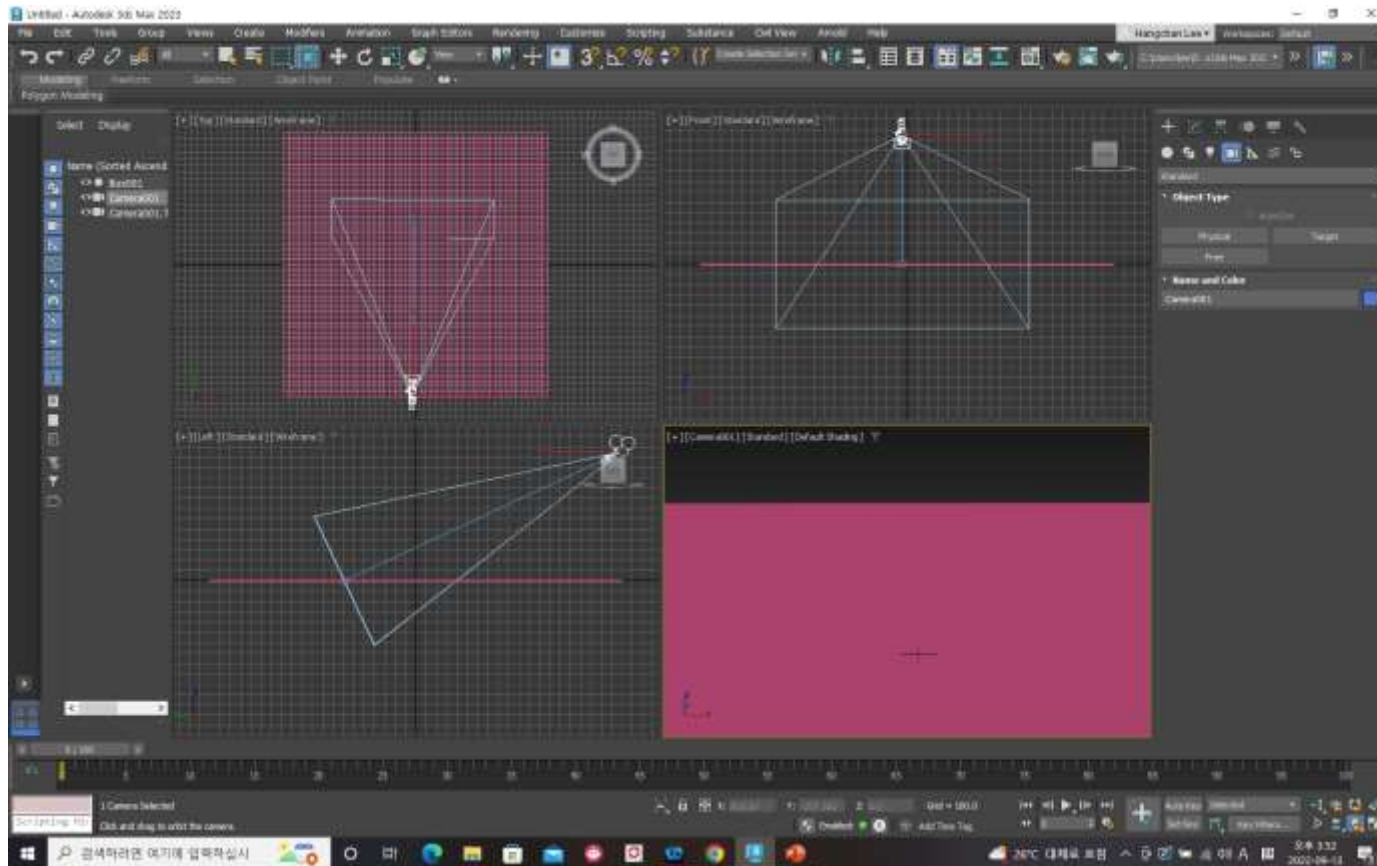
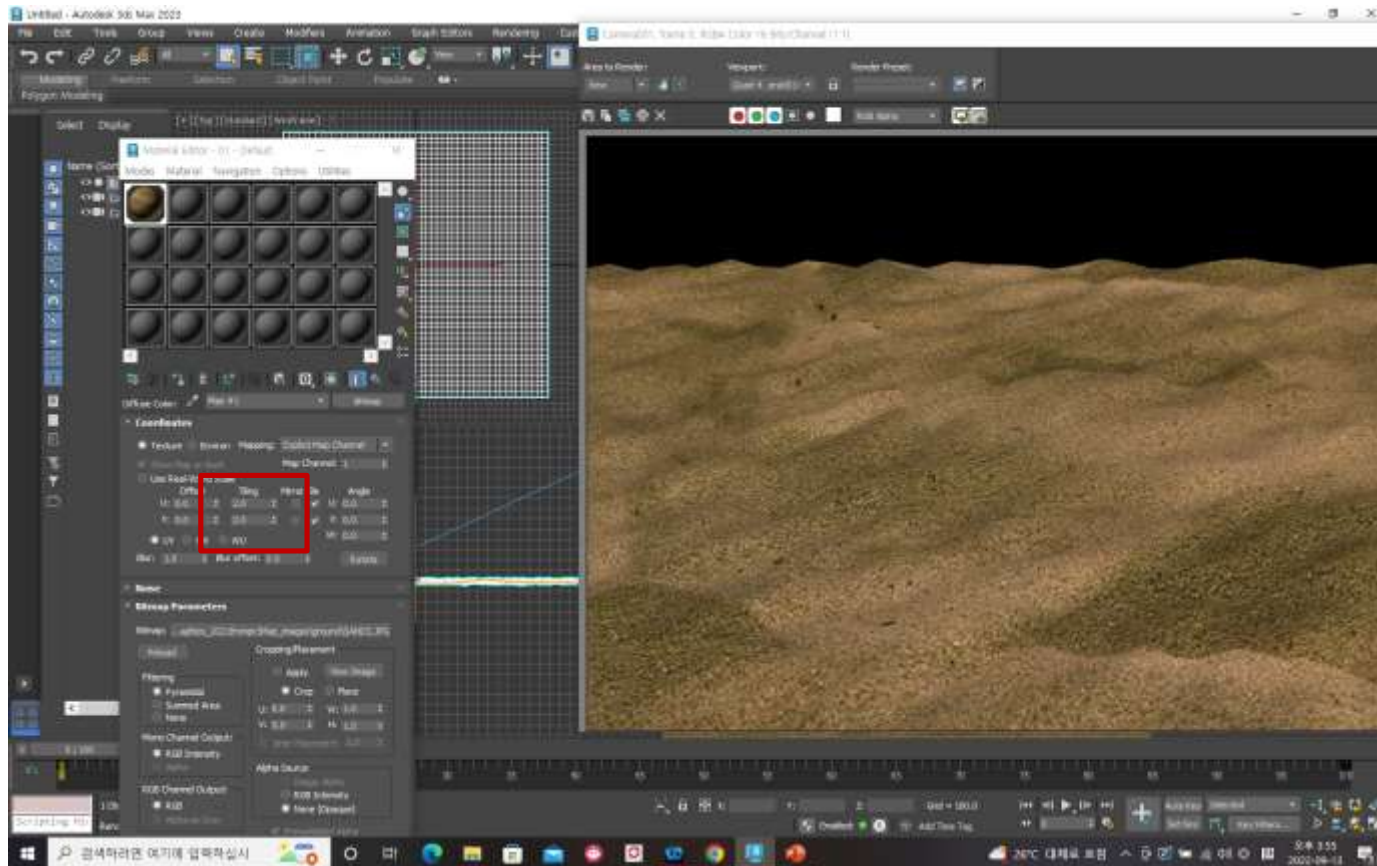


