

Intermediate

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MeshMan

This is an intermediate four part tutorial. Part one explains the basic of how Amorphium Pro creates mesh. Part two explains when, why and how to use the MeshMan Tools. Part three shows some ways to use the MeshMan Tools for rendering effects, modeling and texturing techniques. Part four is a quick projects (Disintegrating a planet)

Part four

Disintegrating Planet

First create an organic sphere, if you plan to paint the planet do so before setting any additional keyframes. Or you can set up a material or texture on it now or wait till after all the keyframes are set. After creating the sphere use the break triangles tool on it. You'll notice it gets a rough look with the triangles broke, once a material is placed on it the rough look won't be that noticeable. Fig. 7

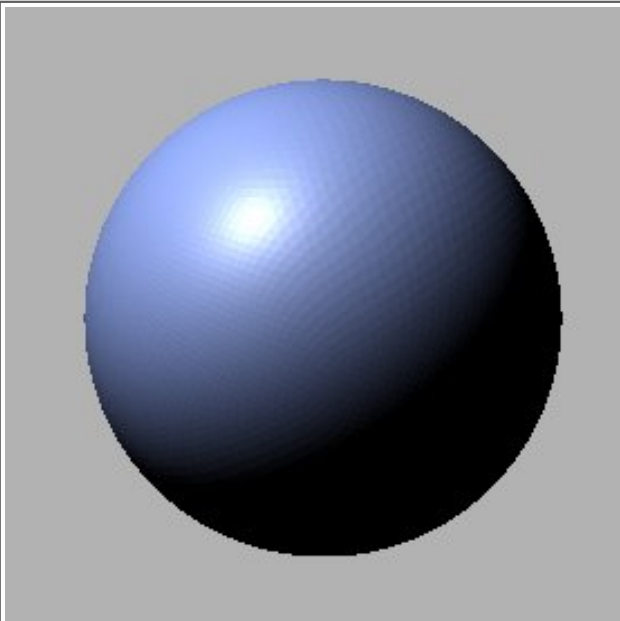


Fig. 7

Then in the Tools workspace, set a snap left of the center of the sphere. (snap are set by holding down the Ctrl and Alt keys then clicking in the location you want to set the snap) Fig. 7_2 This snap is just a guide to know where to rotate the sphere to start the disintegrating effect.

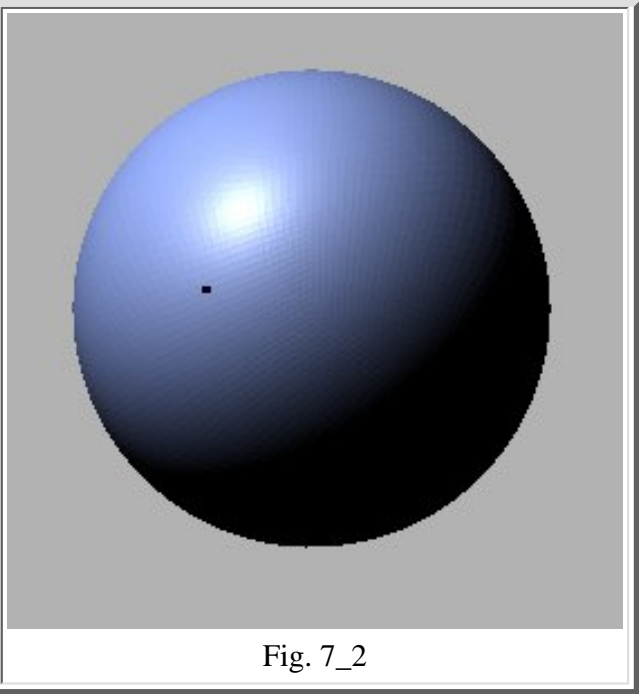


Fig. 7_2

Then using the rotate tool, rotate the sphere till the snap is just showing on the left side. Fig. 7_3

