

Making a Globe

Tutorial 1: Globe

Introduction

This simple tutorial will explore some simple HeightMap, Painting and Flash features in Amorphium Pro.

The objects and textures are provided for you on the Amorphium Pro CD.

Adding New Objects

If a sphere was not created when you made the new project, then create one now. In the project window, you will notice a sphere object (figure 1.1:).

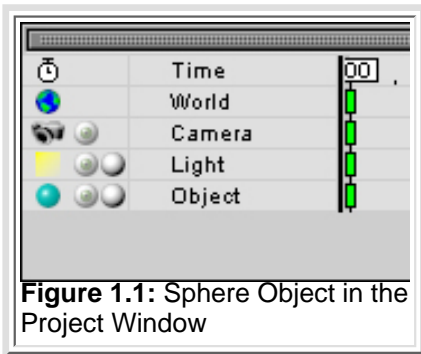


Figure 1.1: Sphere Object in the Project Window

We are going to use two spheres to create the globe. One for the water, and one for the land masses.

We will need to duplicate this sphere. To do this, right click (Ctrl + Click Mac) on the sphere name in the project window. A pop-up window will appear. Click on Duplicate (figure 3.2:).

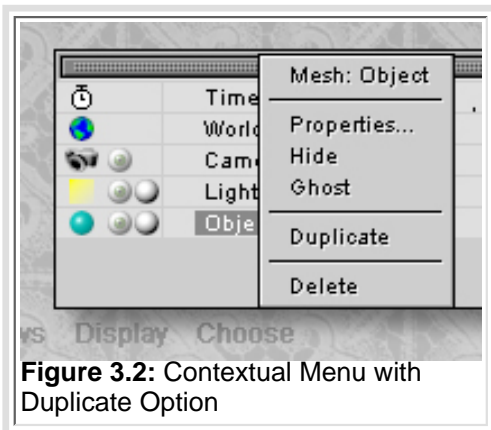


Figure 3.2: Contextual Menu with Duplicate Option

You will notice that both objects have the same name. Change the names to make things easier. right click on the name of one of the spheres in the project window. In the pop-up window, choose Properties. An object properties window appears. Type in the new name **Water** the text box at the top. (figure 3). Click OK.

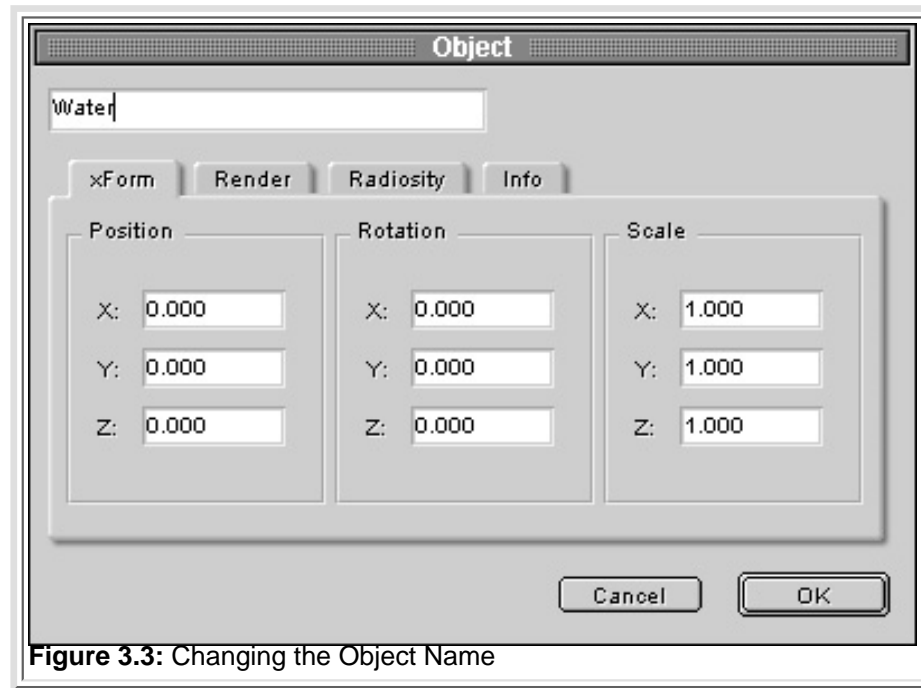


Figure 3.3: Changing the Object Name

Repeat this with the other object and name it **Land**.

