

Beginner

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Modeling a Glass

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This is a basic modeling tutorial for beginners, which will take you step by step through modeling a simple drinking glass. In doing so you will learn some of the basic interface, as well as how to use a variety of tools in many of Amorphium Pro's workspaces.

After launching Pro delete the default sphere by right clicking on it, then choose delete from the pop up menu.

If at anytime you make a mistake use the undo command found on the project menu in the upper left side of the workspace (ctrl-z or command-z)



The undo command can be used multiple times and will undo the functions performed in the reverse order they were done.

Now we'll create a new primitive and we'll use a synthetic primitive instead of the default organic. Start by selecting the cylinder tool from the mesh tool selection.

On the lower right corner of the mesh sphere tool you'll notice three white dots, this means there are more tools available in this category.



Click hold and drag out to the cylinder and release.

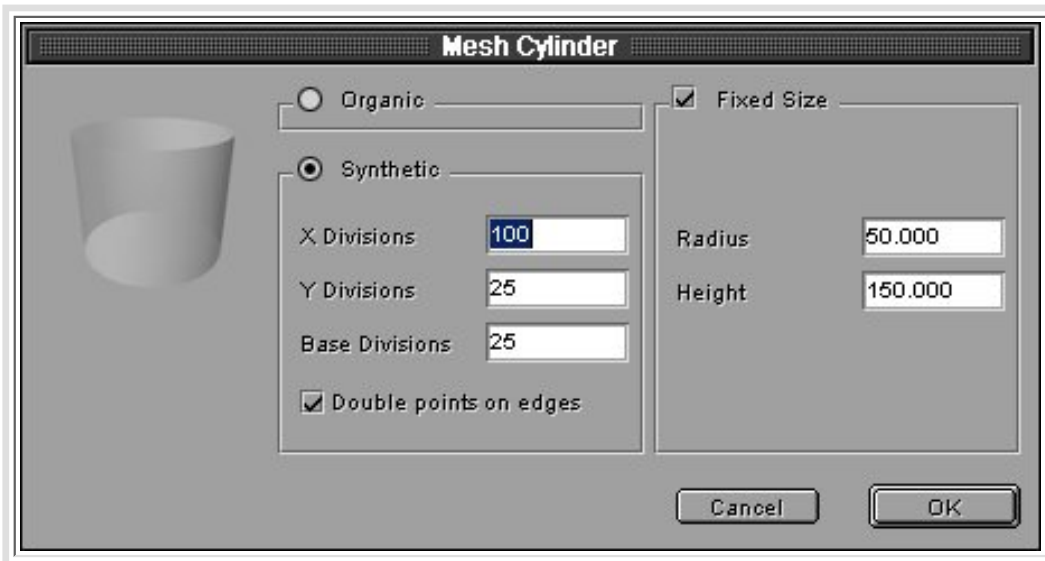


Now the cylinder tool is the current and selected tool, you'll notice a red dot in the upper right corner. This means this tool has editing options, which can be found by right clicking on the tool.

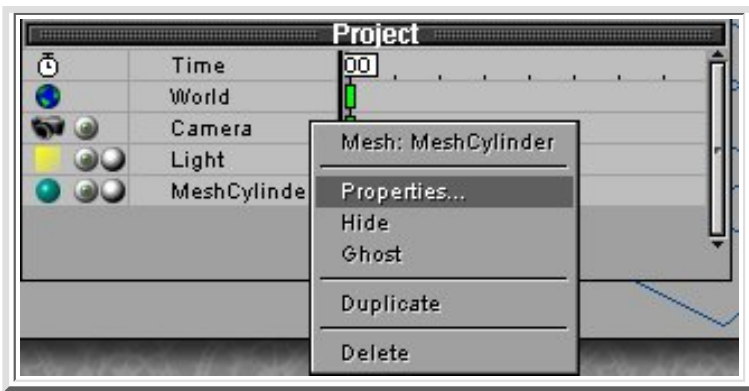


After right clicking on the tool, we'll set the tool up so it will create a sharp edge synthetic cylinder.