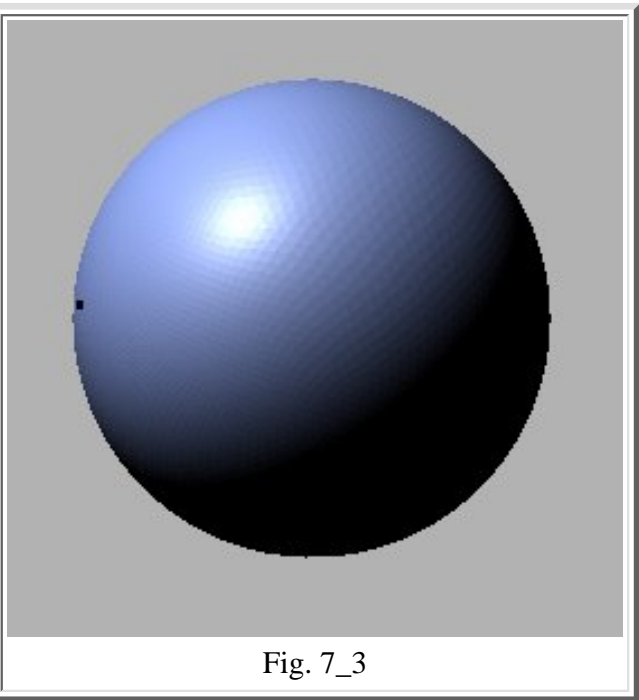
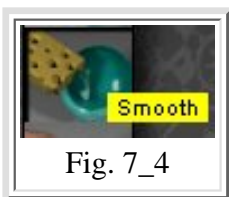


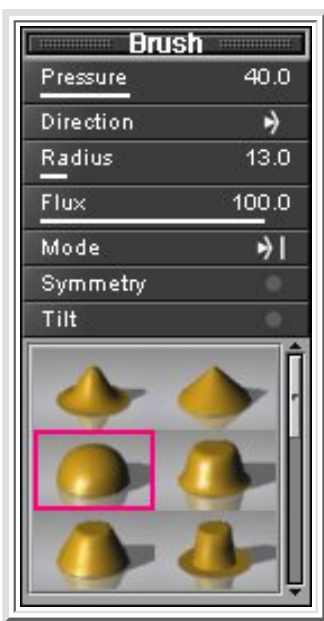
Fig. 7_3

I'm going to make this animation about four second long and set the keyframes at half second intervals, except for the last keyframe which will be set for one and a

half second. That way the effect will fade out slower at the end of the animation. So I'll set the first keyframe at 0.50 then go back to Tools workSpace and select the smooth brush. Fig. 7_4



I don't want to disintegrate too much at once so I set the Pressure at 40.0 and the radius at 13.0 I also selected the rounded shape for the brush, because it does a better job at smoothing. Fig. 7_5



Now I'll disintegrate about one eighth or one fourth of the sphere starting on the left side and working towards the right, leaving behind some straggling polygons. Fig. 7_6

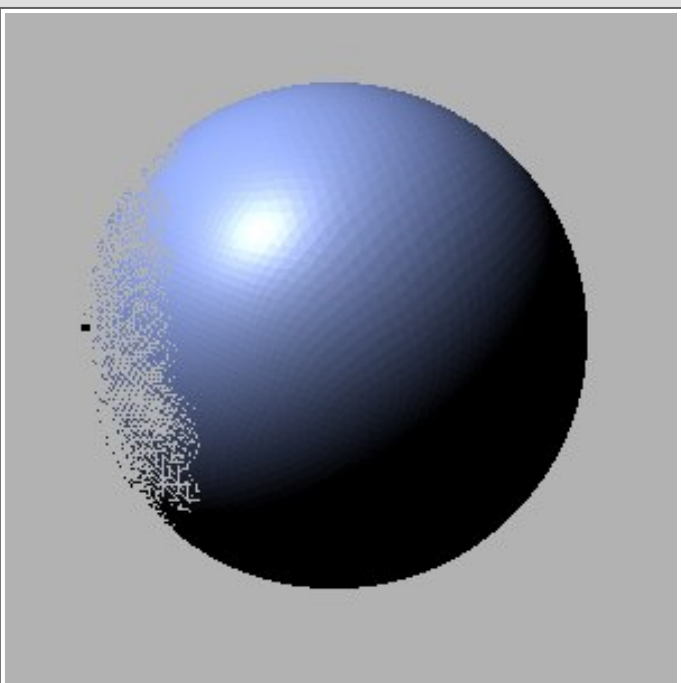


Fig. 7_6 keyframe at 0.50

I keep repeating this process of setting a keyframe every half second or in intervals of 0.50 and disintegrating the sphere until I reach 2.50 on the time line. Fig. 7_7 to Fig. 7_10

