

TUTORIALS

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3ds Max

- **Snow** Making snow material using composite material.
- **Water** Making a simple water material.
- **Bricks** Making a quick brick material using composite material and displacement mapping.

ABOUT ME

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I was born in Mayaguez, Puerto Rico 1982. Graduated from The Art Institute of Washington, fall 2004. I'm interested in character modeling/animation. For both lowpoly and cut scene cinematics. My primary software is: 3ds Max for modeling, animation, and UV layout. Photoshop for creating textures. After Effects for compositing, and Premiere for editing.

Personally, I'm a big gamer, and a computer geek. I mostly play RPGs, a couple of first person shooters, and a few racers. Some of my favorite games are, Elder Scrolls3: Morrowind, Shenmue1&2, Fable, and Final Fantasy 7.

Gerardo I. Ramirez

Resume

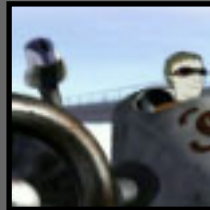
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ANIMATIONS

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Demo Reel



3d Animation



2d Animation



Stop-Motion

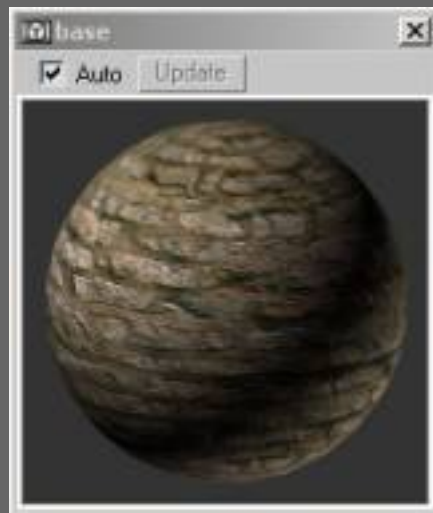


Making Snow in 3d Studio Max

By Gerardo I. Ramirez

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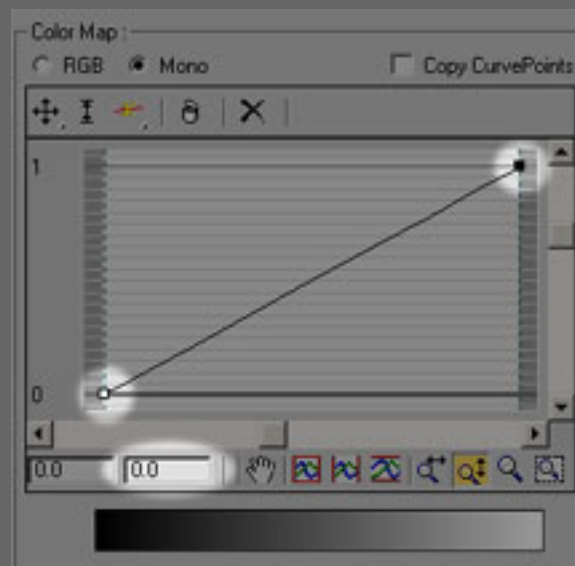
In this tutorial I will show how to make snow in 3d Studio Max using materials. This is a fairly quick tutorial so I'm just going to use default Max materials.



Lets begin by opening up the materials window. Pick a new material, click on the “Standard” button and choose Composite material, and discard all. Go into the Base Material. This is going to be whatever’s under the snow (i.e. rock material). Go down to Maps – Diffuse Color, hit none and pick bitmap. Go to the 3d max folder and choose a rock texture, such as “LIMESTO3.jpg”. Use a U and V tiling value of 2. Go back and do the same thing for the bump map. That’s it for the base material.