Changing Shape in HeightShop

To create the land masses, we will use HeightShop. Click on HeightShop at the top of the screen.

To make sure we are working on the right object, click the Choose menu at the bottom left of the screen. Make sure that the land object is selected.

To load an image as a height map, click Open in the map window (figure 3.4:).

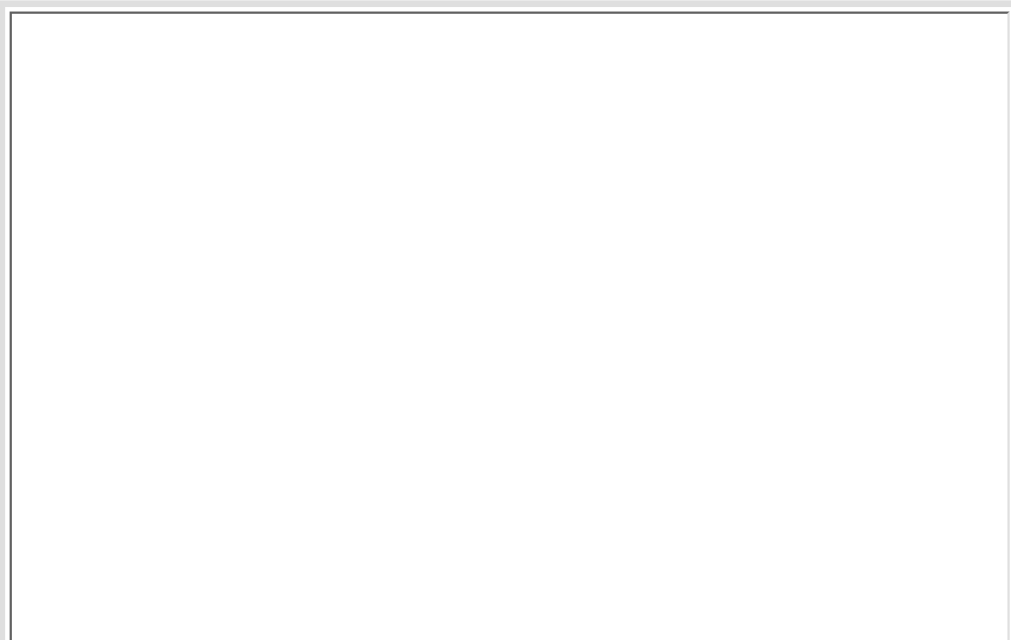




Figure 3.4: Clicking Open in the HeightMap Window

Load the GlobeMap.tif image.

Click on the Apply Spheric tool, then click on the sphere and drag your mouse to the right until the number at the bottom reads 12.000 (figure 3.5):