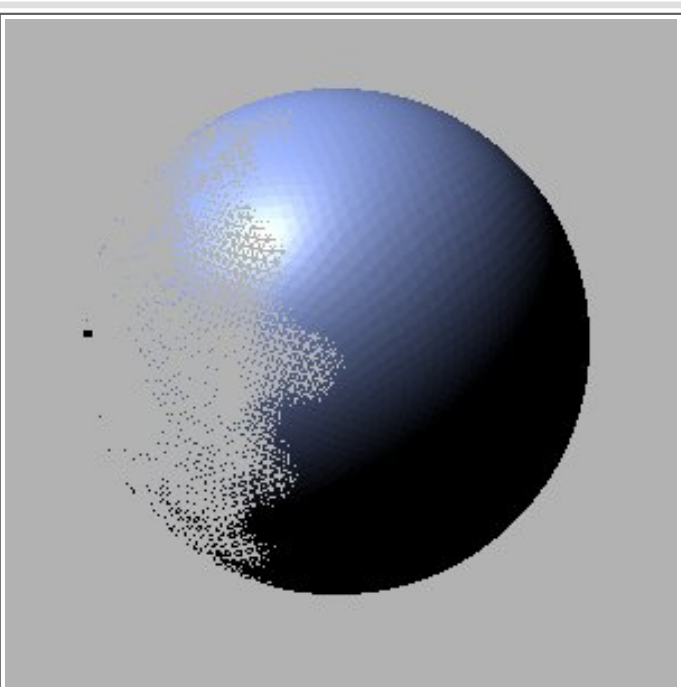


Fig. 7_7 keyframe at 1.00

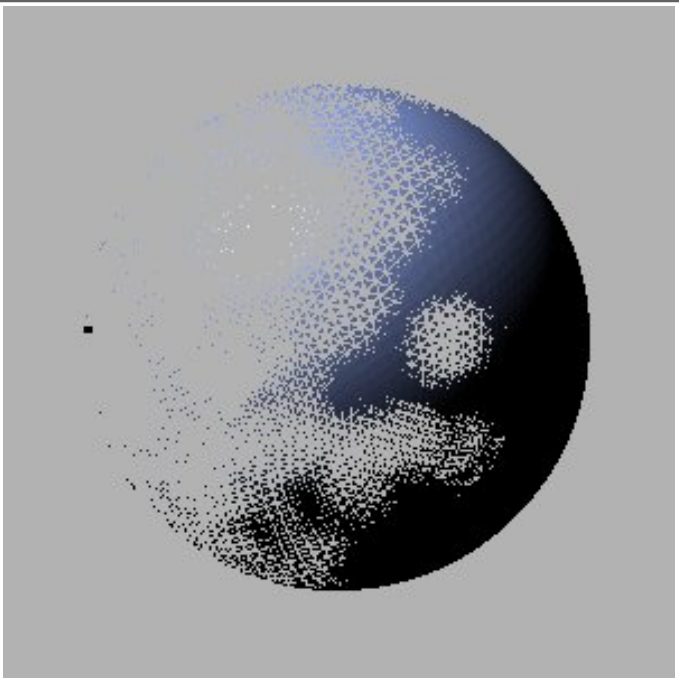


Fig. 7_8 keyframe at 1.50

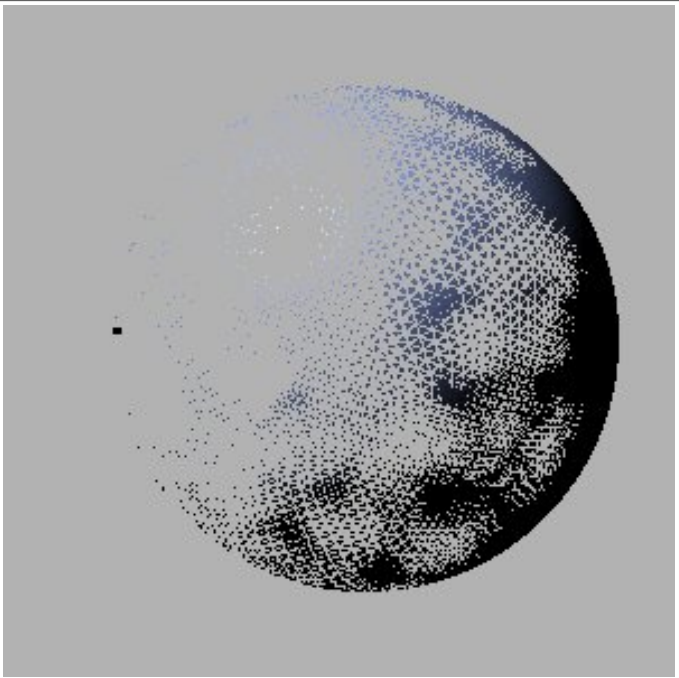


Fig. 7_9 keyframe at 2.00

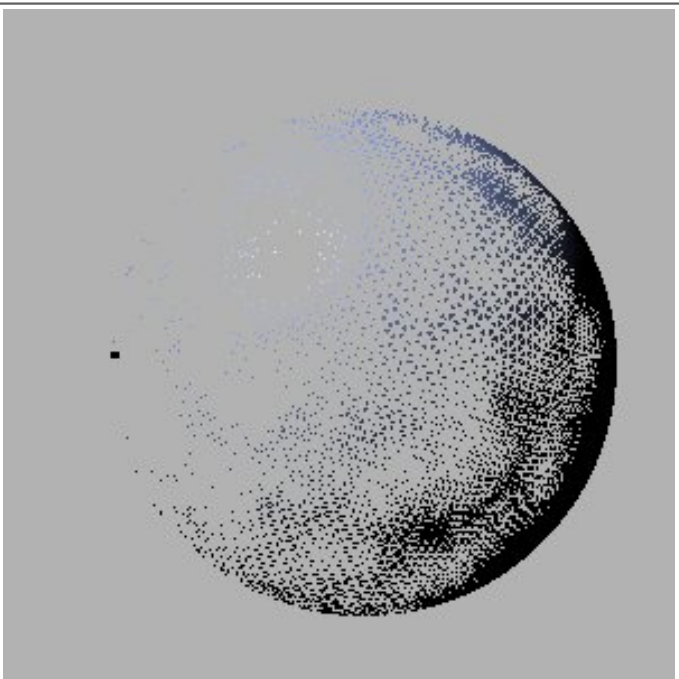


Fig. 7_10 keyframe at 2.50

I'll put the last keyframe at 4.00 on the timeline. I want to make sure the sphere is completely wiped out for this keyframe, so I'll use the smooth tool in FX until the only thing visible is the snap I set. Fig. 7_11