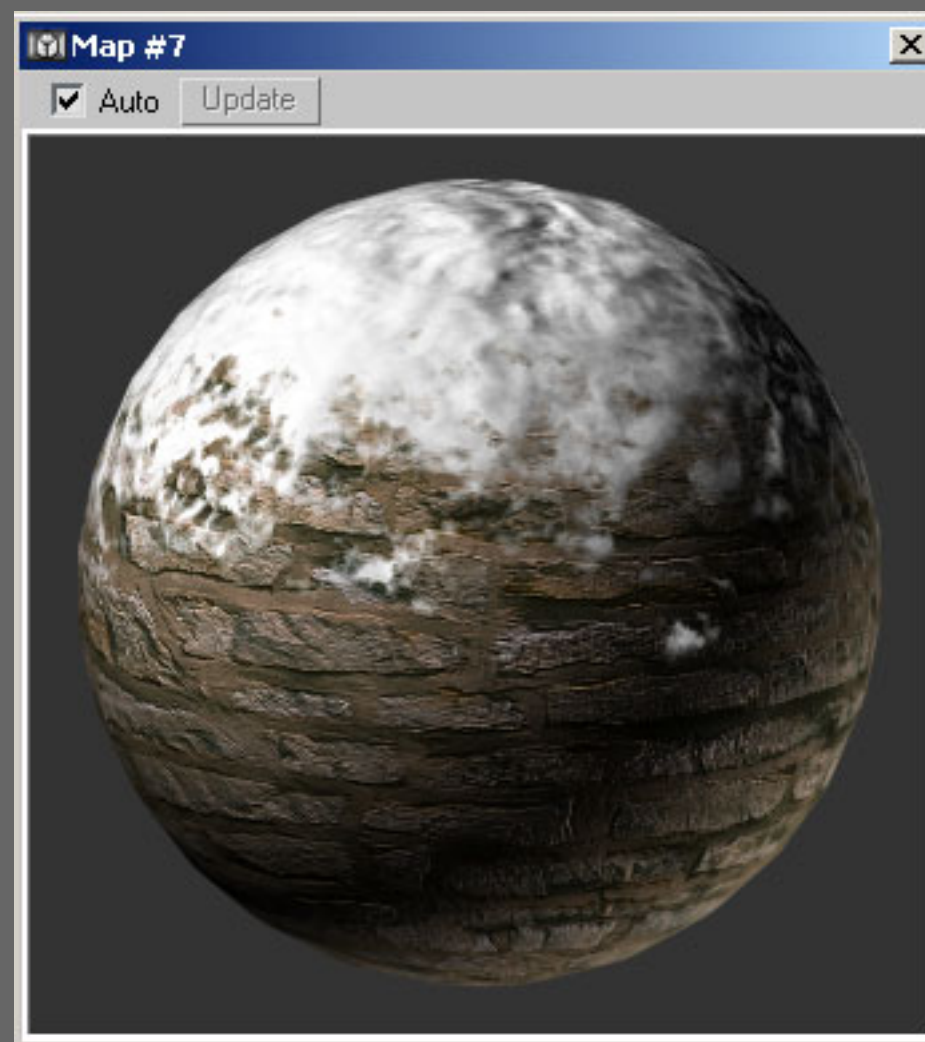
Go into “Mat.1”, and choose standard. This is were we’ll start making our snow. First change the diffuse color to white. Go down to Maps – Opacity, hit none and choose Falloff. Change Falloff type to “Towards/Away”, and Falloff direction to “World Z-axis”. Also swap the black and white color boxes on top. Now go down to “Output”. Click on “Clamp” and “Enable Color Map”.



On the color map click on the left point and change the value to -4 . Click on the right point and change the value to 3.

Lets go back and do the bump map. Hit none and choose Smoke.





That's about it.

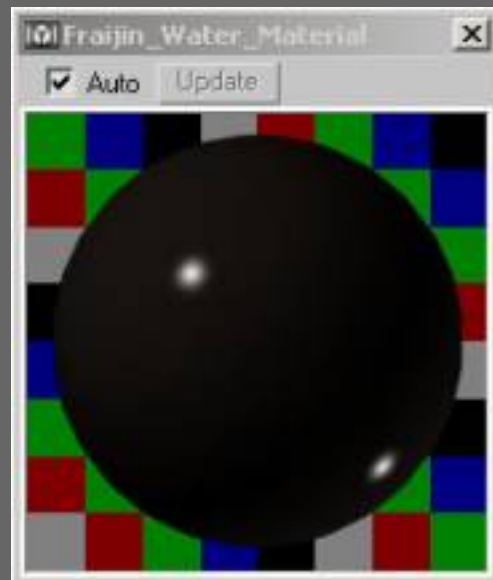


Making a quick water material in 3d Studio Max.