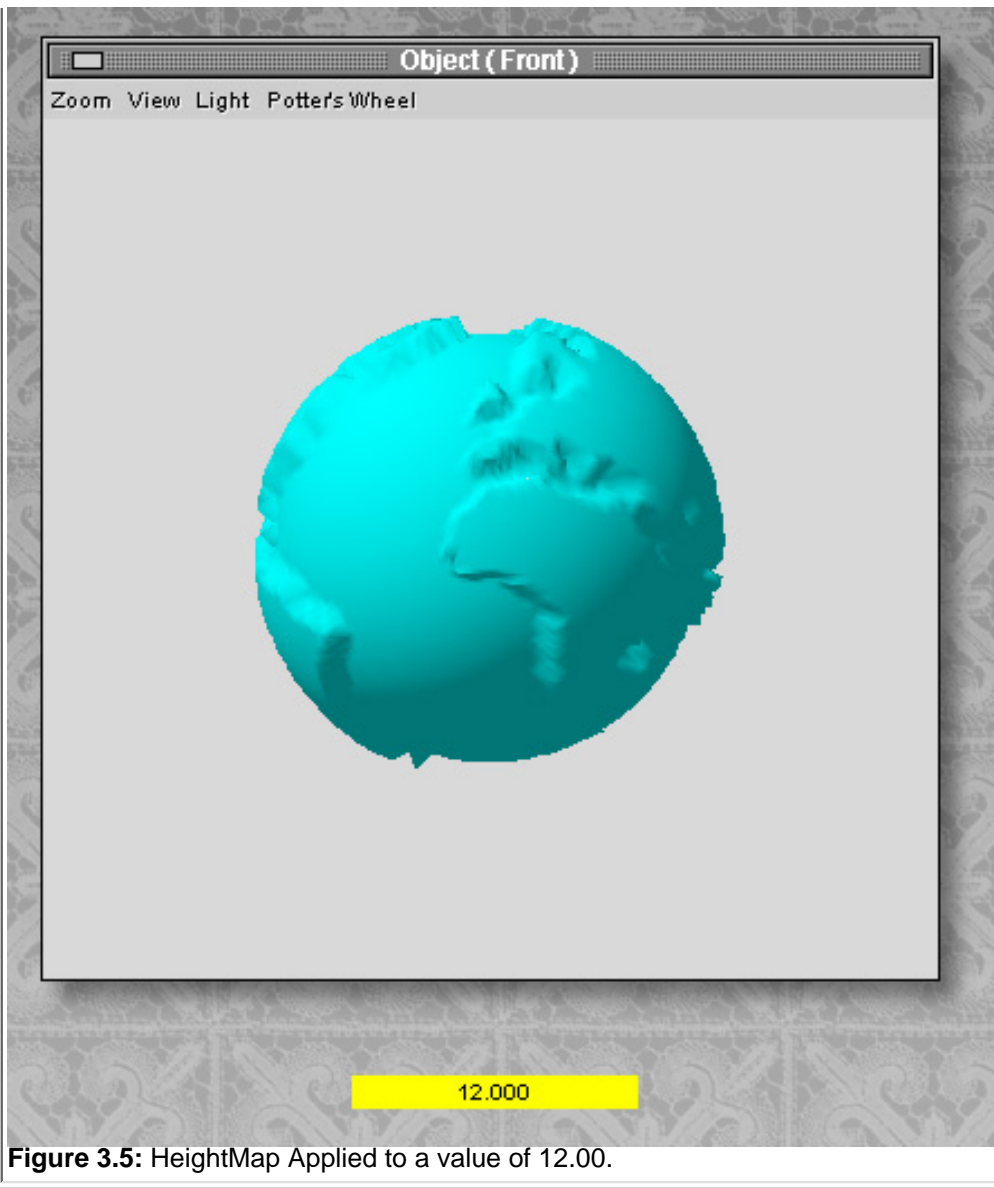


Figure 3.5: HeightMap Applied to a value of 12.00.

Click on FX at the top of the screen. Then in the effects pallet, click Smooth.

Click on the object and drag your mouse until the number at the bottom reads 35.00 (figure 3.6:)

