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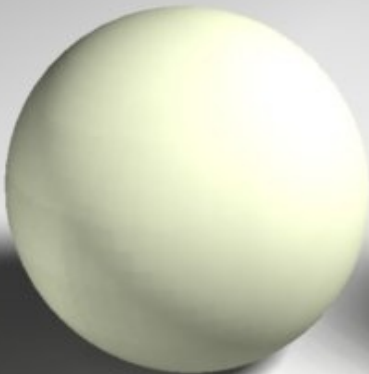


It's coming...

# A Funny Thing Happened on the Way to the Shader Room...

*By Claudia Coles*

*Some headlines are larger than they appear.*



**Did you  
ever get this...**



**...when you really  
wanted this?**



There are no .car files associated with this tutorial.

# A Funny Thing Happened on the Way to the Shader Room

By *Claudia Coles*

## Introduction:

Did you ever try importing a 3D file into Carrara only to find out that after applying a pre-made shader from the browser and rendering the object, the shader looked nothing like its thumbnail image? [Figure 1]

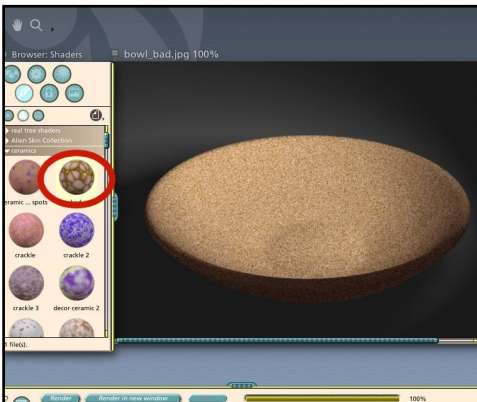


Figure 1. Thumbnail

And sometimes when you examine your object more closely, you observe that this new texture is really a "microscopic" version of the shader you selected. It can be frustrating working with imported objects and models that seem to take on a life of their own after applying a shader that you know should look a certain way. But there is a reason for this dilemma, and a remedy.

Basically what seems to have occurred is that with all the default settings turned on, such as auto-scaling, CS3 has

imported your object at a larger scale than it was originally created with. So in turn, this causes the shader you apply to be spread proportionally over the surface of the object, oftentimes resulting in a smaller appearing representation of the shader you apply. Now one remedy if you are using AMAPI is to go to Preferences > Import/Export and make sure that your "Scaling factor %" value is set to 100. But suppose you are not using AMAPI? Suppose you are using objects that are not coming from a 3D modeling app. that you have on your PC, such as certain free 3D meshes and objects that you find on the Web? Well, you could adjust the scale of the object when it is imported into CS3 in the import options menu. However, sometimes you have to do a few trial and error attempts to figure out which scale works best.

Well, here is a fairly quick method within Carrara to help get an object's scaling back on track:

1. First, make sure that your imported object is selected. If you are working with a model which contains multiple objects, then make sure to repeat steps 1 through 6 for these parts as well.
2. Now double-click on the object. If the object was imported with a "vertex" option selected, it should open up immediately in the Vertex Modeler Room. If not, then you will have to convert your object to a vertex one by going to the "Edit" menu at the top and selecting "Convert to Other Modeler". Once selected, choose "Vertex Modeler" and hit "okay".
3. Once you are in the Vertex Modeler Room, select "CTRL + A" from the keyboard or go to the "Edit" menu and choose "Select All".
4. Now, select the "Scale" icon on the

left-hand side of the screen and in the "Scale > Global" window on the right-hand side, change the 100% value to 10%. You will see your object shrink considerably in size. But that is okay. this is what you want. BTW, I chose the value of 10% because it is a good default value to start with. As you work with this method, you may want to experiment with other percentage values.

**5.** Now, if you are really in a hurry you can skip down to Step 6 or do the following:

While your object is selected, go to the "View" menu and choose "Send Working Box to Selection". The object will then be in alignment with the Working Box. This is important if you happen to lose track of your object in your work windows when you return back to the room. Then, select "Auto-Resize Working Box" to have the Working Box scale match that of the object's. Use the 2D Zoom tool to zoom out in the view windows, if necessary.

**6.** Return to the Assembly Room and with the object still selected, go to the "Motion > Transform" Properties tab on the right-hand side of the screen and type in a size value of your choosing in the "Overall" window.

**7.** Once you have resized your object, render it to see your results (or if you

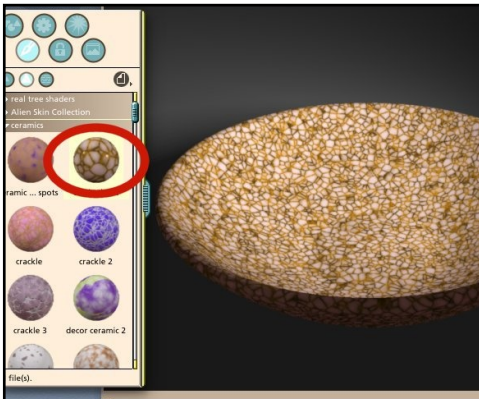


Figure 2.

Aha!

haven't applied a shader yet, please do so, and then render). You should now see the shader result you were looking for, or at least close to it. [Figure 2]

If you find that it is not quite what you want, work with re-scaling the object again. But remember, scaling values are relative, not absolute. So when you return back to the Vertex Modeler Room and want to decrease the scale of your object by only 10%, then type in 90% in the "Scale > Global" window, and so on. BTW, if you are thinking you may need to experiment with several attempts at rescaling, then going back and completing Step 5 is advised if you have not done so initially.

And there you have it!

So the next time you want to pull out your hair, beat your head against the wall, or throw the computer monitor out the window because your shaders just aren't looking the way you expect them to on your imported objects, just apply this method to help resolve the problem. Your hair, head, and computer monitor will thank you for it.



Figure 3.

The Final Result

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