### Instructor Guide

Autodesk Softimage 2014: A Tutorial Approach Guide

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**Answers to Review Questions**

1. (c) **ICE**
2. (a) **F12**
3. **Select**
4. **P**
5. **Set Background to Black**
6. Euclidean/Cartesian
7. .scn
8. **Auto**
9. T
10. F

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**Answers to Review Questions**

1. (a)T
2. (a) **Scene**
3. V
4. Y
5. **Smooth**

**Solutions to Exercises**

**Exercise 1**

1. Open a new Autodesk Softimage 2014 file.
2. Choose **Model > Get > Primitive > Polygon Mesh > Cube** from the menu bar and create a cube for the bench top.
3. Create four more cube and rename it as leg1, leg2, leg3, and leg4. Use the **Move** tool and the **Scale** tool to align with the corners of the bench top.
4. Same process apply to creating the table.

**Exercise 2**

1. Open a new Autodesk Softimage 2014 file.
2. Choose **Model > Get > Primitive > Polygon Mesh > Cube** and create a shape of boat by invoking the Point tool.
3. Select the center polygon of the boat and extrude.
4. Choose **Model > Get > Primitive > Polygon Mesh > Grid** and create the shelter of the boat. Choose **Model > Modify > Deform > Fold** to create a shelter of the boat.
5. Select the polygons of the shelter and delete it to create the windows
6. Choose **Model > Get > Primitive > Polygon Mesh > Grid** and create the roof of the boat shelter.
7. Choose **Model > Get > Primitive > Polygon Mesh > Cube** and create the floor of the boat shed. Duplicate the cube and create the roof of the boat shed.
8. Choose **Model > Get > Primitive > Polygon Mesh > Grid** to create the roof2. **Model > Modify > Deform > Fold** in linear form.
9. Duplicate the cubes and create the side supports and steps.

**Exercise 3**

1. Open a new Autodesk Softimage 2014 file.
2. Choose **Model > Get > Primitive > Polygon Mesh > Cylinder** to create the base of the chair.
3. **Model > Modify > Deform > Bend** to bend the base of the chair.
4. Choose **Model > Get > Primitive > Polygon Mesh > Cylinder** to create the legs of the chair.
5. Choose **Model > Modify > Deform > Bend** to bend the leg of the chair. Duplicate the leg and join them. Align it with chair.
6. Align the legs with the chair.
7. Choose **Model > Get > Primitive > Polygon Mesh > Cylinder** to create the top of the table.
8. Duplicate the chair leg and align with table top.

**Exercise 4**

1. Open a new Autodesk Softimage 2014 file.
2. Choose **Model > Get > Primitive > Polygon Mesh > Sphere** and create a egg shape

## Select the polygons and extrude to create the hair.

1. Choose **Model > Modify > Poly. Mesh > Add Edge Tool** and create the shape of eyes. Activate the Polygon mode and select the polygon and duplicate it to create the shape of eyes. Activate the point mode and create the shape of the eyes.
2. Select the polygons and extrude to create the legs.

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**Answers to Review Questions**

1. ESC
2. Rotoscope
3. Linear and Cubic
4. **Bend**
5. F

**Solutions to Exercises**

**Exercise 1**

1. Open a new Softimage 2014 file.
2. Choose **Model > Create > Curve > Draw Cubic by CVs** and create a half shape of wine glass at the center of the grid from the Front viewport.
3. Select the curve and choose **Model > Create > Poly Mesh >** **Revolution Around Axis** to create a mesh of wine glass.
4. Same process do for other glasses.

**Exercise 2**

1. Open a new Softimage 2014 file.
2. Choose **Model > Create > Curve > Draw Cubic by CVs** and create a half shape of mashroom.
3. Select the curve and choose **Model > Create > Poly Mesh >** **Revolution Around Axis** to create a mesh of mashroom.
4. Select the curve and choose **Model > Modify > Component > Move Point Tool** and set the shape of the mashroom.
5. Duplicate the mashrooms and align them.

**Exercise 3**

1. Open a new Softimage 2014 file.

## 2. Open Windows Explorer and then browse to \Documents\c03\_softimage\_2014\_tut. Next, copy the glass-water-bottle-1.jpg to \Documents\softimage2014\c03\_tut2\Pictures.

3. Activate the Front viewport and press F12; the Front viewport is maximized. Choose the Display Mode button from the Viewport menu bar; the Display Mode menu is displayed. Next, choose **Rotoscopy Options** from the menu; the **FrontCamera : Camera Rotoscopy** property editor is displayed.

4. Choose the **New** button from the **FrontCamera : Camera Rotoscopy** property editor; a flyout is displayed. Next, choose **New From File** from the flyout; the **New Image Clip** property editor is displayed.

5. In this property editor, select **bulb.jpg**; the bulb image is displayed in the **FrontCamera : Camera Rotoscopy** property editor. In this property editor, set the values of the following parameters to adjust the image and then close the property editor.

6. Choose the Display Mode button from the Front Viewport menu bar; a Display Mode menu is displayed. Next, choose **Rotoscope** from the menu; the image of the bulb is displayed in the Front viewport.

7. Choose **Model > Create > Curve > Draw Cubic by CVs** from the main toolbar; the shape of the cursor changes to pen shape. Next, create the outline of bottle in the Front viewport, as shown in Figure 3-22. Press F12 to view all the viewports simultaneously.

8. Choose **Model > Create > Surf. Mesh > Revolution Around Axis** from the main toolbar; the **Scene\_Root : sufmsh : NURB Surface Mesh : Revolution** property editor is displayed. In this property editor, enter **2** in both the **U** and **V** edit boxes in the **Subdivisions** area. Next, close the property editor.