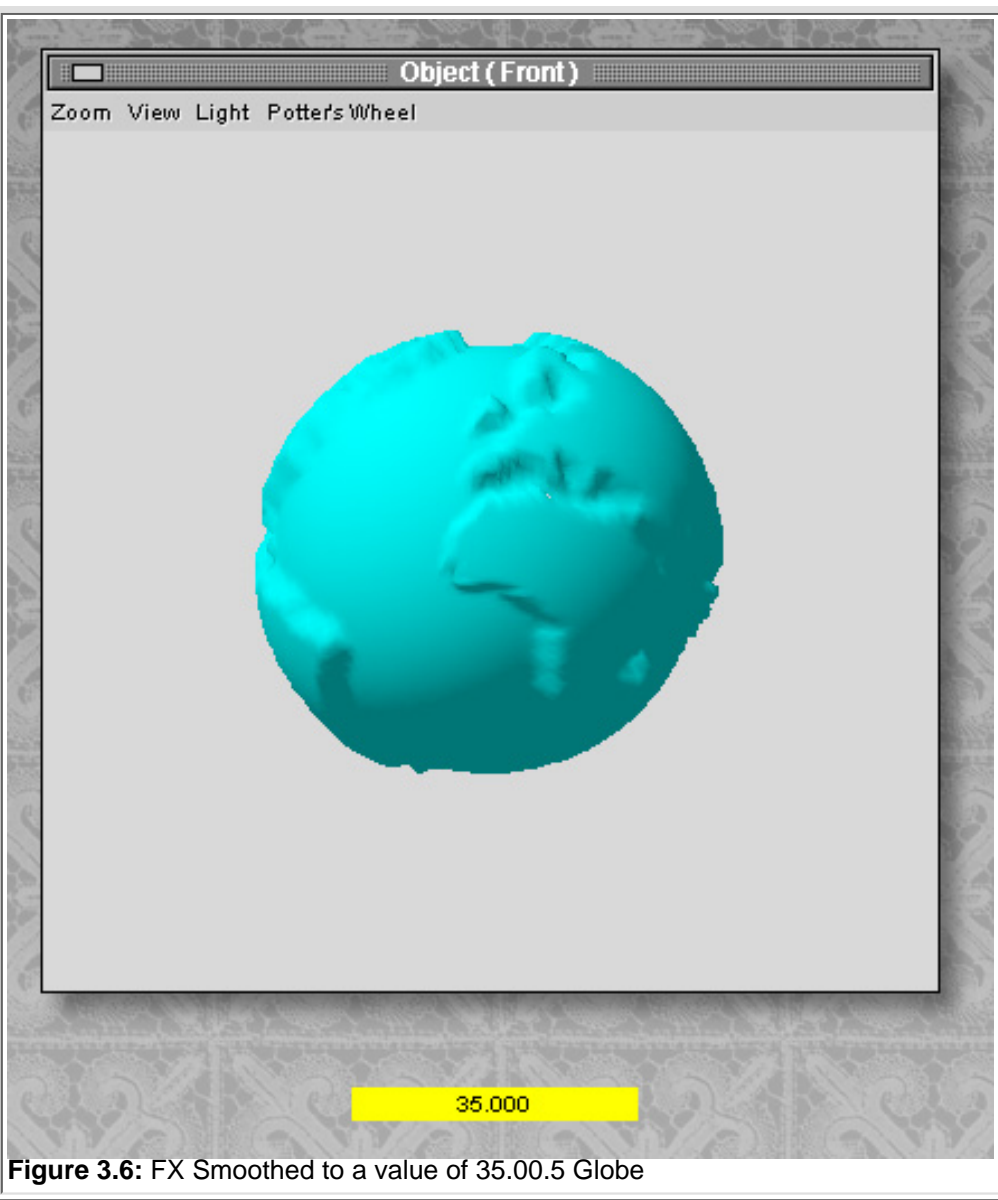


Figure 3.6: FX Smoothed to a value of 35.00.5 Globe

Painting the Globe

Click on Paint at the top of the screen.

In the color pallet, select a white color. Then Choose the paint Bucket tool, and click on the land object. The land object should now be white.

Click on the choose menu on the bottom left of the screen and select the water object.

Then use Use the color pallet again and choose blue. Click on the water object to paint it blue.

Composer

Click Composer at the top of the screen.

Right click on the Land object's name in the project window and click on Properties as in the contextual menu at (figure 3.2:).

You will notice in the properties window, sections for X Y Z position, rotation, and scale. We want to scale the land masses of the globe down a little so they are just barely poking out of the water. In the X Y Z boxes under scale type 0.95, then click OK.

Now let's position our camera. Click on the Orbit tool and hold the button down. You will notice that other tools for the camera will appear to the right. Drag your mouse to the right over the icon that looks like a magnifying glass. This is the Zoom tool. Click in the camera window and drag the mouse until the globe is filling up the view window, as in (figure 3.7:).

