


## Tutorial - Coffee Mug






Start by making a cylinder, change the radius to 140m and height 250m.

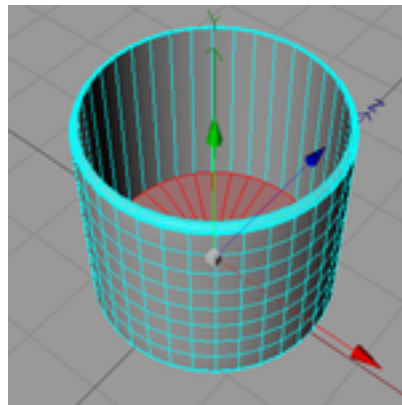
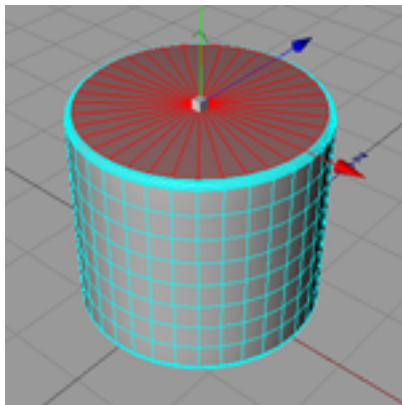
Make sure you position the cylinder at ground level; you can do this by changing the y axis to 0, or use the Move Tool .

We need to make some changes to the cylinder; go to Caps and change the Segments to 1. Make sure the Fillet checkbox is checked, and change the segments to 8 and the radius to 8m.

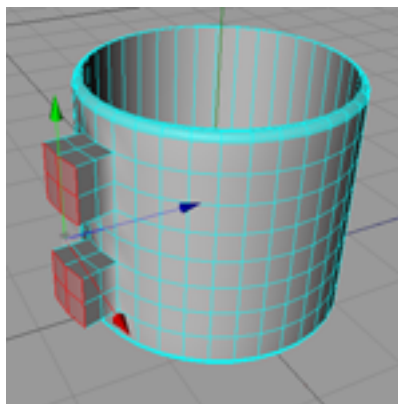
## Tutorial - Coffee Mug


We want to be able to manipulate the surface of the cylinder, so we need to change the cylinder into an editable polygon. You can do this by selecting the cylinder and clicking on the make Editable Tool  or press [C].

Now we want to create the hole in the mug. First start by using the surface select tool , hold [shift] and select the area on top of the mug where you want the hole to be. Once you have made your selection use the Extrude Tool  by pressing [D]. In the options change the offset to -230m.



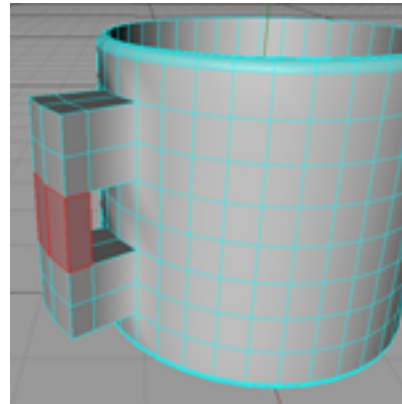
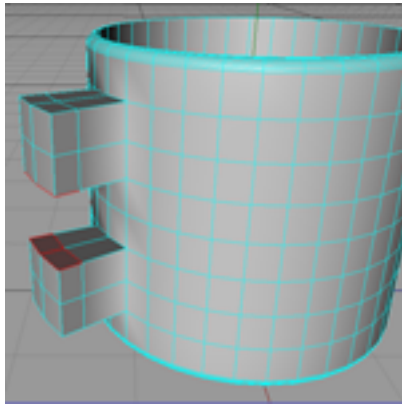
Now we need to make the handle for the mug. Using the Select Tool select 2x4 of fields and extrudes first 40m, then 20m.



Now we need to connect the two parts of the handle; select the bottom fields as shown in the picture on the next page, then use the Bridge Tool  by pressing [B].