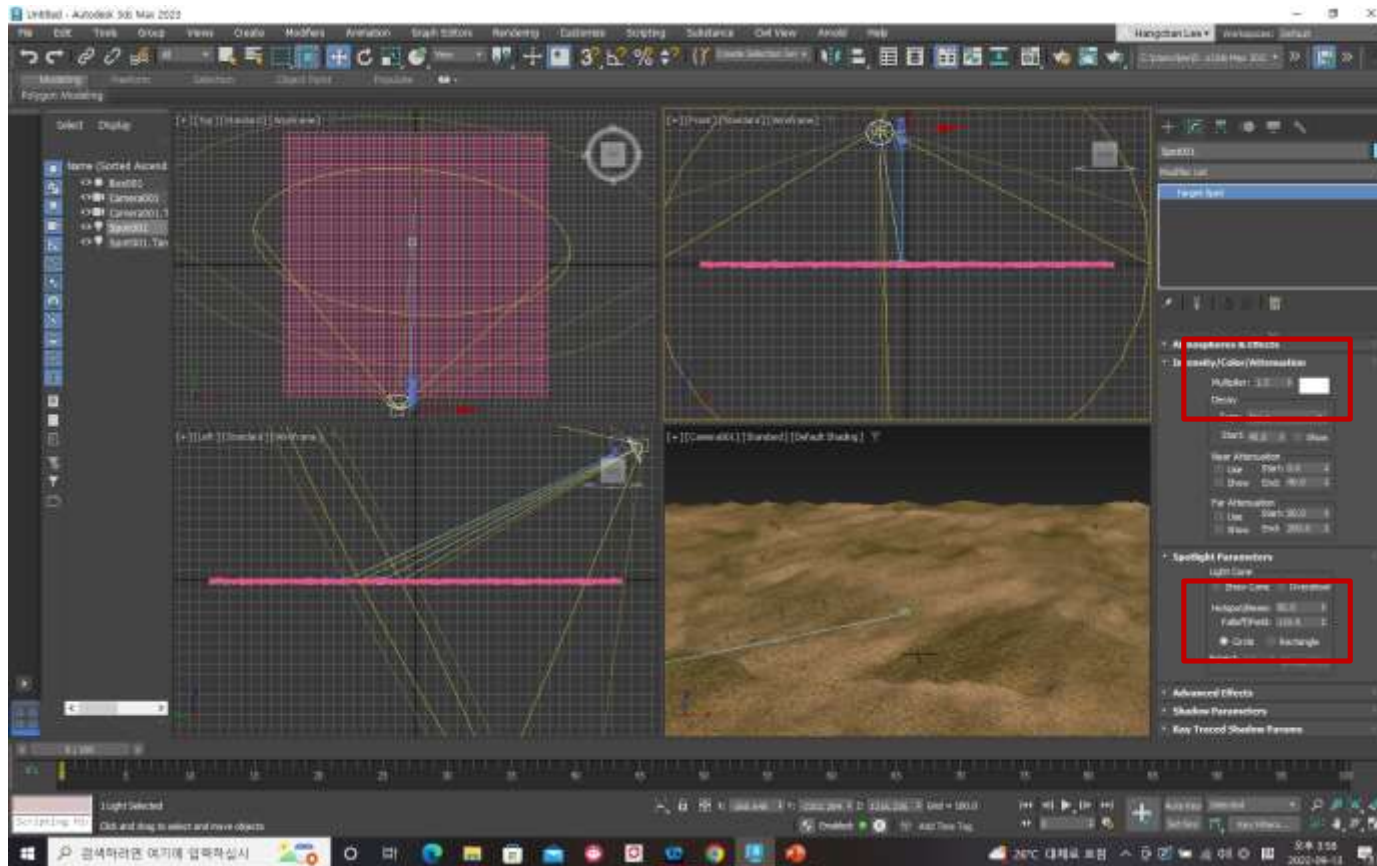
Reset, Top, Box, keyboard entry, $x=y=z=0$, Length=Width=4000, Height=-10, Length width segs=50, Height segs=1, top에 target camera 설치, 그림과 같이 camera viewport 설정.



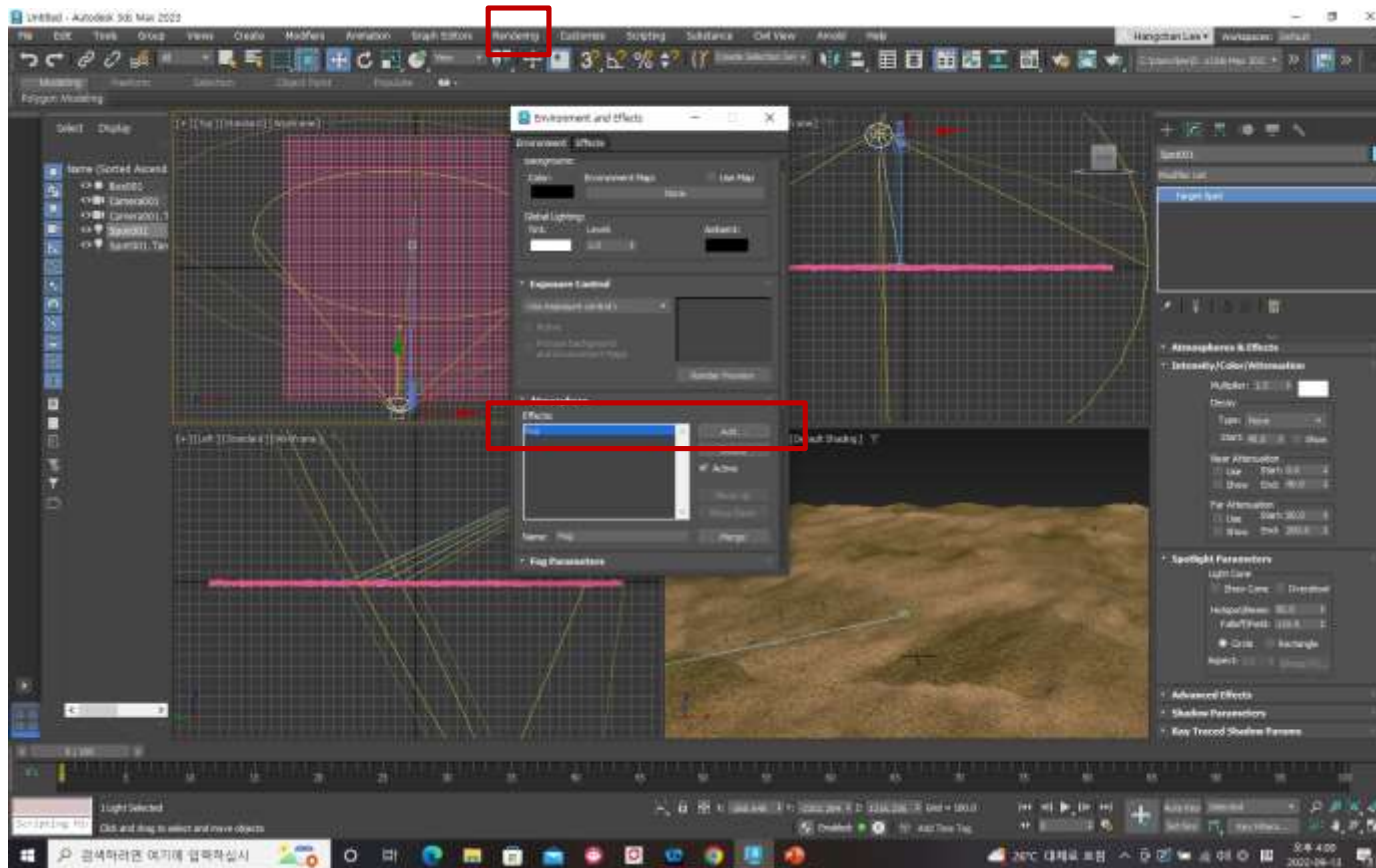
Box 선택, modify, noise, strength z=50, seed=5, fractal check
roughness=0.2, M, Render setup button, scanline renderer 선택, 재질
편집기에서 standard 재질로 변경, 첫번째 재질 Assign maps, Diffuse,
Map_images/ground/sand3.jpg, Tiling u=v=2, Rendering.