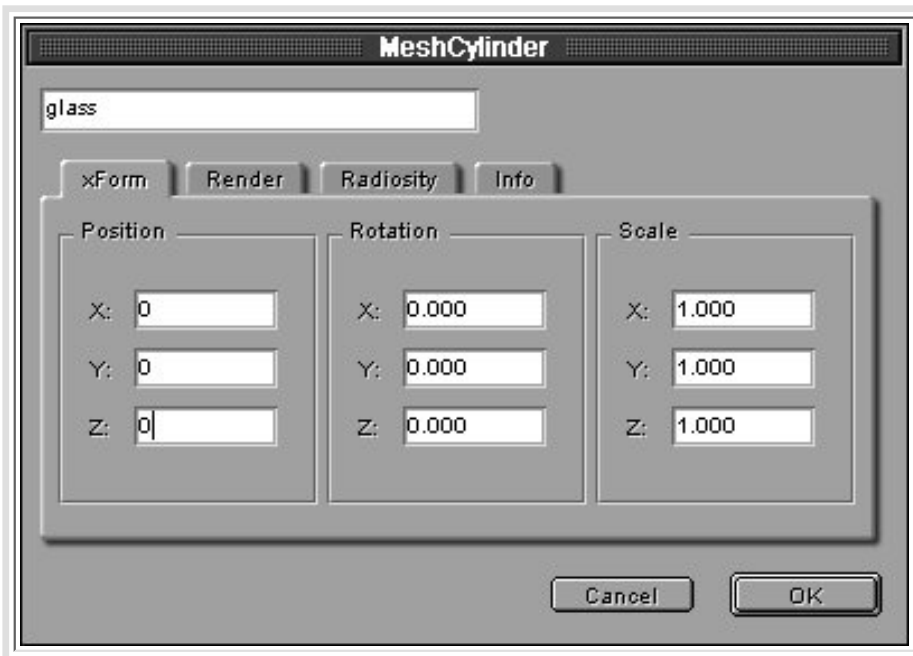
On the pop up menu select Synthetic, change the X Division to 100, Y Division to 25, and Base Division to 25, If there isn't already, place a check in the Double points on edges option, Place a check in the Fixed Size option, and make the Radius 50.000 and the Height 150.000 This will create a sharp edge cylinder about the right size needed, with a single click in the workspace window. The cylinder will have a little less number of vertices and triangles as the default organic cylinder has, so it will take sculpting or distortion tools fairly well. Click ok, then create the cylinder by clicking once in the workspace window.



Now on the project list right click on the MeshCylinder name and select properties from the menu.



This will bring up the objects properties menu. (You can also find an object's properties menu by right clicking on the object in the workspace window.) Go ahead and rename the meshcylinder to glass, then on the xform tab change the X,Y and Z position to 0, then click ok. This will put the cylinder exactly in the middle of the workspace and change the name on the project list from meshcylinder to glass.



Now we'll duplicate the glass to do a boolean, so right click on the cylinder in the workspace window and select duplicate. (This can also be done on the project list by right clicking on the name.)



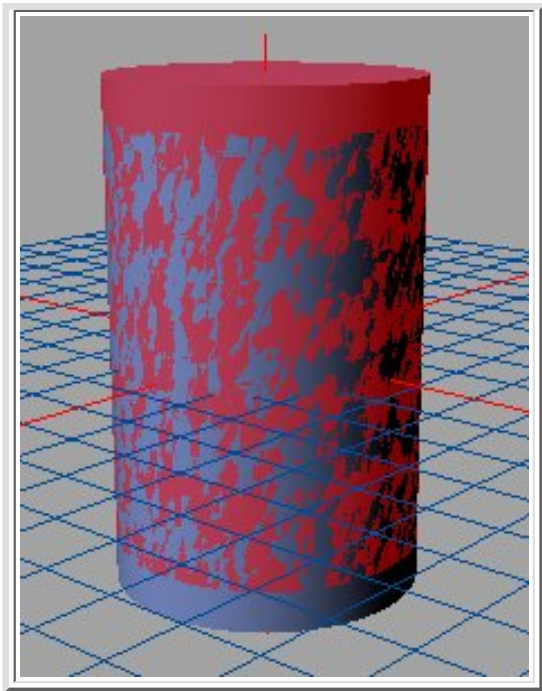
Now there will be two objects named glass on the project list. You can't see the duplicate in the workspace window because it was created at the exact same coordinates as the original. We'll need to select the duplicate so on the project list click on the second glass name, this should be the duplicate. You notice the name turned highlighted but the object in the workspace window didn't. That's because the duplicate is just under the original.



