

Transforming a Static Model into a More Realistic Car

Most of the time, models you obtain from the web or other libraries don't define multi-texturing effects so they might look flat. Here we show you how to add a realistic look by means of 3DXchange and iClone 2. To learn how, you can download the car model - mirage3ds.zip from <http://www.amazing3d.com/free/free.shtml> (Copyright 1997-2002, Amazing 3D Graphics, Inc) and try the following steps.

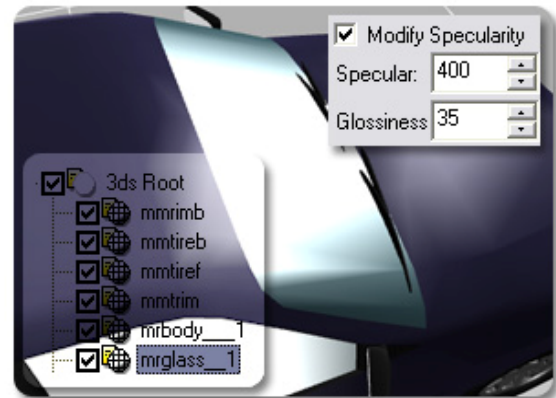
1. Load the car into 3DXchange. The body is not metallic and the glass is like plastic.



2. Select the mrglass_1 node.
3. Set the **Specular** to 400 and the **Glossiness** to 35.



The original look of the glass



Specularity modified

4. Select the node as shown in the illustration.

5. Check the 2-sided box. You may check off the include box of mrglass_1 to see the difference before and after the 2-sided feature is applied.



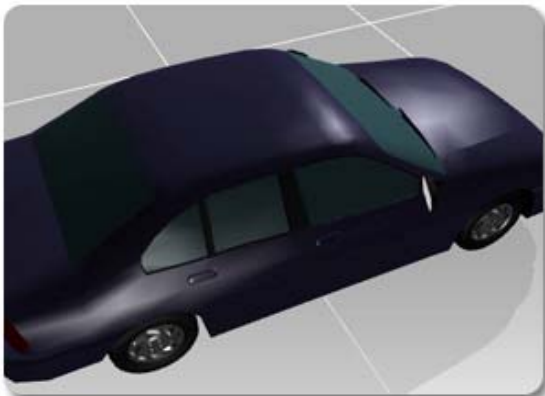
Before 2-sided



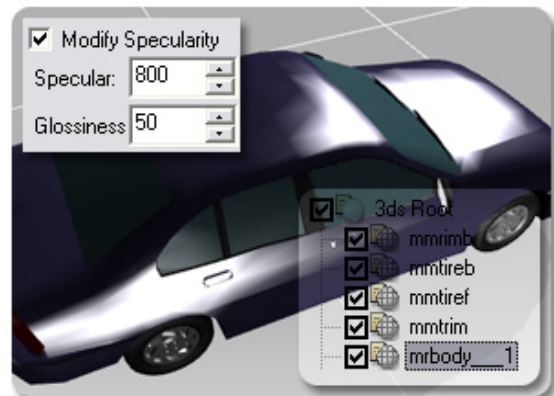
After 2-sided

6. Select the mrbody_1 node.

7. Set the **Specular** to 800 and **Glossiness** to 50.



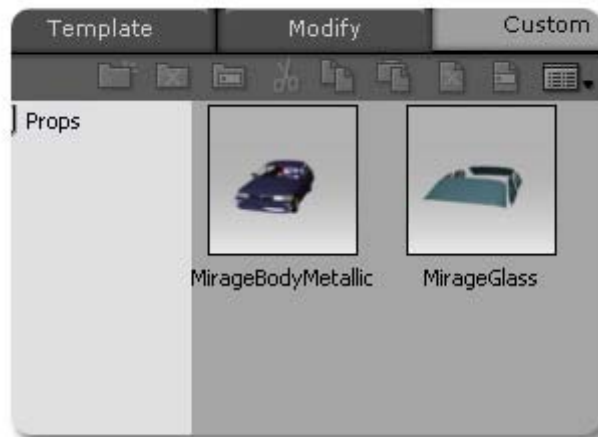
Bleak car body



Metallic car body

8. Check the **Included** box of the mrglass_1 only and click **Export** (Ctrl + E) button to export it as a prop.

9. Check the **Included** boxes of the rest of the nodes except the mrglass_1 and click **Export** (Ctrl + E) button to export them as a prop.



(In iClone 2)

10. Apply both of them in iClone 2.



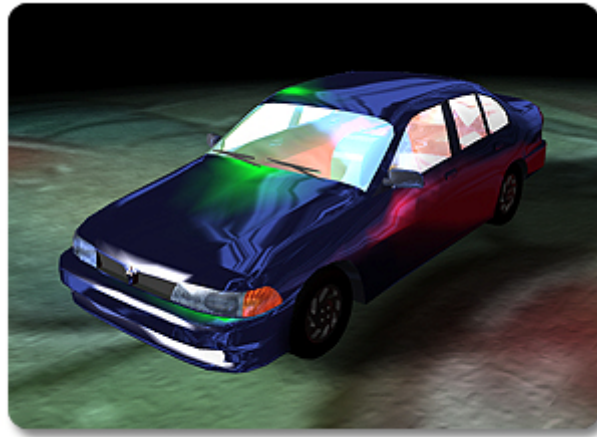
(In iClone)

11. With the glass selected, set the **Opacity** map to dark gray.



(In iClone 2)

12. Load any image for the **Reflection** map. Click **Update** button.



The body is optionally applied
with a reflection
(In iClone)