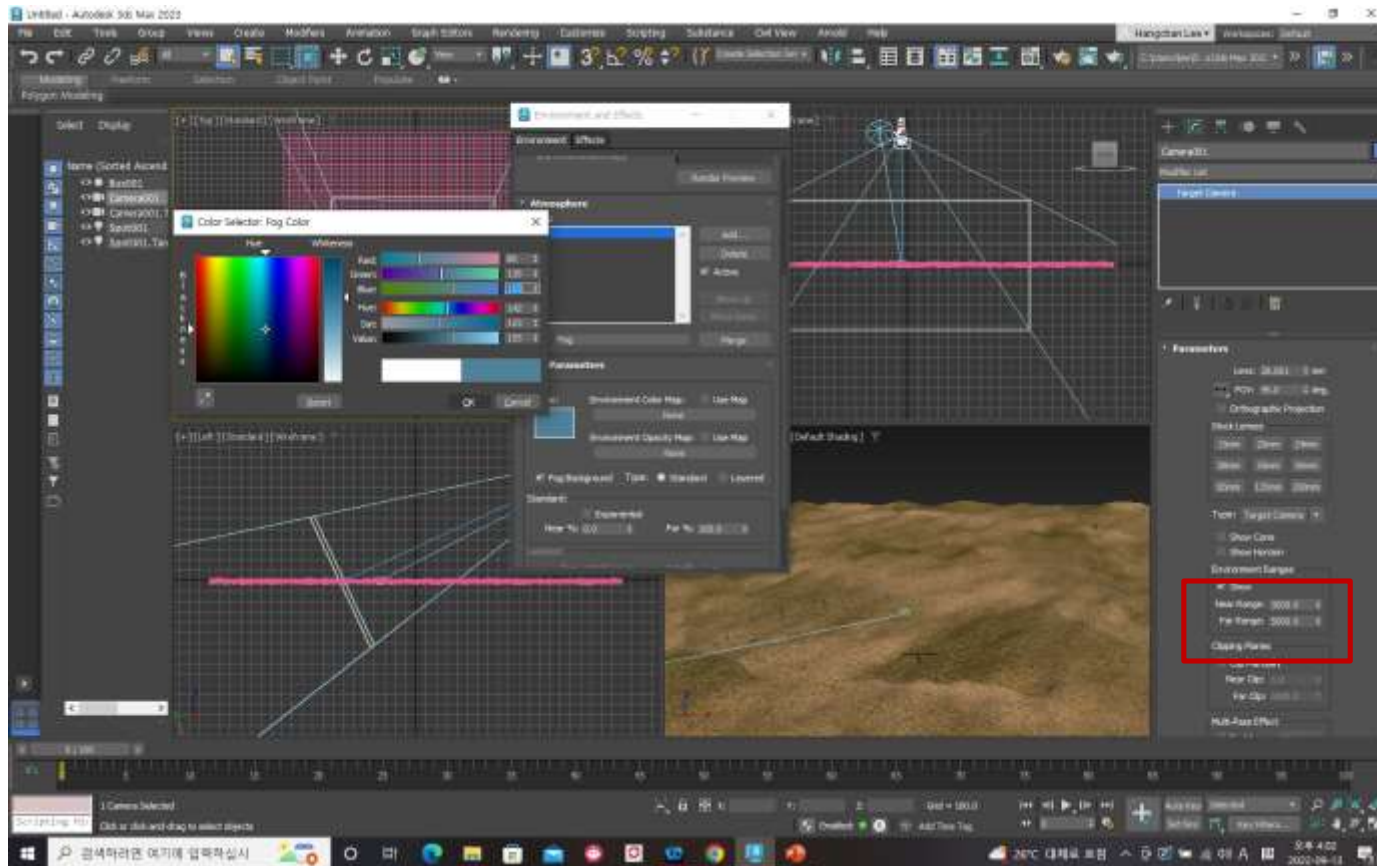
Top에 target spot 조명을 설치, 조명의 hotspot=80, Falloff=110으로 조정, color조절(R=130, G=210, B=240), multiplier=1.5