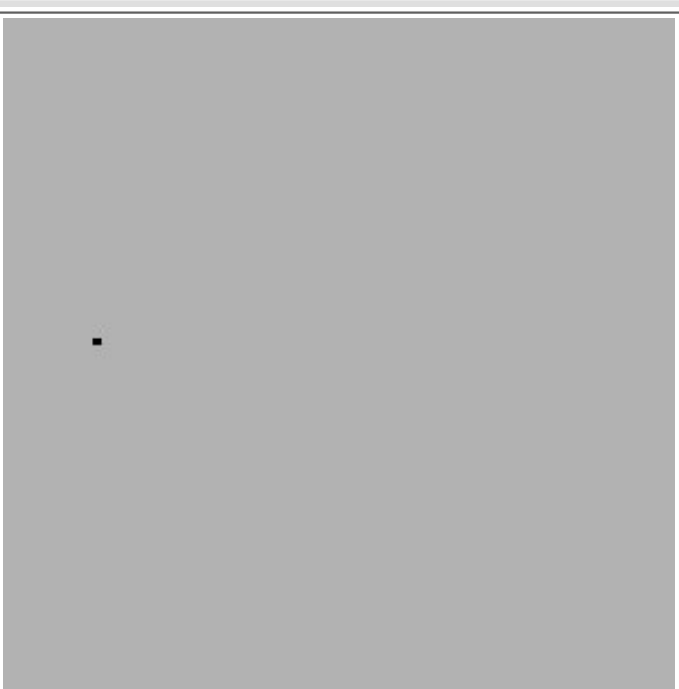


Fig. 7_11 keyframe 3.00

To spice up the effect, I'm going to add a smoke object inside the sphere. (if you plan to render to swf or even as a gif I would suggest leaving the smoke object out of the animation, with those formats you may not get desirable results.) After creating the smoke object position and scale it so it's inside the sphere and just slightly smaller. Then at the first keyframe set the smoke up like this. Fig. 7_12 (I used this color, the color can be changed to suit your needs.)



Fig. 7_12

When keyframe 1 is rendered the smoke will look like this with the planet hidden. Fig. 7_13

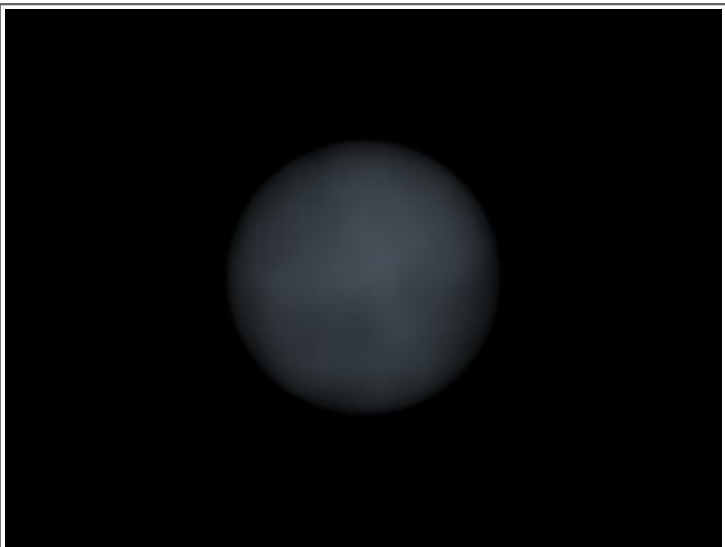


Fig. 7_13

I'm only using 3 keyframe for the smoke, so create a keyframe at 2.50 on the time and set the smoke properties like this.

Fig. 7_14 These setting will fade the smoke out and also make it appear to be circulating.

