

Creating your own Picture Frames in ADT

ADT and VIZ Render 2004/2005

Create the Geometry in ADT

We will create the geometry for only one of the wall hangings. We will then link that one wall hanging to VIZ Render to complete the exercise. To complete the other wall hangings, create frames and mats to your liking and proceed from the appropriate step.

1. Open ADT with the default template

The wall hangings are made of rectangles and regions. We will put each of the four parts on separate layers. The reason for this is that VIZ Render applies modifiers to objects in a ByLayer manner. So, whatever modifier is applied, it is applied to all objects on that layer.

2. Create four new layers; Frame, Glass, Mat, and Picture.

Making each layer a different color is not necessary, but may help differentiate the parts.

3. Switch to Front view.
4. Create a RECTANGLE in a new drawing at 8 ½" wide by 10 ½" high and put it on layer "Frame".
5. OFFSET the rectangle to the inside by ¾" and put it on layer "Glass".
6. Switch to Top view
7. Switch to SW ISO view

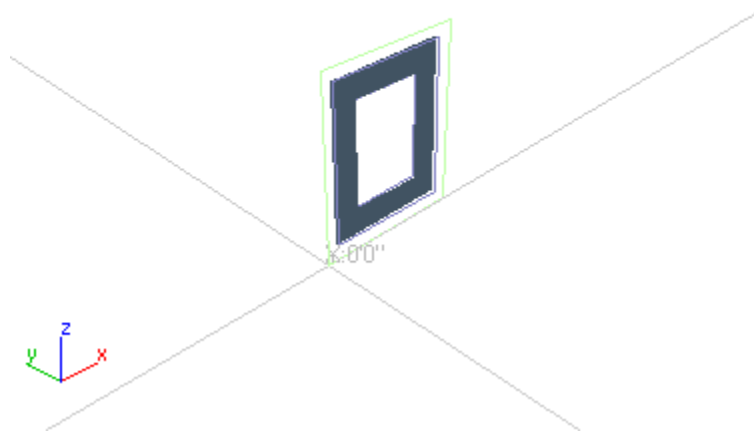
When you switch to any of the view directions other than ISO, the current UCS is switched so that the XY plane is perpendicular to that view. So, steps 6 and 7 quickly change our UCS without having to mess with the UCS commands.

8. COPY the "Glass" rectangle 1/8" in front of the "Frame" rectangle. Put the original rectangle on layer "Mat".
9. Offset the "Mat" rectangle to the inside by 1 ½".
10. COPY the inside "Mat" rectangle 1/8" behind the "Frame" rectangle. Put the new rectangle on layer "Photo".
11. Save the drawing as WallHangingSingle.dwg
12. Type REGION and select all but the "Frame" rectangle.
13. Type SUBTRACT and select the larger "Mat" rectangle as the "Subtract From" geometry and press ENTER. Then select the smaller "Mat" rectangle as the "Subtract" geometry.

What you're left with is a region with a hole in it that will become none other than the mat for our framed photo.

14. Save the drawing as WallHangingSingle.dwg
15. Link to VIZ Render

Perspective



Now for the renderable part

We will first work on the Frame, the Glass, the Mat, and finally the Photo.

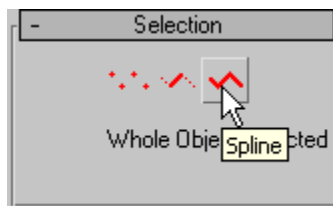
16. Select the “Frame” rectangle. The Modify Panel will display “Polyline”. Rename it to “Frame”.

17. In the Modify panel press Edit Spline

The dialog that pops up is a long paragraph that essentially says that if you change the linked object back in ADT, you could severely affect the result of this modifier in VIZ Render. Because we don't intend on making such changes, we will choose OK for this dialog.

18. OK to message

19. In the Selection rollout choose Spline



20. In the Geometry rollout choose Detach

21. Type “Detached Frame” for the Name

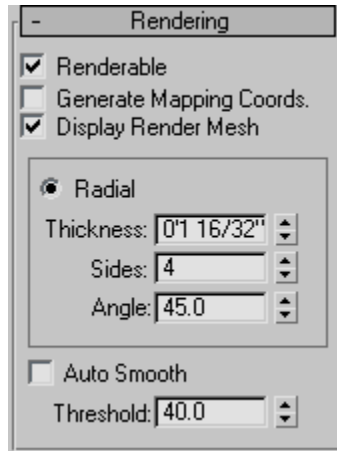
22. In the Selection rollout press Spline to turn it OFF

23. Select the Detached Frame

24. On the Modify panel in the Rendering rollout choose Renderable and Display Render Mesh

As you make the following changes, be sure to watch the affect these settings have on the object.

- 25.**Change the thickness to 1 ½”.
- 26.**Change the Sides to 4.
- 27.**Change the Angle to 45.



Now for the Materials

The materials used for the wall hangings in Chapter 8 can be found in the Content Browser Catalog provided on the CD. Since this tutorial is not focused on Materials, we will use these Materials.

- 28.**Open Content Browser to MasterVIZr < Render Materials < Chapter 08
- 29.**Drag the “MVIZr-Metal – Brushed” material into the VIZ Render scene and drop it onto the Frame.
- 30.**Drag the “MVIZr-Glass – Non Glare” material into the VIZ Render scene and drop it onto the Glass region.
- 31.**Drag the “MVIZr-Mat Black” material into the VIZ Render scene and drop it onto the Mat region.
- 32.**Drag the “MVIZr-Pantheon” material into the VIZ Render scene and drop it onto the Photo region.

The bitmap the photo material uses is off center. We will adjust this in the next set of steps. There are several ways to adjust this. We will look at the one that makes the most sense in this situation.

- 33.**Select the Photo region
- 34.**In the Modify panel apply a UVW Adjust modifier

This will allow us to move, in a way, the material around.

- 35.**Use the spinners for the U Offset and the V Offset to adjust the position of the material on the surface of the region.

The settings we came up with for this particular image was 1 ½”for the U Offset and 2 ¾” for the V Offset.

For the other wall hangings, repeat this process for each one.