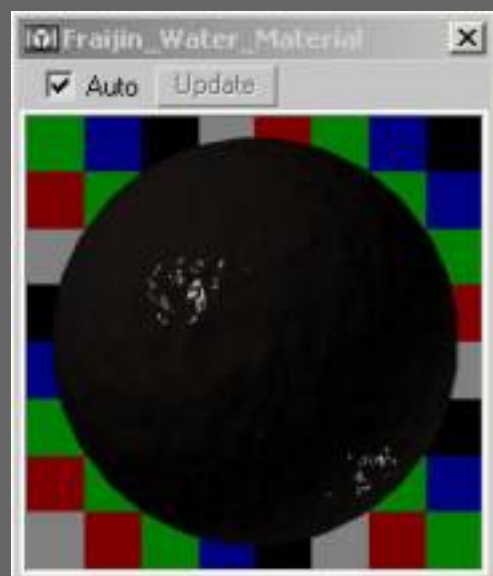
By Gerardo I. Ramirez

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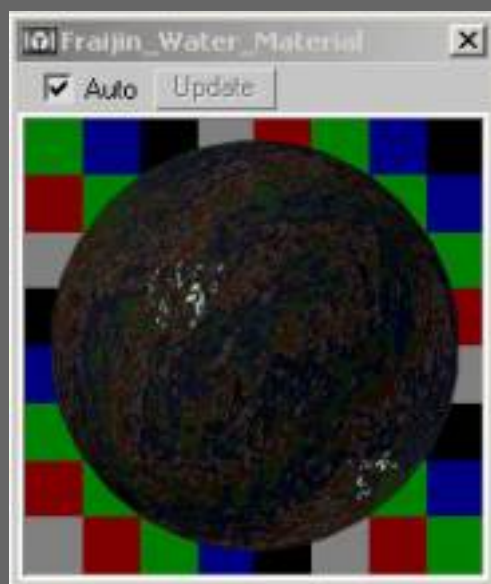
In this tutorial I will show how to make a quick water material in 3d Max. Keep in mind there's no special plugins used, just 3d Max materials, which will render much quicker.



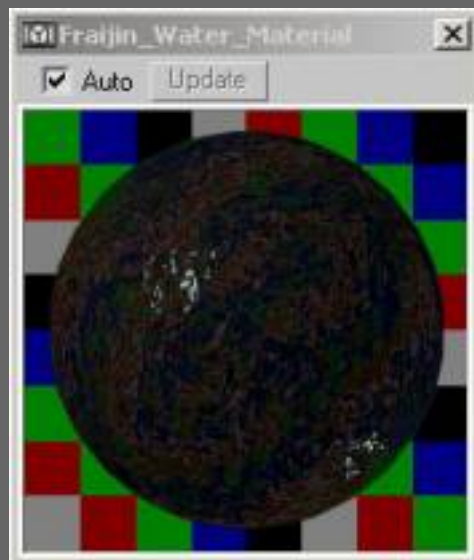
Open up the materials window. Pick a new material and change the diffuse color to a dark brown, so we can make some dirty water. Also change the “Specular” value to 90, and the “Glossiness” to 70.



