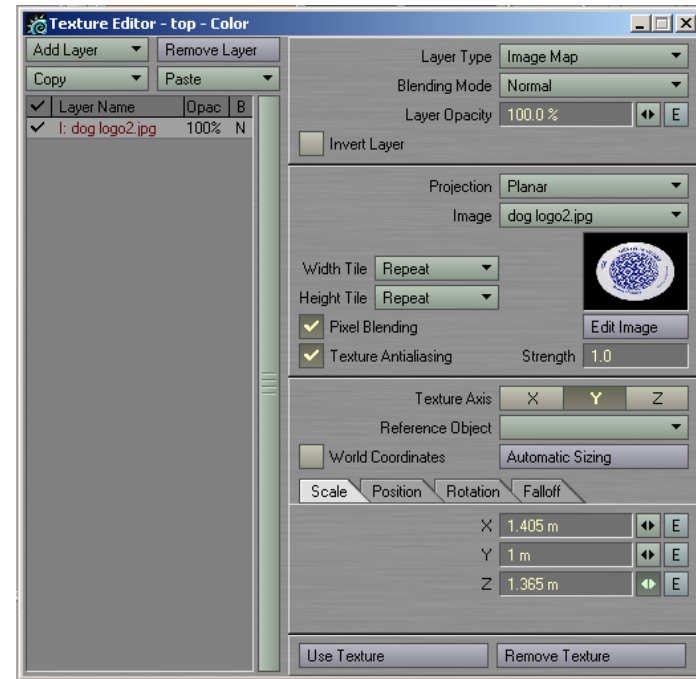


Placing The Logo

- Back in Modeler, to place the logo on the polygon, click the “T” next to the color controls in the surface editor. Then, in the Texture Editor window, choose your logo with the drop down menu on the right.

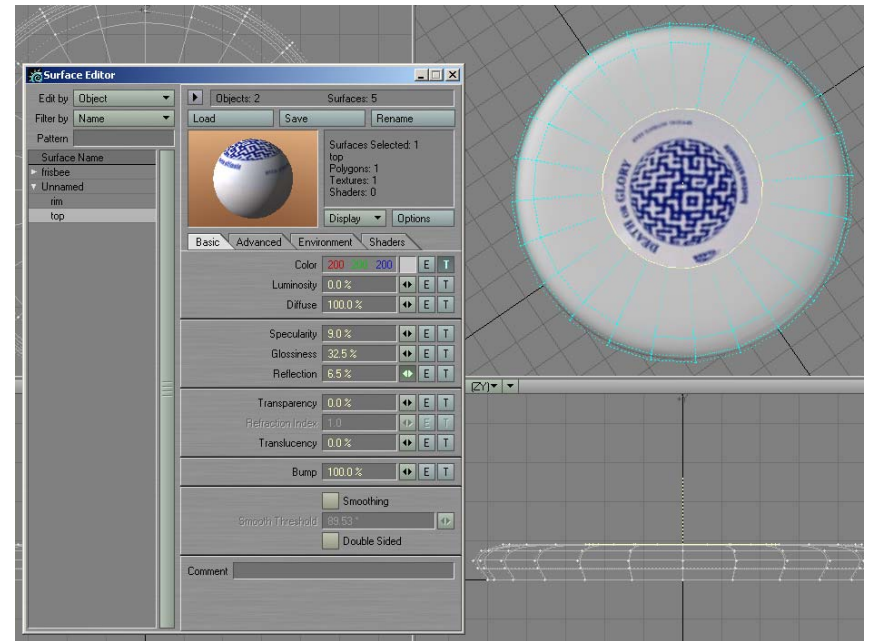


- Make sure the logo is set to the Y axis, and make it fit by adjusting the size under the Scale tab on the bottom of the Texture Editor window. Then click the Use Texture button.



Blending The Logo In

- Then, adjust the specularity, reflection, and glossiness of both surfaces to blend them together. Remember, the logos tend to be more glossy and reflective than the plastic.



The Flying Disc