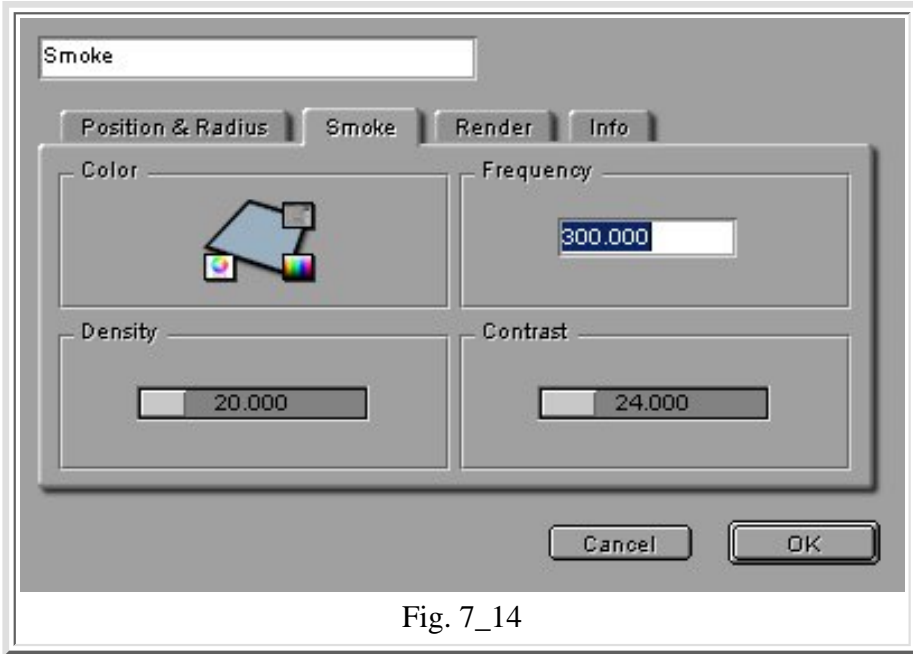


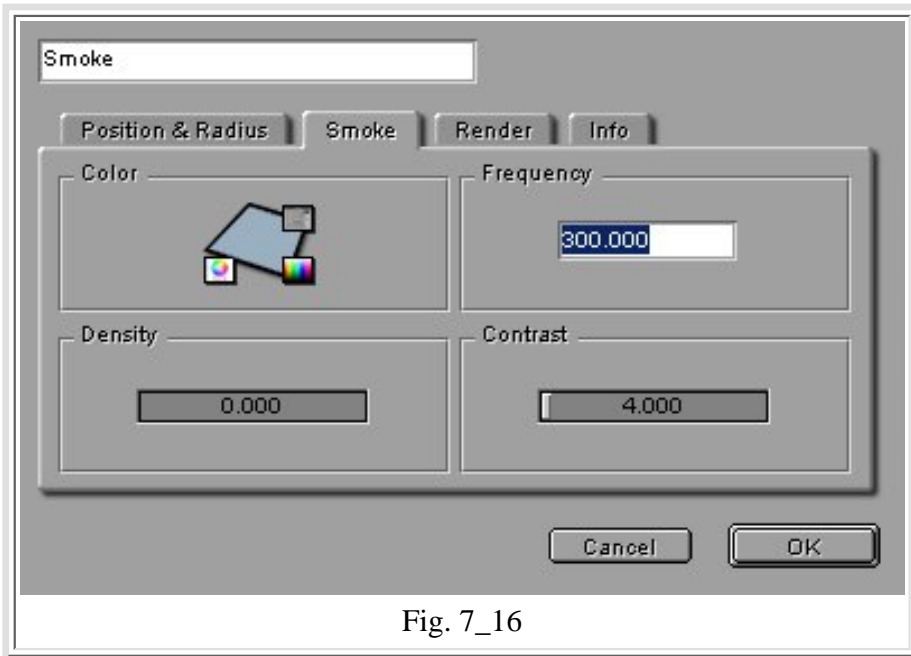
Fig. 7_14

When keyframe 2 for the smoke is rendered, the smoke will look like this with the planet hidden. Fig. 7_15

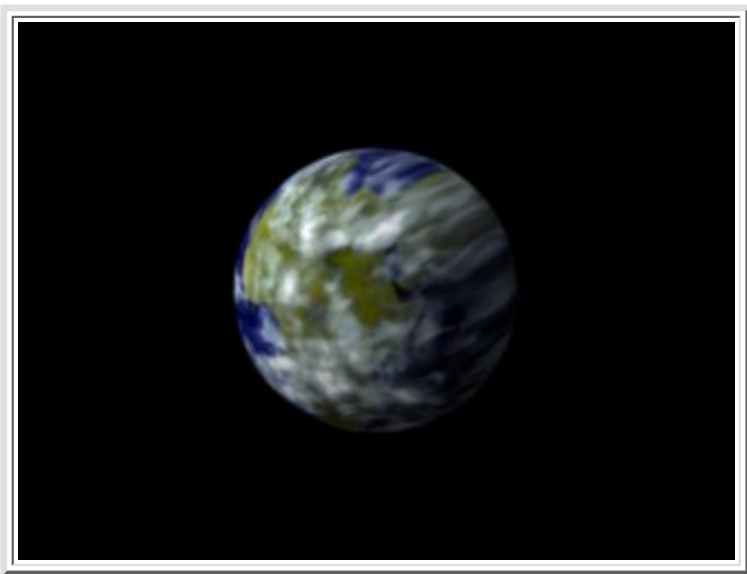


Fig. 7_15

Add another keyframe at 3.00 for the smoke and set its properties like this. Fig. 7_16 This will completely fade the smoke out. If you were to set only 2 keyframes for the smoke It would fade out to soon, with 3 keyframes it fades out as the planet completely disintegrating.



If you didn't paint the sphere, you can add a texture or material to it now, it will have the same material though the whole animation. I used an earth like texture created in a paint program. Fig. 7_17



Now use the RadioCity tool, and set up the animation, save and render.

Continued

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