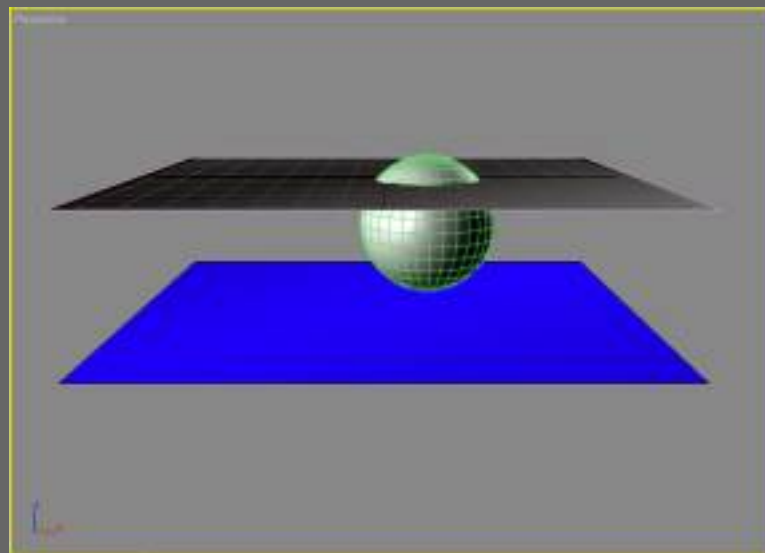
Go down to Maps - bump change the value to 30, hit none and choose noise material. Change the X and Y tiling value to 2, also choose fractal for “Noise Type”.



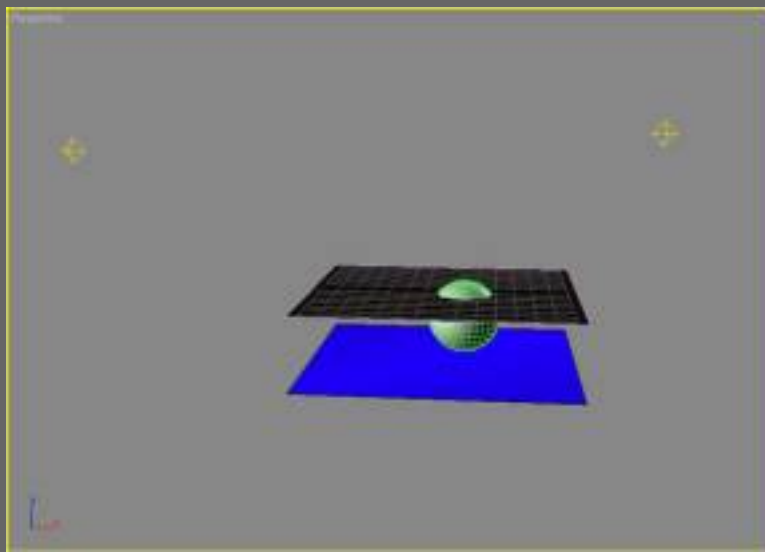
Now let's do the reflections. Change the reflection value to 30, hit none and choose Reflect/Refract material. The default Size value of a 100 works well and quick during render time, but if you want to see more details just increase the value; I'm going to increase it to 200. Change the Blur Offset value to .01, this will slightly blur the reflections.



Now let's move on to the refractions. Change the refraction value to 40. You can increase this value to make the water look clearer. Anyway hit none and choose Raytrace. Go down to Background and choose the black color box instead of "Use Environment Settings". For most cases I would leave it at "Use Environment Settings", but for this tutorial use the black background.