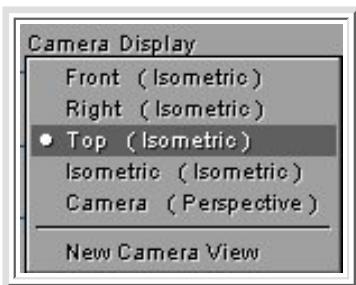
With the second glass selected use the move Y xform tool. By clicking and dragging upwards in the workspace window.



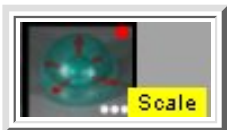
And raise the duplicate up so about 1/10th of it is protruding above the original.



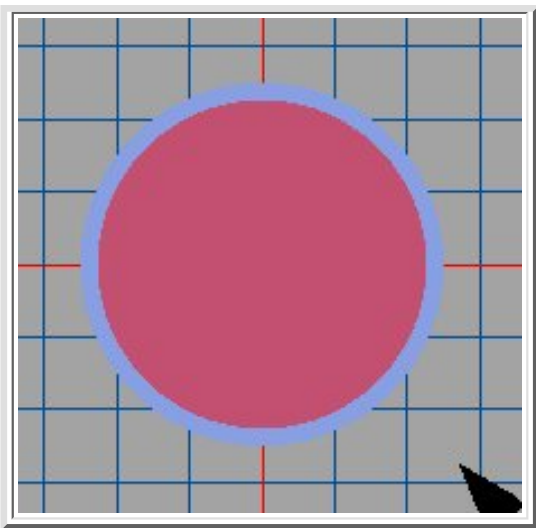
Now go to the top view camera by selecting the camera option at the top of the workspace window, and select top off the list of cameras.



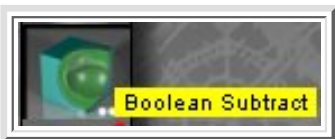
Then using the xform scale tool.



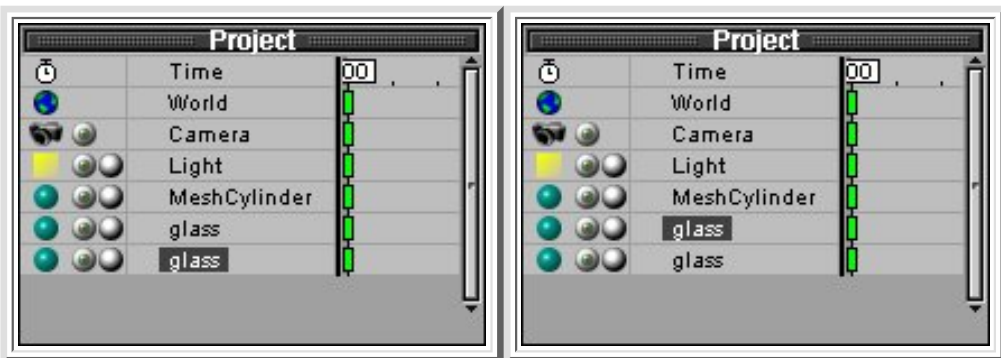
Size the duplicate down a little so it looks something like this.



Go back to the camera view and select the subtract boolean tool.



Then on the project list deselect the duplicate glass by clicking on it's name and select the original glass above it.



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