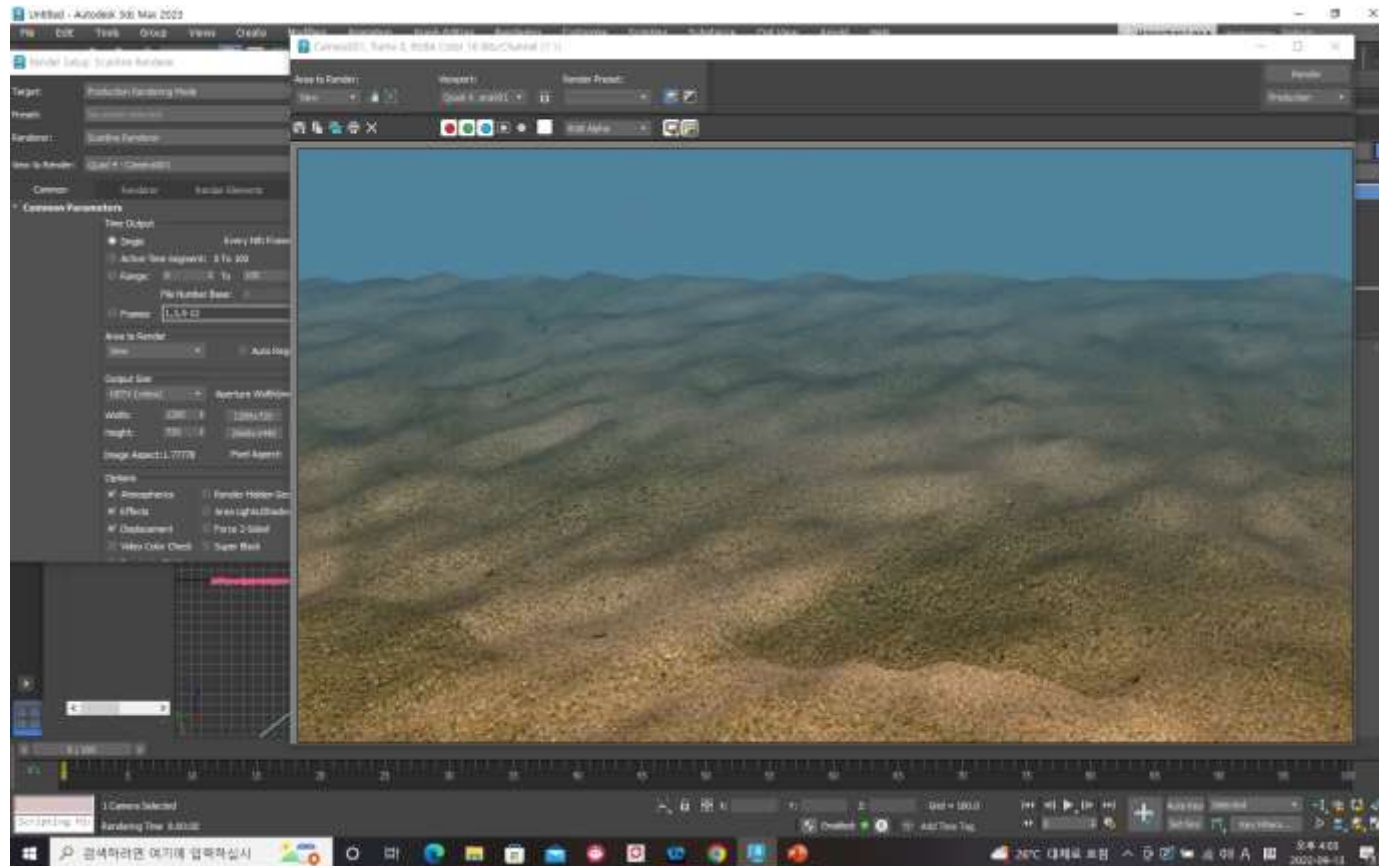
Rendering>Environment 에서 Add, Fog 선택



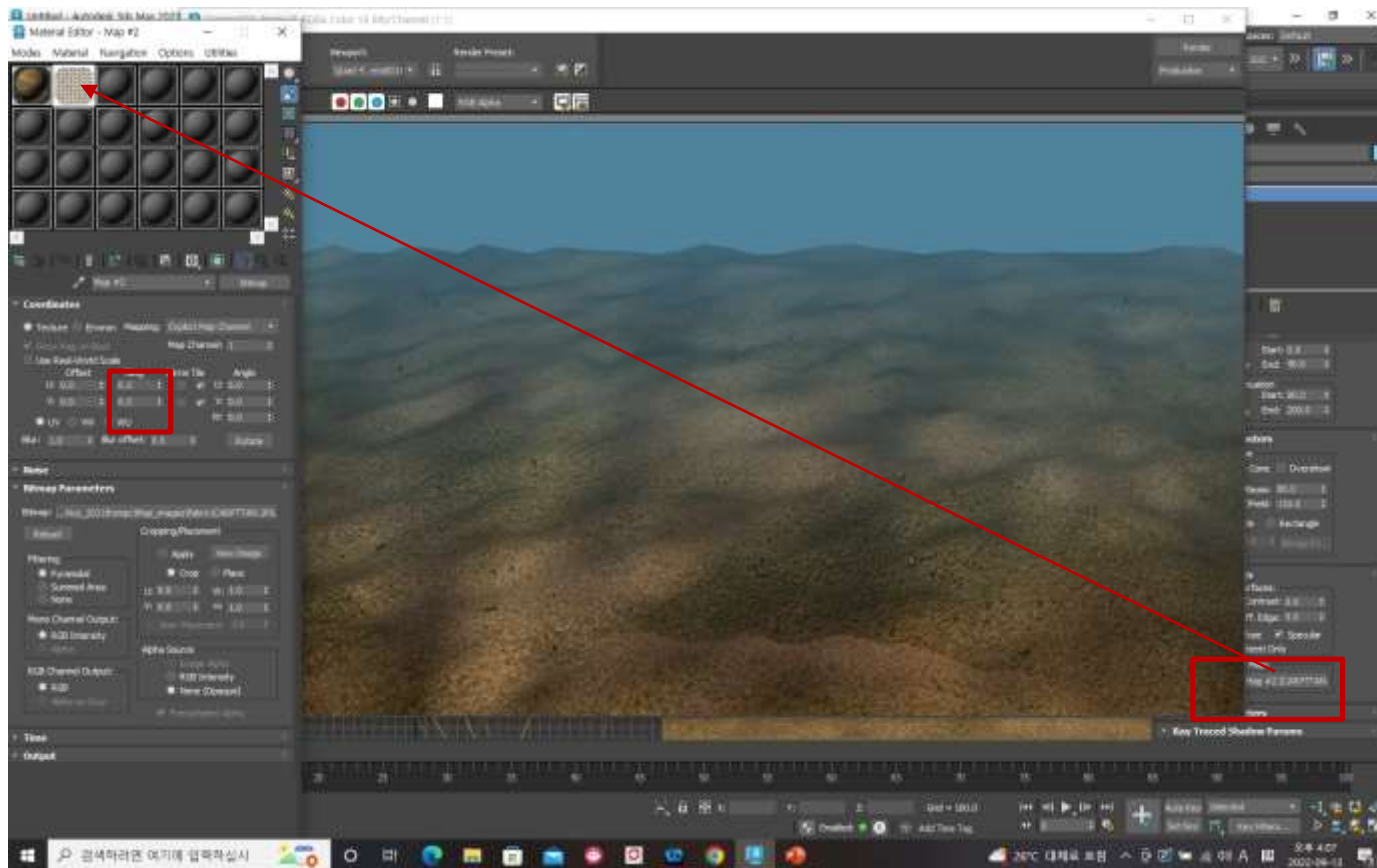
camera 선택, Environment Range Show ON, Near=3000, Far=5000,
Fog color, R=80, G=130, B=155