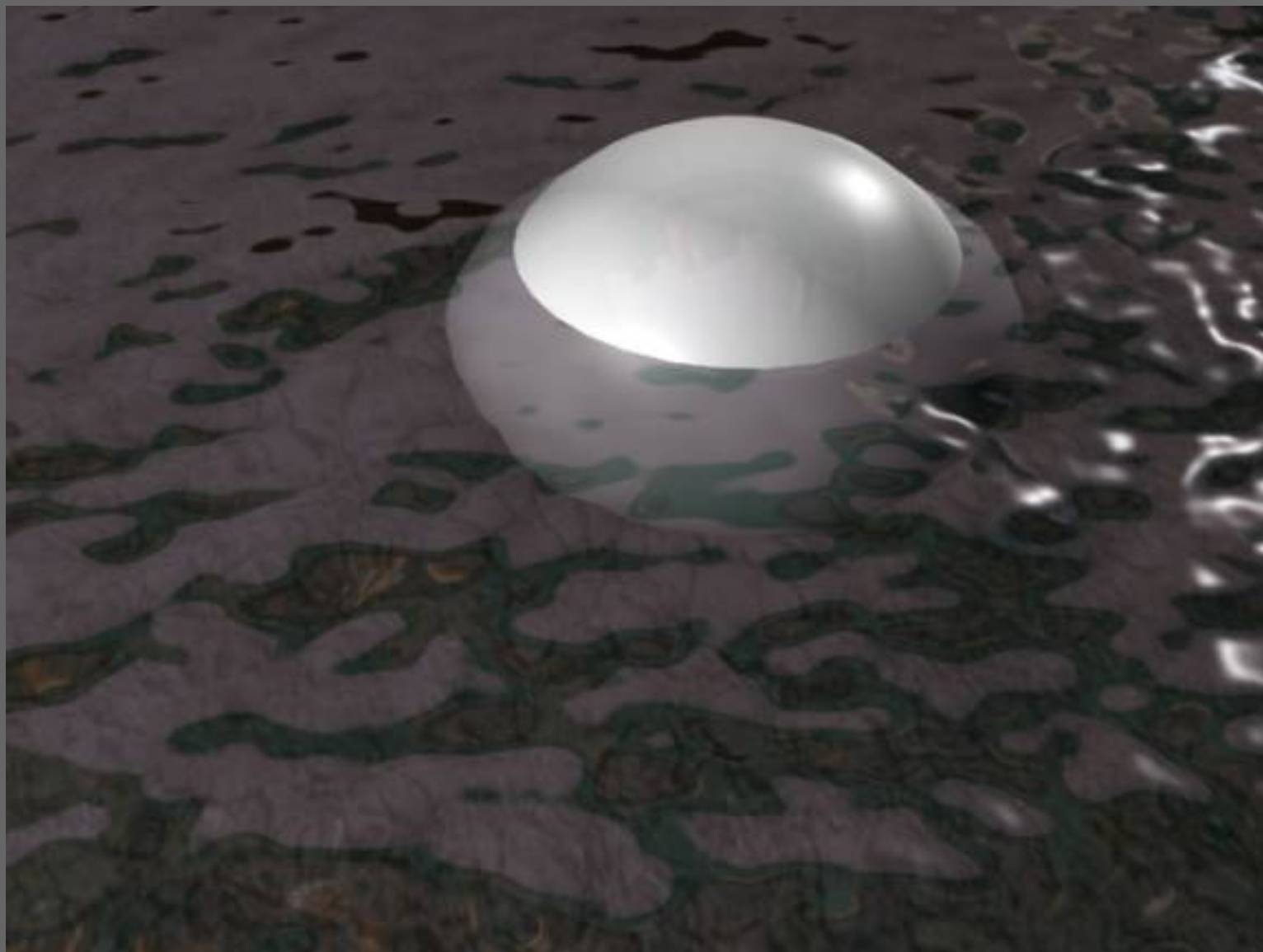
Now we're going to make a quick environment for the water. Create a "Plane" surface, with a 150 length, 150 width, both length and width segments has a value of 1, and turn on the "Generate Mapping Coords". Clone that plane and move it down to -40 on its Z-axis. Create a sphere with a radius of 20, and two omni



lights. Don't turn on "Cast Shadows" for either of them. The setup should look like this.

Apply the water material to the top plane. Pick a new material, go down to Maps – Diffuse Color, hit none and pick bitmap. Find a nice looking ground texture from the 3d max folder (such as "GRYDIRT1.jpg") and apply that material to the bottom plane. Pick a new material and change the Diffuse Color to white. Go down to Maps – Reflections, give it a value of 10, hit none and choose Reflect/Refract material. Apply that to the sphere.