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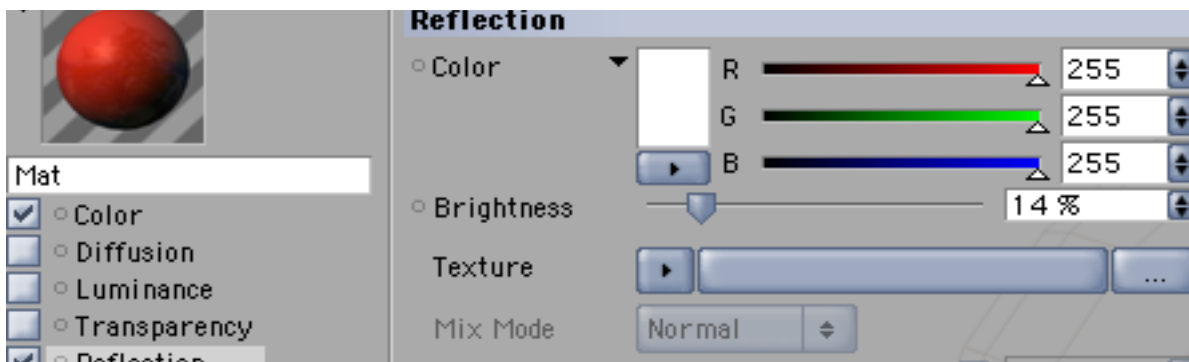
Now click on the outside point of the handles and connect the two outer points. It should look like this once you are done:



The final step is to smooth the mug. Select hyper+ NURBS or go to objects -> NURBS -> hyper+ NURBS. You can see that nothing happened, you need to select your cylinder in the Object Manager and place it under the hyper+ NURBS. It should look like this:



To add color to the mug we need to create a new material (Cmd+N). Once you create a new material it appears at the bottom of the screen, double click on it. Select the color and to add a little reflection to the material select Reflection and change the Brightness to 14%. Once you are done grab the material and add it to your cylinder.

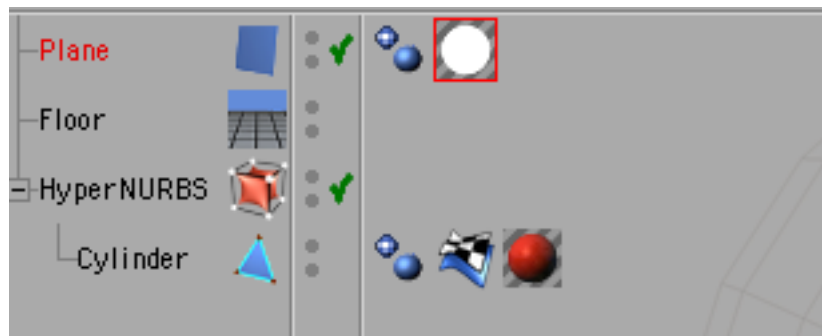


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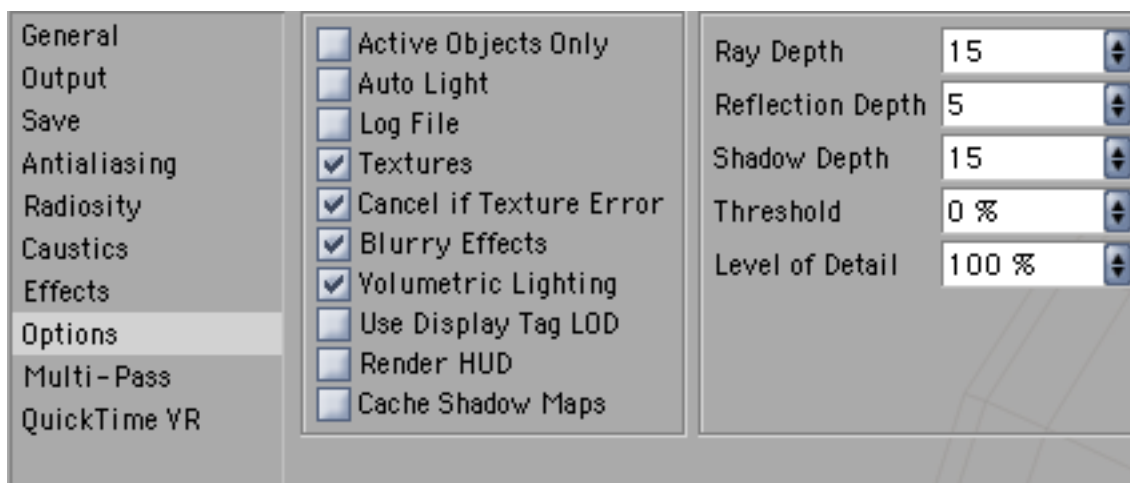
Create a floor



Next step is to create an ambient light. Make a plane and move it above the mug. Then make a new material and click the Luminance box. Once your done add the material to your plane.