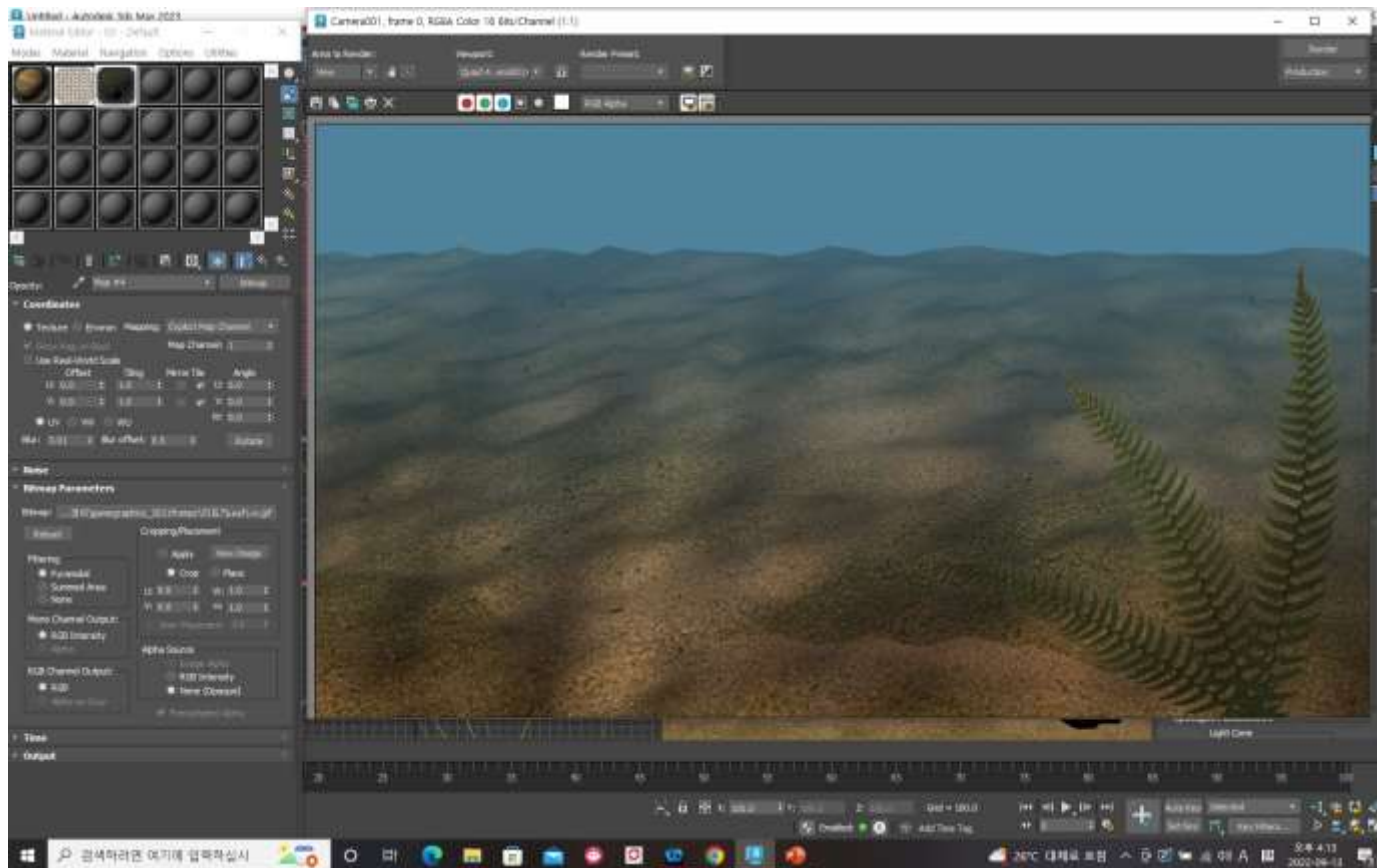
Rendering.



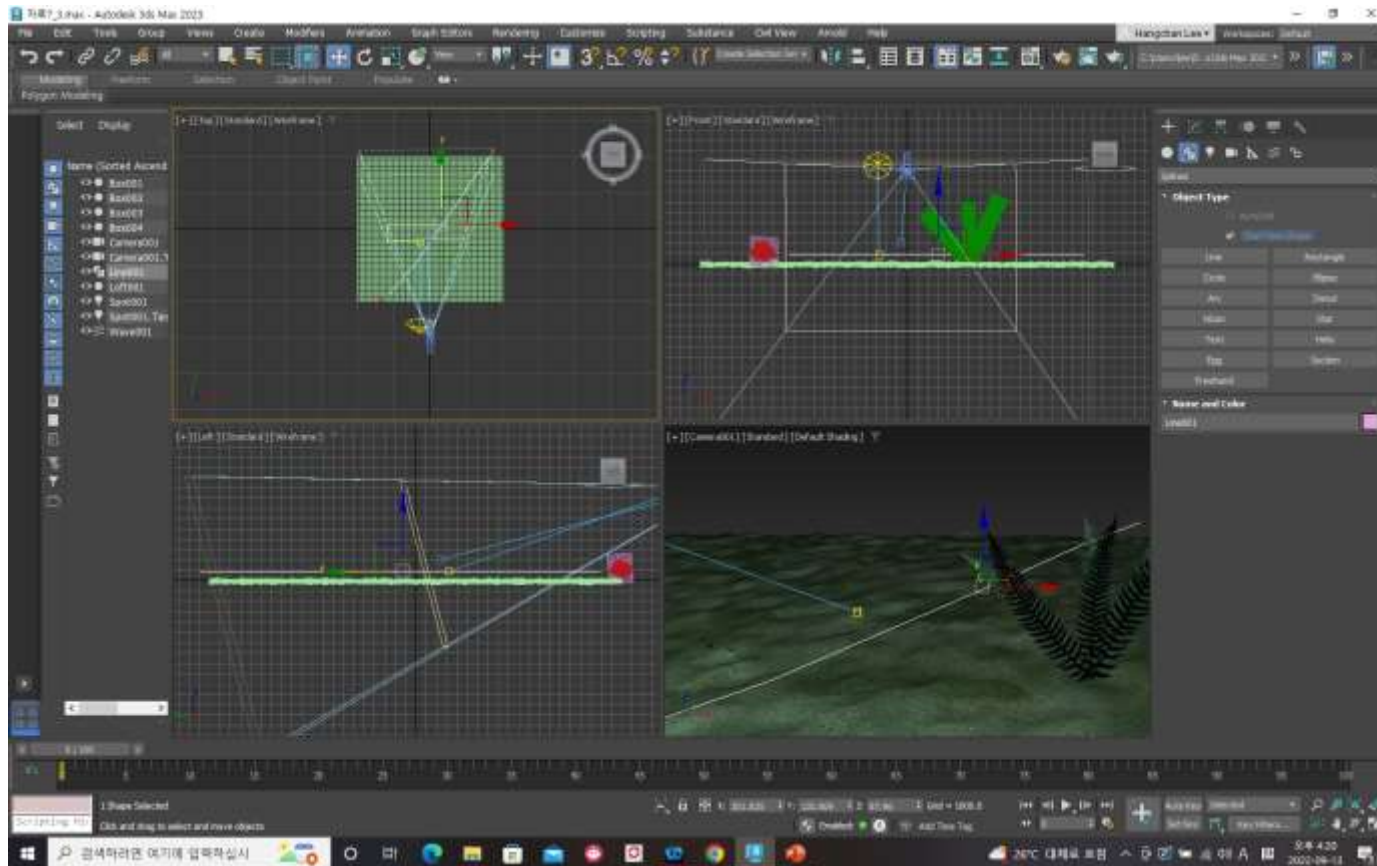
Spot 조명 선택, modify, Advanced Effect, Projector,
maps/fabric/carpttan.jpg 선택, 재질편집기 두번째 재질로 drag,
 $u=v=0.2$ 로 조절.



