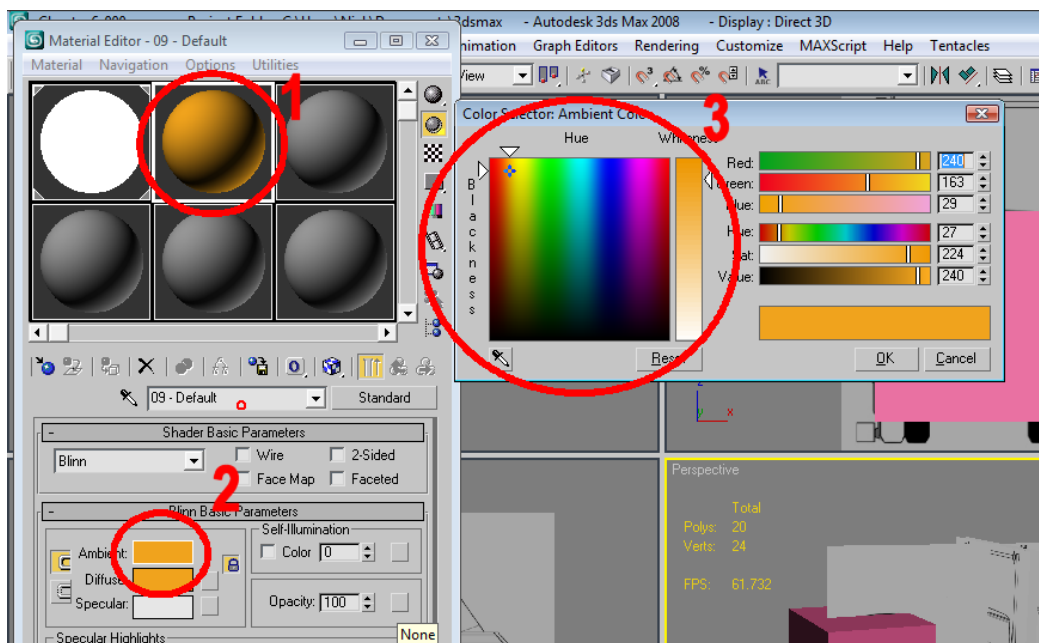


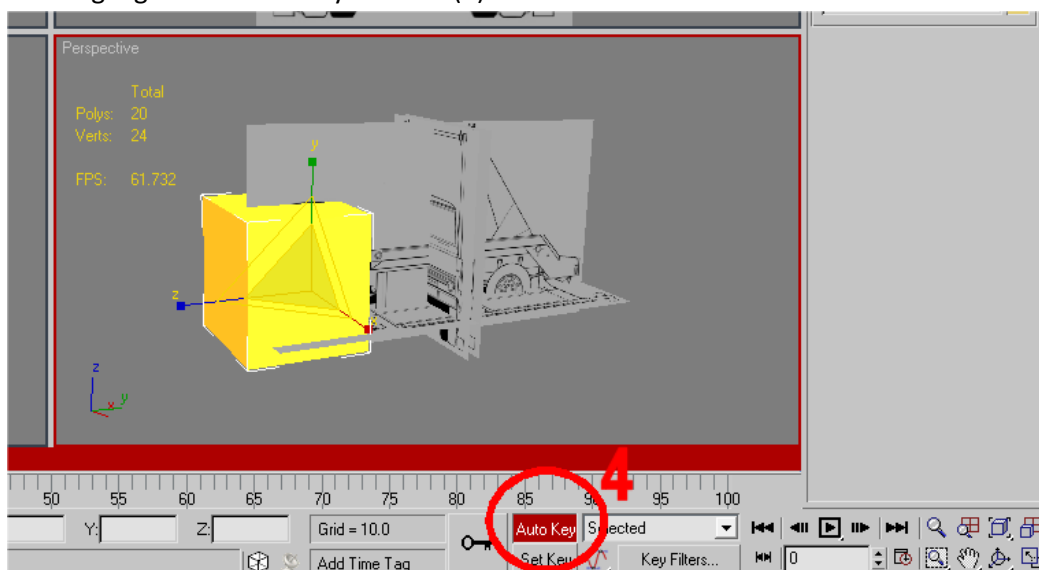
Create an animated material to help with modelling using image planes by Nick Igoe – Created for www.3d-for-games.com

Instead of just using a material that has 70% opacity to create your model, another and perhaps more useful method is to apply an animated material that ranges from totally transparent to solid that is easily controlled by the animation slider.

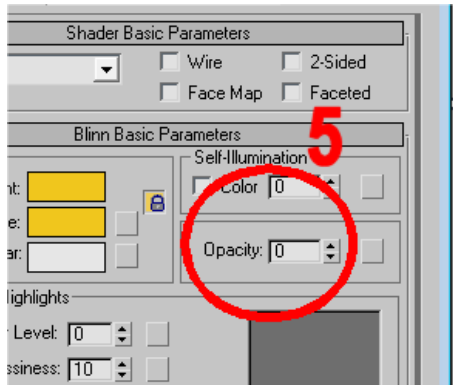
My own preference is to model in a clay like colour, though this could be any colour of your choice. Bring up the material editor, keyboard short cut “m” and select a material box (1). Then to change the colour click on the ambient colour swatch under Blinn basic parameters (2), which will bring up the colour selector and click on your preferred colour to model with (3). Then apply this to your primitive.



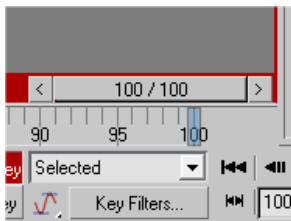
Now highlight the “Auto Key” button (4) this will turn red to show it’s selected.



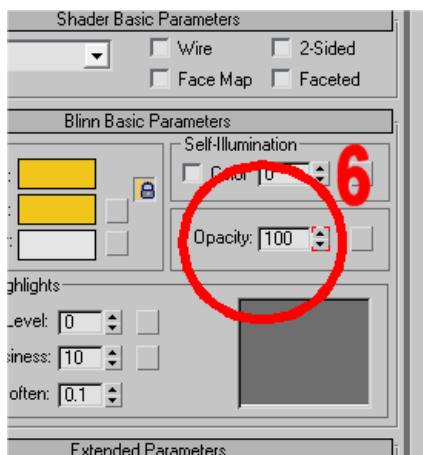
Making sure that the animation slider is on frame 0 return to the material editor and in the Opacity box type 0.



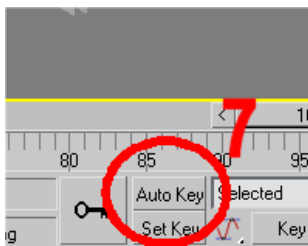
Now move the animation slider to frame 100 by left clicking and dragging it across. Note the slider has two numbers on it that indicate the current frame followed by the total number of frames.



Then return to the material editor and in the in the Opacity box type 100.



Now uncheck the Autokey button (7).



And that's it. You can now drag the slider from frame 0 to 100 and vary the opacity of your model to suit your needs.