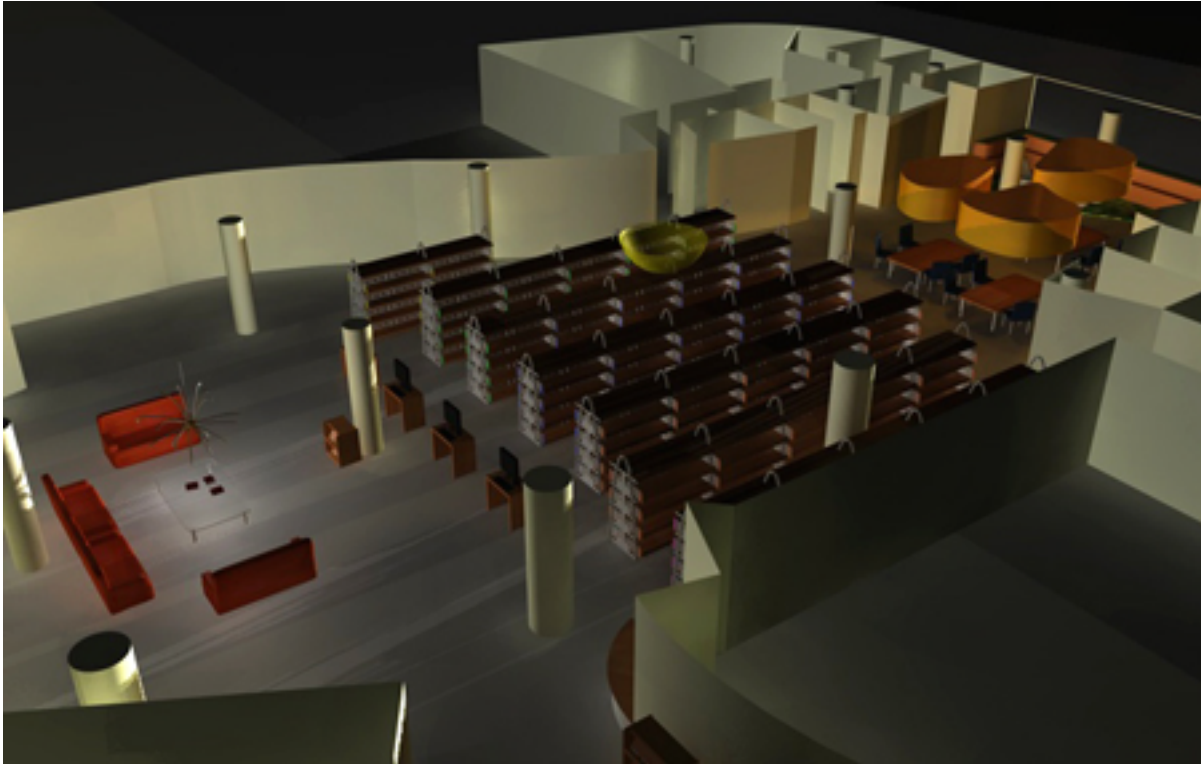
Now we want to set the Render Settings. Change the Output to what you need, then go to Save to change what kind of file you want and where you want to save it to. Next, select Radiosity. Finally, go to Options and select Textures, Cancel If Texture Error, Blurry Effects, and Volumetric Lighting.



Now it's time to render your mug.

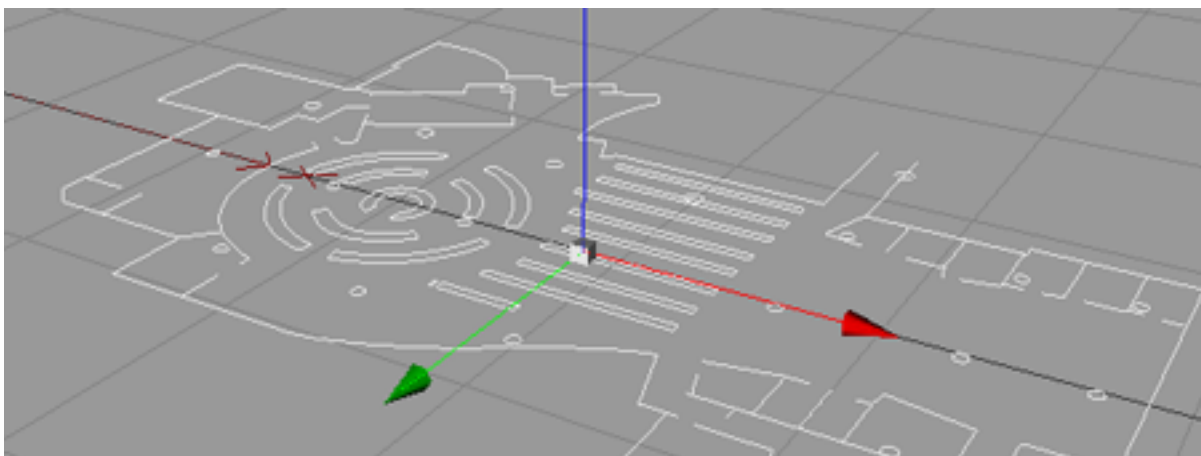


## Tutorial - Walls



Create a new file. Next go to file -> merge -> open the illustrator file.