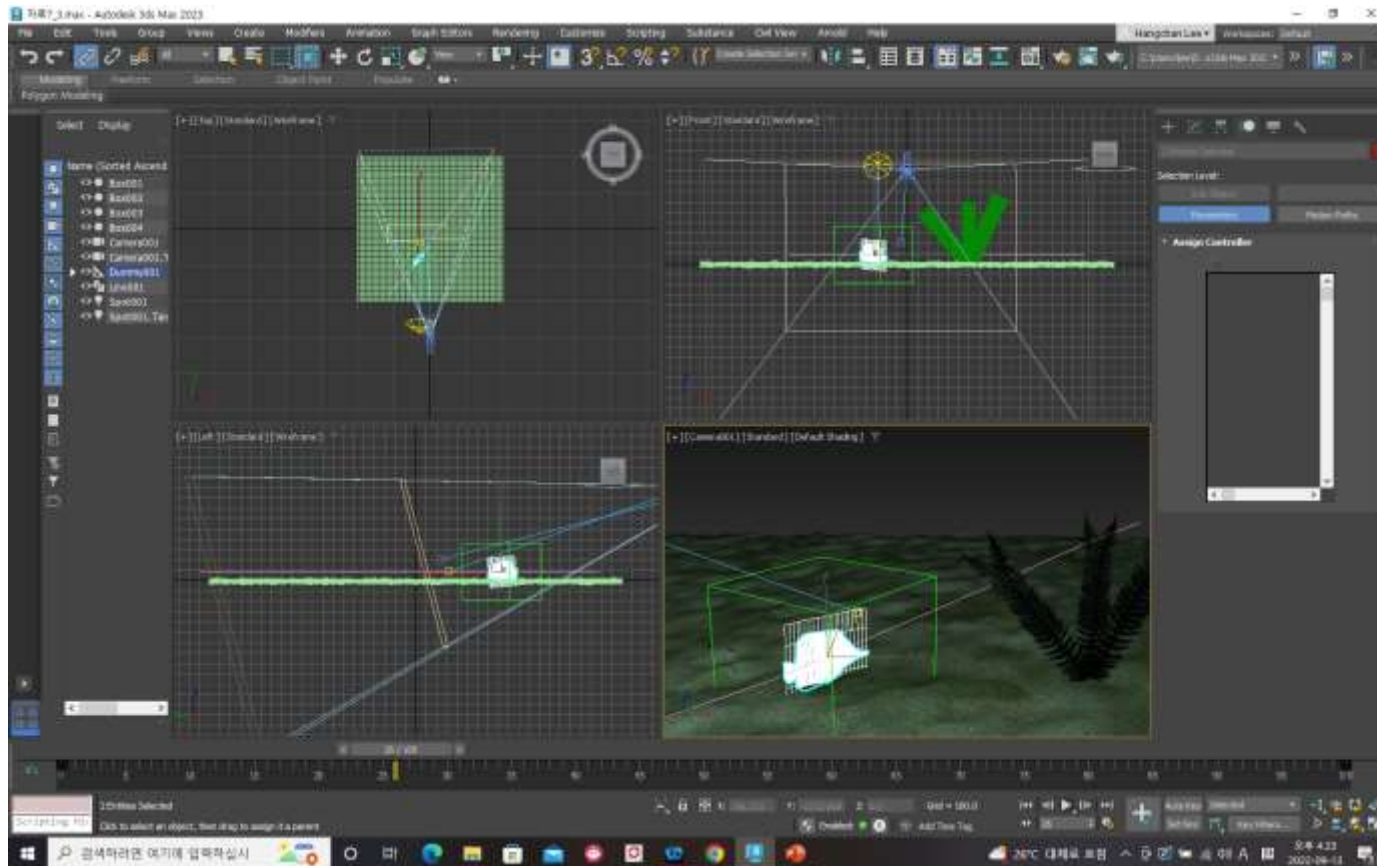
Top, box, Length=0, width=130, Height=600, select and rotate로 위치 지정, M, 재질 assign, Maps, Diffuse, 자료7/ leaf-d1.gif, blur=0, opacity map, 자료7/ leaf-o1.gif, blur=0, ambient=Diffuse의 RGB=0, Specular level=Glossiness=0, copy 해서 여러개 만듦 (Scaling 포함).



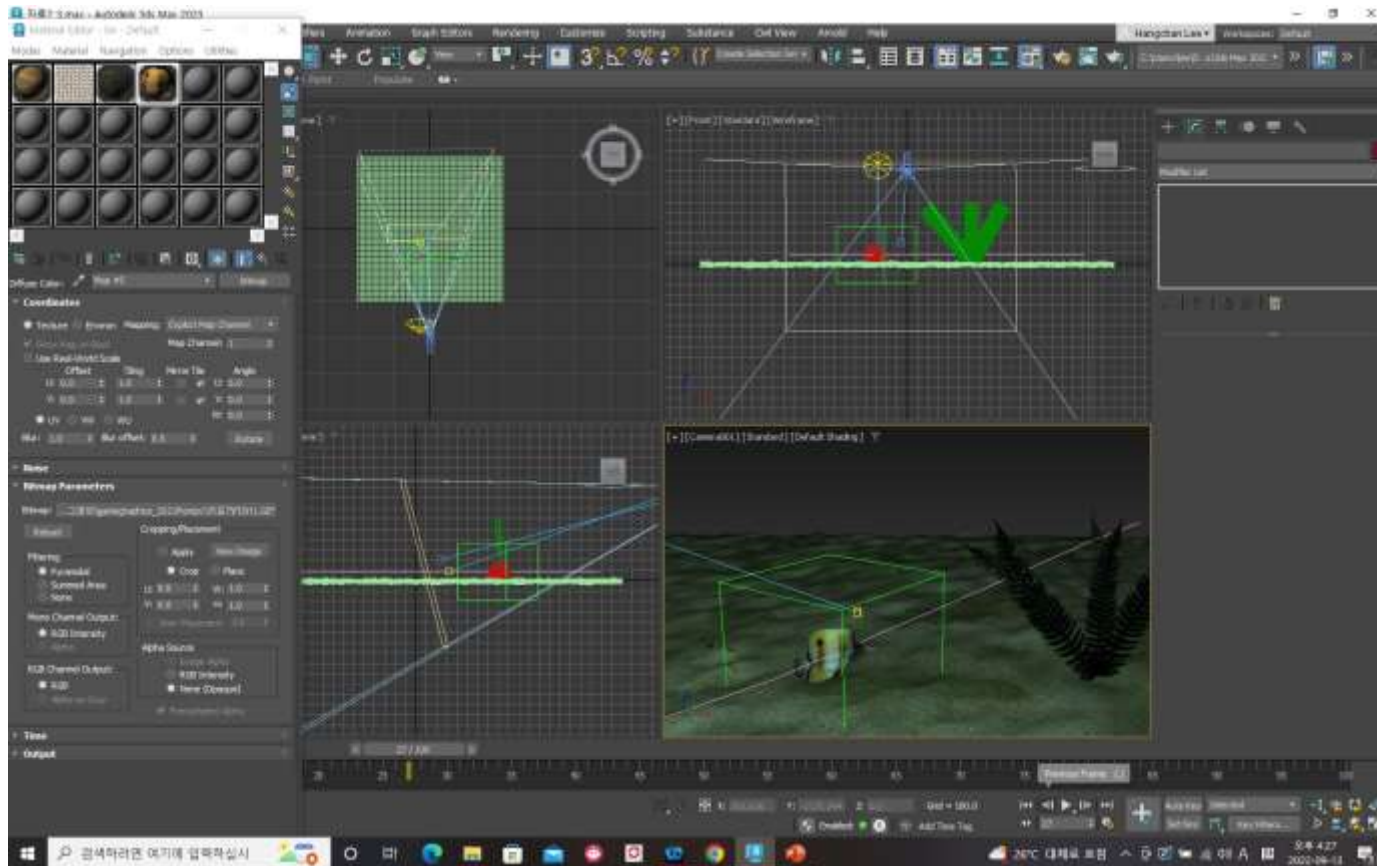
Open 자료7_3.max, merge, 자료 7_2.max, loft와 wave merge, 두개를 선택 lock 한후 이동 회전하여 top,front, left와 같이 정렬, line 을 이용 top 에 경로를 그리기. Front 에서 위로 이동.



