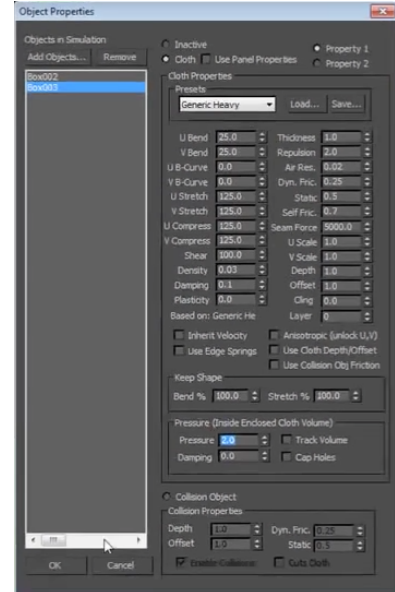
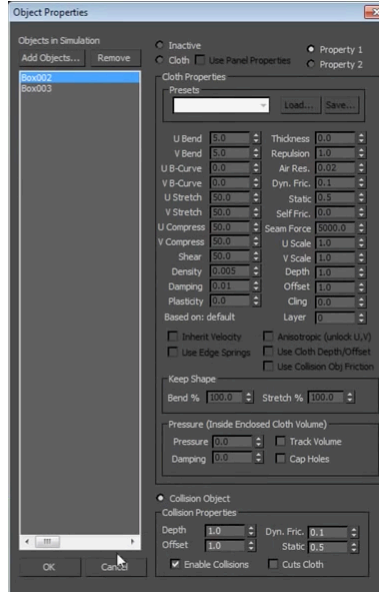
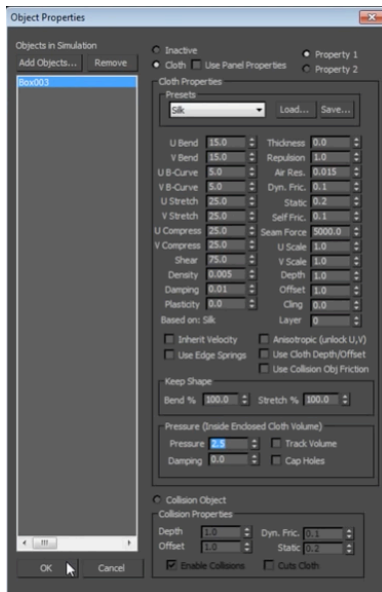


Chapter 3

3Ds Max tutorial:

How to create pillow:

Create box, convert to editable poly, use connect to make geometry, then apply Cloth modify. Going to object properties select the box, click on Cloth and select type of cloth. In addition, change the pressure level. (2.5).



Change the gravity to zero and click on simulate button.

Convert to editable poly and using Cut modify manually. The use Turbo smooth modify to make realistic.

Select edit poly modify can help to go more advance.

Select Cloth modifier and click Add object then select ground object (sofa, bed). Set it in Inactive mode and click on collision object. Set pillow box to Cloth and change the preset then set pressure. Simulate!

Using Turbo smooth command to improve realistic look.

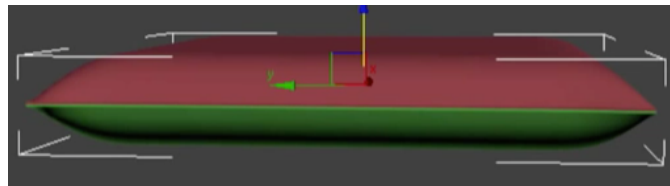


How to create bed coverlet:

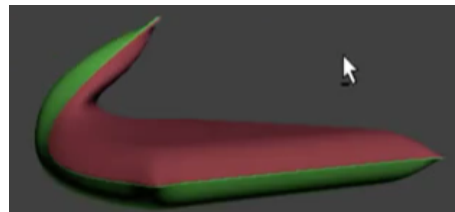
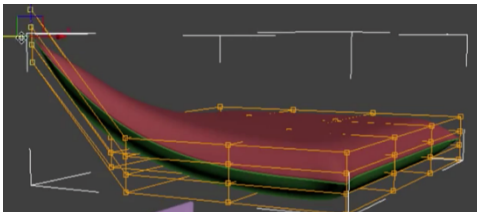
Create plane above the bed, use Shell modifier. Convert to editable poly put button 4 and select top face of coverlet the add material.

Go to edit menu and click select invert, add second material to bottom part.

Select Cloth modifier, set gravity to zero and self-collision in two. Click object properties select plane, click on cloth, change preset to satin by 3 pressure. Then simulate local.



By using FFD 4x4x4 customize coverlet to make more realistic.



Convert to editable poly, set gravity to -980, from object properties select object click on cloth, satin, and 0.5 pressure then add objects (such as bed pillows) and select all tick the collision object then click simulate local. Set the gravity to zero, go to object properties and increase the pressure to three. Set the self-collision to 5 and simulate local.

Add material then render.