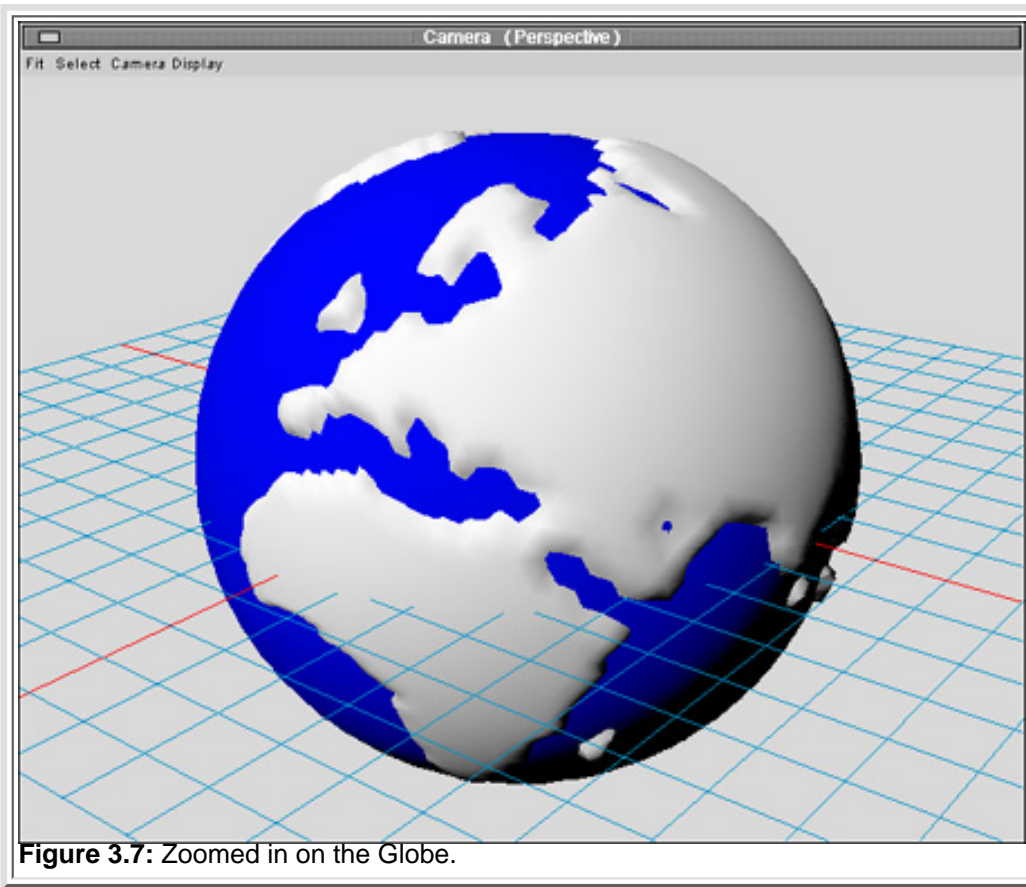


Figure 3.7: Zoomed in on the Globe.

Click on the Zoom tool and hold the button down and select the Orbit tool. Click in the camera view and orbit the camera around the globe until you get a position you like.

We are now going to animate the globe.

Let's parent the land masses to the water object so that when we rotate the water object, the land object will rotate with it. To do that, select the Link To Parent tool (figure 3.8:) and click on the land object in the camera window. Then click on the water object.



Figure 3.8:
Parent
Tool

You will notice an arrow has appeared next to the water object's name in the project window. If you click the arrow, the arrow will point down and reveal the land object. This shows that it is attached to the water object. (figure 3.9:)

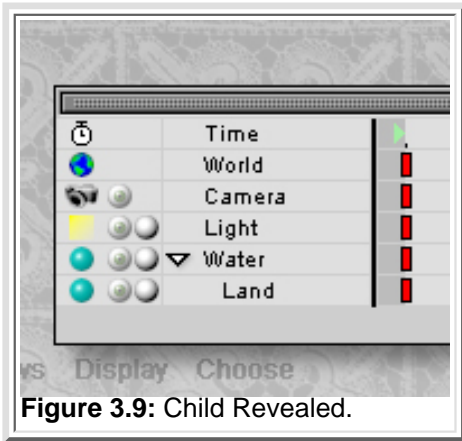


Figure 3.9: Child Revealed.

Hold your mouse over the project window and hold the Ctrl key down. You will notice the cursor changes to a magnifying glass with a plus sign. This allows you to click and zoom in the project. (Ctrl + Alt [Ctrl + Option Mac] to zoom out, and SpaceBar to move).

The red arrow on the top right of the project window is used to drag the end of your animation time. Click and drag it until the number says 3.00 secs.

Now let's create some key frames for the globe. Click on the top bar and drag the time line to 1.00 secs. Right click on the water object's name in the project window and choose Add Keyframe (Ctrl + click Mac). Drag the time slider to 2.00 secs. and create another key frame. Do the same also at 3.00 secs (figure 3.10:).