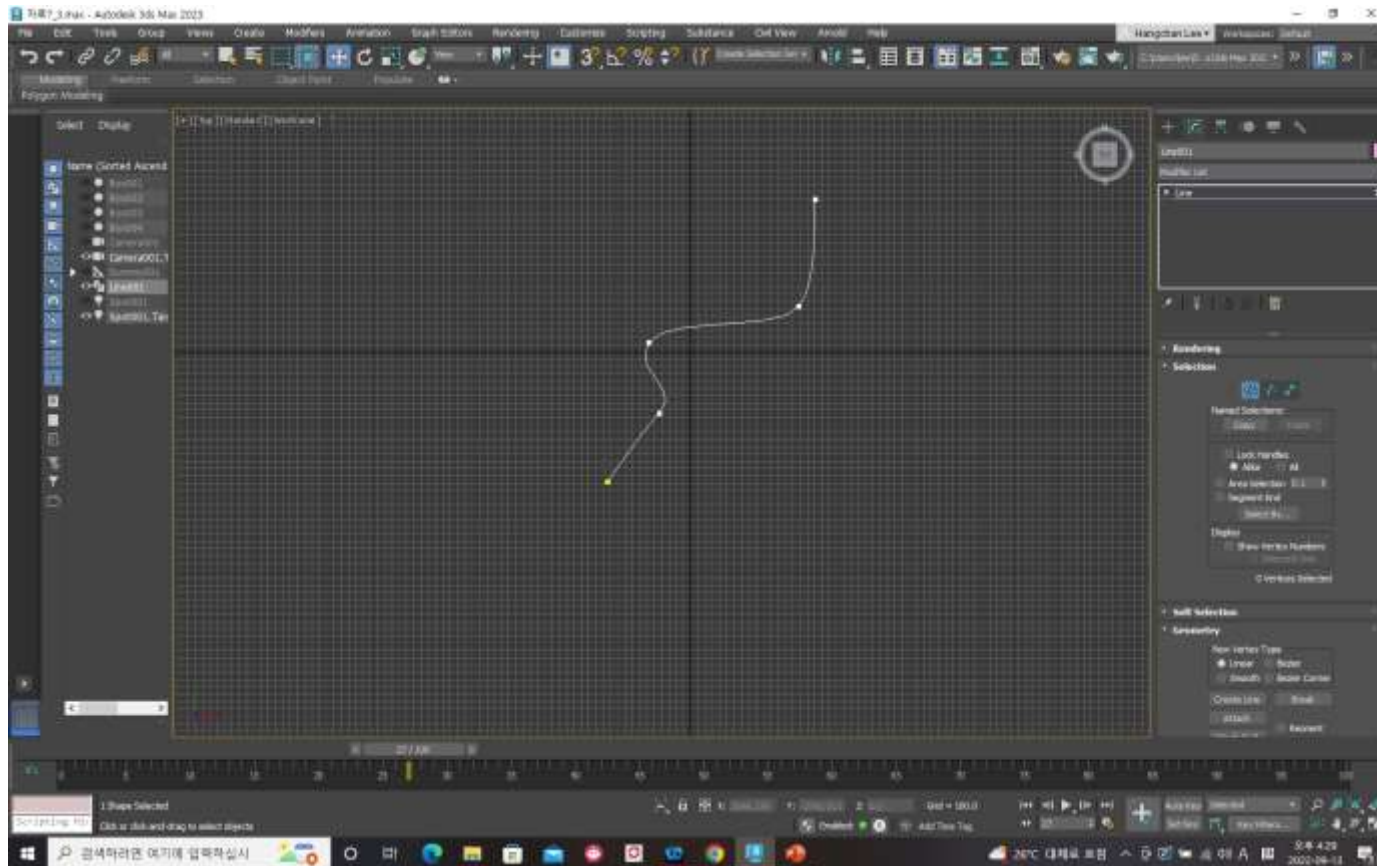
Top create, helpers, Dummy, Front 에서 정렬, dummy 선택, motion, Assign controller, position, path constraint, add path, line01 선택, follow check, bank check, 0.0 %, wave와 loft 선택, align button, dummy click(x,y,z center로) ,select and link, dummy 선택,