Now we'll make some fog to give the water a murky appearance. Go up to the menu Rendering - Environment. Go down to Atmosphere and add Fog. Change the Fog Type to Layered, and change the "Top" value to 0, "Bottom" to -40, and "Density" to 200. We still don't have a sky so in the same environment window hit the "Environment Map" box. Click on "Mtl Library" and choose the HongKong Background. And that's about it.

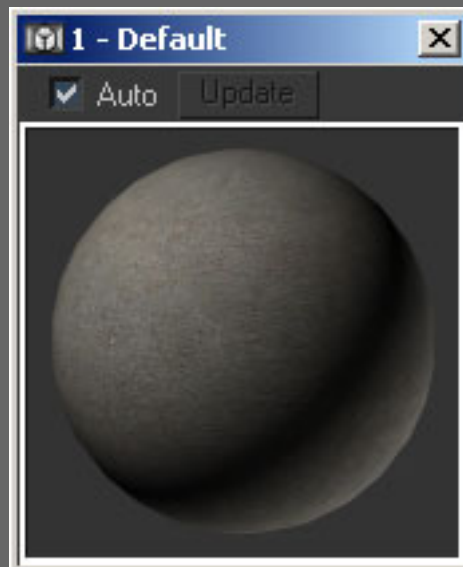


Making a Brick Wall Material in 3D Studio Max

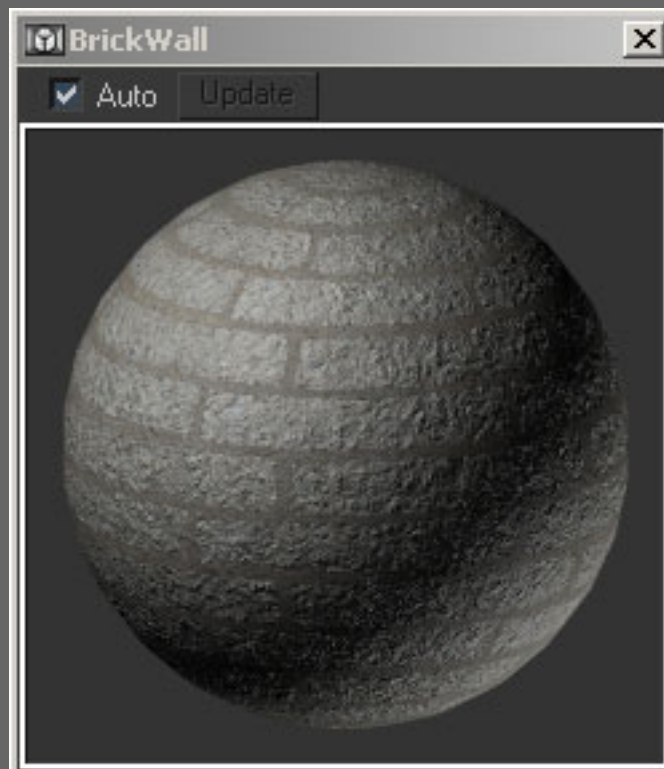
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In this tutorial I will show how to make a brick wall using compositing material and displacement. The first things you should have is the brick texture, brick displacement texture, brick mask, concrete texture, and concrete bump texture. [Brickwall.zip\(225kb\)](#)