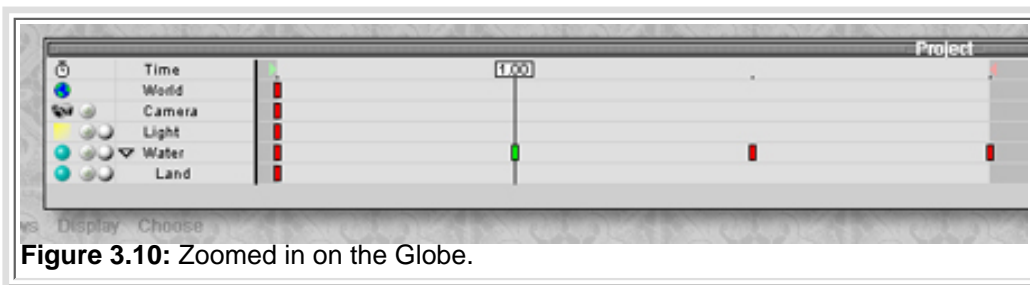


Figure 3.10: Zoomed in on the Globe.

Click on the key frame at 1.00 secs you created and open up the object properties window for the Water object. In the Y rotation box type 120. Do the same for the key frame at 2.00secs and type 240 in the Y rotation box.

If you Drag the Timeline slider back and forth you will see the globe rotate.

Since both the 0.00sec and 3.00sec key frames are the same, the animation is a seamless loop.

Rendering

Let's render the animation we just created to a flash animation. To render, select the RaydioCity tool (shaped like a camera) and click in the camera window. The RaydioCity Options window will appear.

Select a size of 320 x 240 and an Output to Flash Animation. Check the box next to shadows, so that Shadows are rendered.

In the Animation tab, change the Frames per Second to 15.000.

Next, click on the Flash tab. Set the Lines to Outlines and the Polygons to Cartoon. This will outline our shapes, and give a nice cartoon style shading.

Set the Background color to white and the Global Ambient to a grey (figure 3.11:).

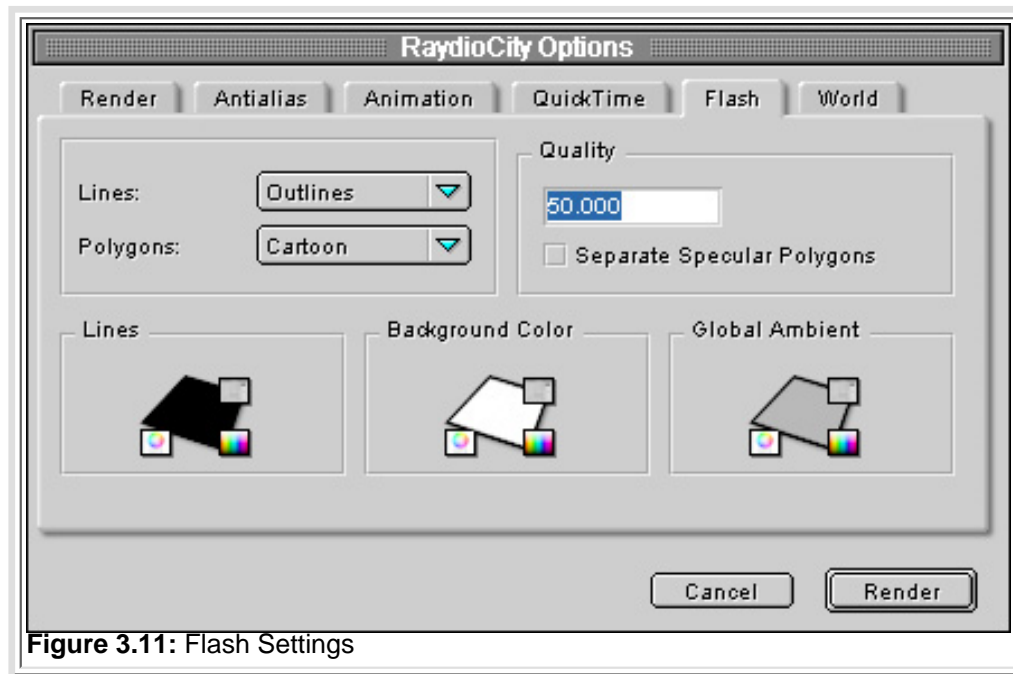


Figure 3.11: Flash Settings

Click Render, and a save dialog box appears. Type a name for the Flash file you are about to render and click save

Amorphium will now render the animation. When it is finished, Amorphium will automatically play the Flash file.

This file can now be used in any Flash capable application like a browser.