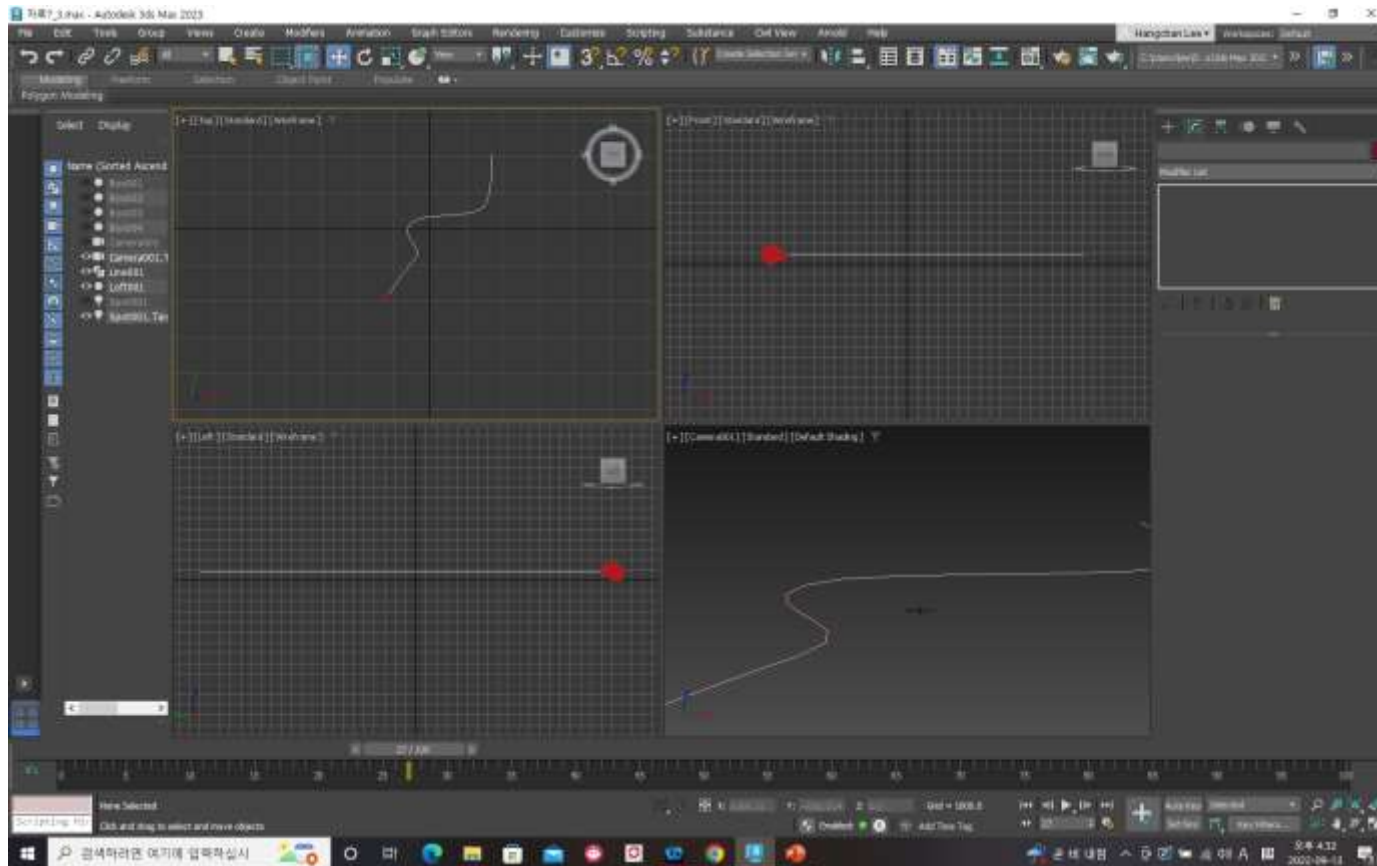
물품을 모두 선택, frame 50, auto keys on, modify, twist angle=-30, frame 100, twist angle=30, auto keys off, frame 50, modify bend, autokeys on, angle 45, frame 100 angle=-30, wave 선택, hide.



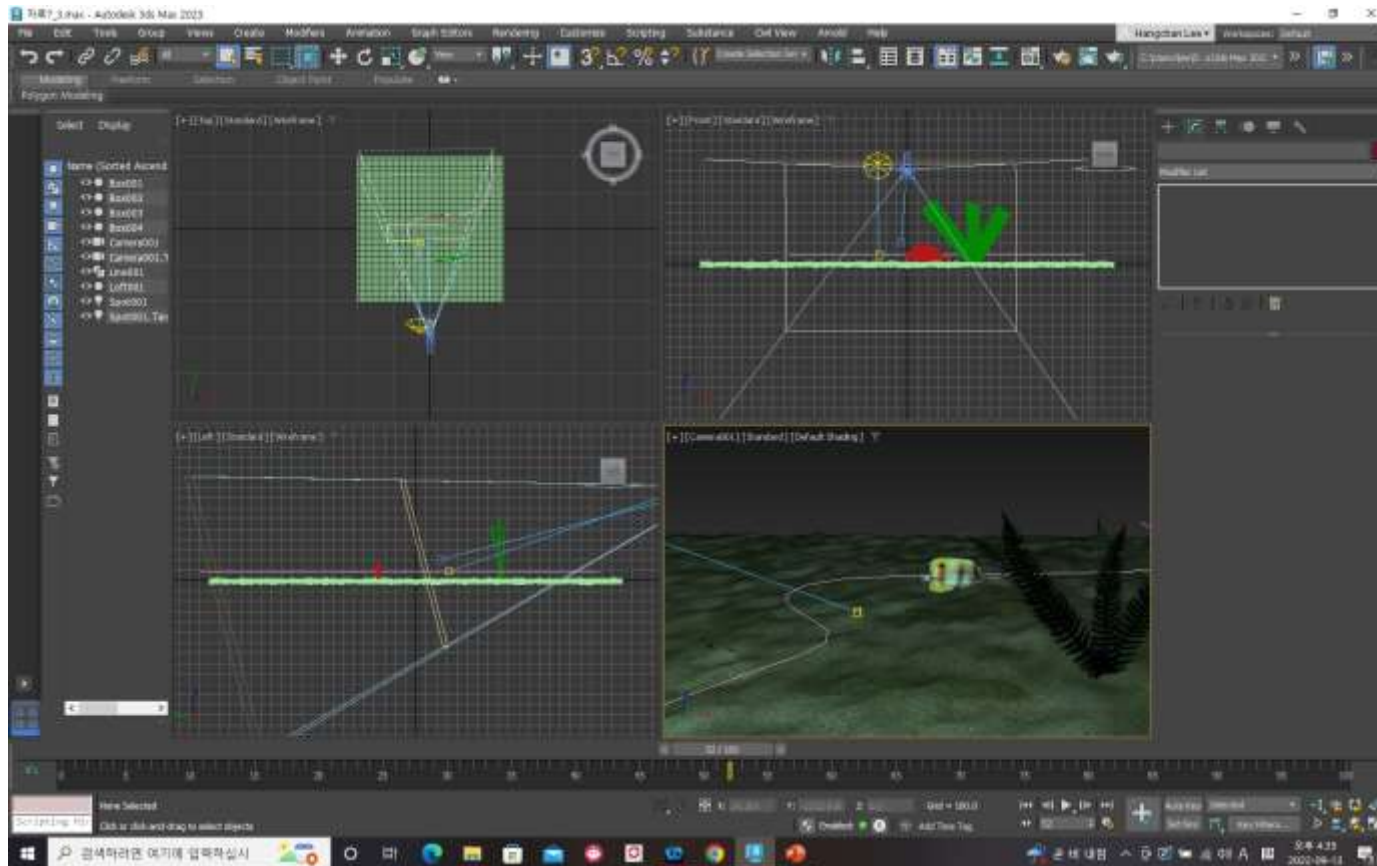
Line 을 제외한 모든것을 hide 시킨후 top 과 front 처럼 경로를 편집한다.



Wave 를 삭제하고 loft를 unhide 한후 이동 회전으로 경로의 시작점에 위치 시킨다.



Dummy, wave 삭제, loft 선택, modify, word space modifier 에서 path deform 선택, pick path, line 01 선택, move to path, flip,top 에서 노란선으로(수평으로) 회전하여 top 에서 볼때 경로의 시작점으로 이동, frame 100, autokeys on, percent 100, Unhide All, play.



최종 Rendering 된 이미지.