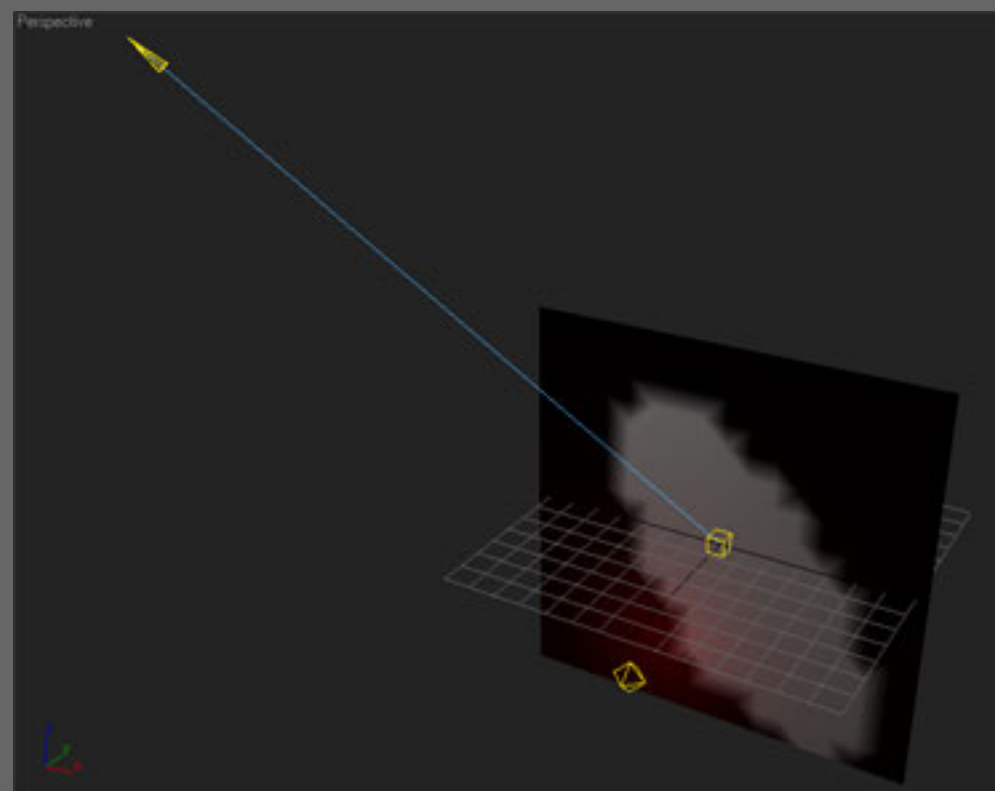
Now that you have those, open up the materials window and pick a new material. Click the “Standard” button and choose composite material. Go into the base material, go down to Maps – Diffuse Color. Hit none, choose bitmap and pick the concrete diffuse texture. Use a U and V tiling value of 3. Hit the “Back to Parent” button , and go down to Bump. Change the bump value to 50, hit none, choose bitmap, and pick the concrete bump texture. Use a U and V tiling value of 3. That’s all for the base material.



Go back to the composite material and go down to “Mat.1”. Hit none and choose standard material. Use a “Specular” value of 15, and a “Glossiness” value of 5. Go down to Maps – Diffuse Color, hit none, choose bitmap, and pick the brick texture. Change the U tiling to 5, and the V to 7. Hit the “Back to Parent” button , and go down to Opacity. Hit none, choose bitmap, and pick the brick opacity texture. Change the U tiling to 5, and the V to 7. Hit the “Back to Parent” button , and

go down to Bump. Hit none and choose Mix. In color #1 hit none and choose smoke. Change the size value to 5. Hit the “Back to Parent” button . In color #2 hit none and choose noise. Change the noise type to fractal and the size to 10. Hit the “Back to Parent” button , and change the “Mix Amount” value to 30. Hit the “Back to Parent” button , and go down to Displacement. When dealing with compositing material and displacement, always put the displacement on the top stack, which is the last layer you used in the compositing material. If you don’t, whatever you put after will cancel out the displacement. Anyway, change the Displacement value to 10, hit none, choose bitmap, and pick the brick displacement texture. Change the U tiling to 5, and the V to 7. That’s it for the brick wall material.

Now lets do the setup. Create a “Plane” surface, turn on “Generate Mapping Coords”, and rotate it 90 degrees on its X-axis. Convert the plane into an editable poly. In the control panel click on modify. Under “Subdivision Surface”, enable “Use Nurms Subdivision”, and use an iterations value of 2. Enable “Subdivision Displacement”, and hit the “High” button. I also added a spot light with shadows on, and a red tinted omni light with a .5 multiplier, shadows on, and an inverse square decay. The setup should look like this.



Select the plane, and apply the brick wall material.