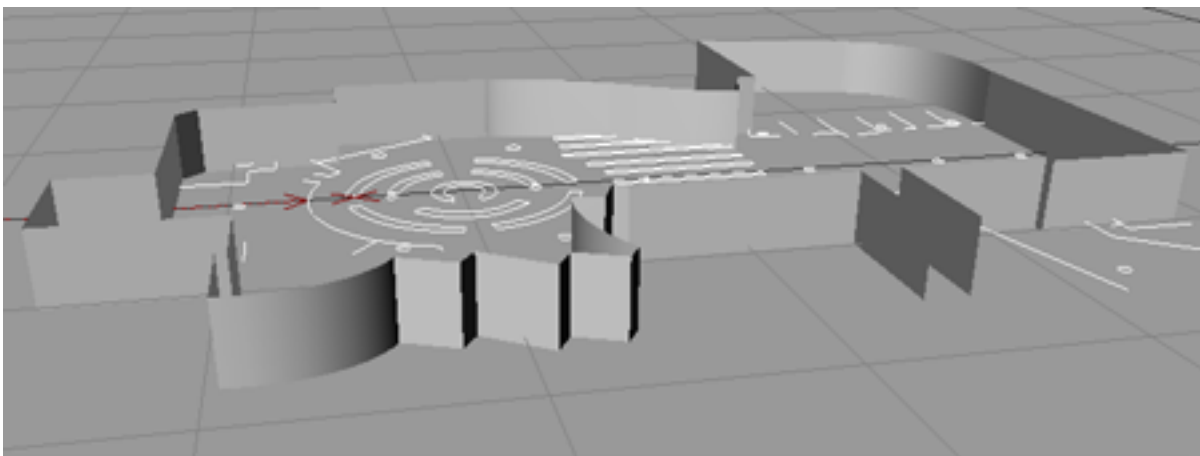
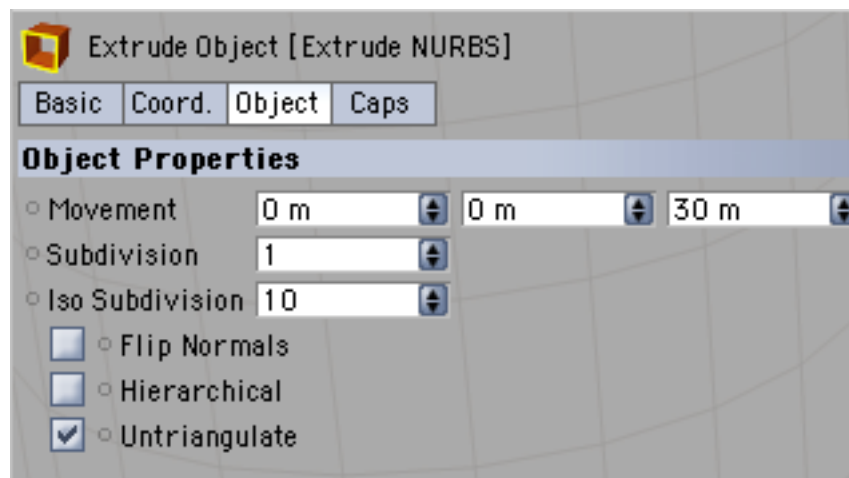
Once the file is open use the Rotate Tool and rotate it 90°. Then move the podium to ground level by changing the y axis to 0°.



## Tutorial - Walls

Select the Extrude NURBS in the object manager and change the R.P in Coord. to  $-90^\circ$ . Then select the path within the Extrude NURBS, and change the R.P in Coord. to  $0^\circ$ .

Change the height of the wall to 30m in Object Properties.



## Tutorial - Texture



By doing the mug tutorial you should be able to make this couch and create the same lighting. In this tutorial we're just going to show you how to add textures to objects.

Create a new material. In the Color section open Texture and look for the texture you want. Once you are done apply the material to the couch.

