Process of creating car blends

1. Delete Cube
2. Bring up camera, center, z=15 z
   1. Alt-g, alt-r
   2. Go to select background
   3. Put in picture
   4. Set dimensions of picture 1x1 (click on “Fit”)
   5. Go to camera icon on properties panel for Camera, set resolution to 256x256
3. Create a plane
   1. Under “object” view, Add => Mesh => Plane
   2. Alt-g, s (for scale) scale to size of picture
4. Append car
   1. Go to “append” (under file menu)
   2. Select all parts while holding down shift key
   3. Import
5. Make sure car is above plane; move if necessary
6. Go to Properties => Render Layers
   1. Add a new render layer
   2. Same scene, different render layer (renders Plane) call it ground
   3. Click the left upper box on exclude so it excludes the first render layer
7. Select lamp in “outline” mode
   1. Go to Properties => RenderLayers; under layers shift-click first box and click on second box.
   2. Repeat for Plane
   3. Repeat for Camera
8. Go to “composite view” on the menu next to “Help” when “information” or “i” mode is selected.
   1. Click “use nodes” box below the Composite view window
   2. Add an “alpha node” and two render layer nodes
   3. Also select “input” => image for the satellite image
9. Bring in a “mix” node under “color node.
   1. Set to division: car plane divided by non-car plane
10. Bring in second “mix” node under “color node.”
    1. Set to multiple: multiply image node by plane node
11. Set Pass Index “numbers”
    1. Under “properties” at “relations tab”
    2. Set “pass number” to 1 for the car
    3. Set Plane to pass index 2
12. Create 2 ID Mask converters
    1. Then go to Layer view under the “properties” menu
    2. Pick first layer:
       1. Under “Passes” click “object index”
       2. Repeat for second layer.
13. Take the index ID of the “with shadow” plane and make it as the input to both MASK ID nodes.
14. Send Mask ID 1 to a new Mix node (under color)
15. Send Mask ID 2 to the multiplier node (factor input) with the picture input
16. Take image output from shadow picture; combine with output of the multiply node; this goes to input of multiplier node in the previous step.
17. Put this output to compositor node.