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**Answers to Review Questions**

1. (a) **Material# : Image**
2. (a) Material Manager
3. **Render Tree**
4. T
5. T

**Exercise 1**

1. Open a c04\_exr1\_start file.
2. Select the base of the boat and choose **Model > Get > Material > Lambert** to assign the texture. Next, open **Material# : Image** property editor to assign the wood texture.
3. Select the other object and apply the textures object wise as per the table given below:

|  |  |
| --- | --- |
| **Object** | **Texture** |
| Boat\_base | brown\_wood.jpg |
| Wall | stripe\_wood.jpg |
| Roof | bamboo\_wood.jpg |
| carpet | carpet.JPG |
| Boat\_shed\_base | stripe\_wood.jpg |
| Pillars(big and small) | brown\_wood.jpg |
| Shed\_roof | roof.JPG |
| Window\_design | brown\_wood.jpg |

**Exercise 2**

1. Open a c04\_exr2\_start file.
2. Select the pot and then choose **Render > Get > Property > Texture Projection > Cylindrical** from the menu bar to set the projection of the pot.
3. Open the Texture Editor window and import black background. Choose **Edit > Stamp UV Mesh** to save the UV of the pot.
4. Open the UV file in Photoshop and draw your own design and save it.
5. Select the pot in the Softimage file and apply your own texture in the pot.

**Exercise 3**

1. Open a c04\_exr3\_start file.
2. Select the ground and choose **Model > Get > Material > Lambert** . Open **Material # : Image** property editor by selecting the Image from flyout. Next, o**pen New Image Clip** dialog box to assign the grass texture.
3. Select the Mashroom\_top, Mashroom\_stem and save UV sanp\_shot and work in Photoshop and save it and then apply that saved textured in Softimage.
4. List of the textures object wise as per the table given below:

|  |  |
| --- | --- |
| **Object** | **Texture** |
| Mashroom\_top | textured1.tif, textured.tif |
| Mashroom\_stem | mashroom\_stem.jpg |
| Long\_grass | Grass2.tif, grass.tif |
| Stone | Stone.jpg, rock.jpg |
| Wall1 | brick-wall.jpg |
| Wall2 | textures-84-l.jpg |

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**Answers to Review Questions**

1. Six
2. Light surface
3. T
4. F
5. T
6. T

**Exercise 1**

1. Open a c05\_exr1\_start file.
2. Apply the material on the floor with reflect and shadow.
3. Add lights to get the final output.

**Exercise 2**

1. Open a c05\_exr2\_start file.
2. Select the sphere of the lamp and then add Glow and set the attributes to get output.
3. Add spot light and align it to outside the window and set as volumic. Choose **Render > Get > Property > Volumic** from the main toolbar and set the attribute to get the output.

**Exercise 3**

1. Open a c05\_exr3\_start file.
2. Create the grid and apply the environment
3. Import the chick and apply the matte shadow to get the final output.
4. Apply the infinite light and to get the final output.

**Exercise 4**

1. Open a c05\_exr4\_start file.
2. Create the grid and apply the environment
3. Import the chick and apply the matte shadow to get the final output.
4. Apply the infinite light and to get the final output.

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**Answers to Review Questions**

1. (a) **Duplicate Symmentry**
2. **Parent**
3. **Null**
4. **Transform Preferences**
5. **Match All Transform**

**Exercise 1**

1. Open a c06\_exr1\_start file.
2. Select the *drum* from the **Explorer** window.
3. Set the key on the traslation and rotation.

**Exercise 2**

1. Open a c06\_exr2\_start file
2. Activate the Texture and Xray modes. Choose **Animate > Create > Skeleton > Draw 2D Chain** from the main toolbar;.
3. Click on the hip to leg and then ankle to toes. create boxes and link with toes and ankle.

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**Answers to Review Questions**

1. (a) **Basic Emission**
2. **Add Force**
3. Interactive Creative Environment
4. **ICE Tree**
5. T

**Exercise 1**

1. Open a c07\_exr1\_start file.
2. Select the pebbels in the scene and conevert to Active rigid body.
3. Select the plane from the Explorer window and convert to pasiive rigid body.
4. Next, apply the **Gravity** force and play the simulation.

**Exercise 2**

1. Create the **Grid** in the viewport.
2. Make sure **Grid** is selected in the viewport. Choose **ICE > Particles > Creates > Basic Emission** from the menu bar. The **pointcloud** is created.
3. Select **pointcloud** from the **Explorer** window and set the attributes.
4. In the **ICE Tree** window add the **Set Particle Age Limit** node in the ICE Tree workspace and connect to the Execute on Emit1 port of the **Emit from Surface** node.
5. Add the **Turbulize Around Value** node in the ICE Tree work space and connect to **Age Limit** port of the **Set Particle Age Limit** node. Set the attributes of the **Turbulize Around Value** node.
6. Next, add the **Gravity**, **Neighbouring Particles Force**, and **Wind** forces nodes in the ICE Tree work space and connect with **Add Force** node. Add the **Turbulize Around Value** node in the ICE Tree workspace and connect to the **Wind Speed** port of the **Wind force** node. Set the attribute of all forces.
7. **Add Delete Particle Age** limit and **Modify Particle Size** and connect with ICE Tree node and then connect the **Simulate Particles** node to the last port of the **ICE Tree** node.

**Exercise 3**

1. Open a c07\_exr3\_start file.
2. Create the **Grid** in the viewport.
3. Make sure **Grid** is selected in the viewport. Choose **ICE > Particles > Creates > Basic Emission** from the menu bar. The **pointcloud** is created. Select **pointcloud** from the **Explorer** window and set the attributes.
4. Add the **Gravity** force and connect to the **Add Force** node.

**Exercise 4**

1. Open a c07\_exr4\_start file.
2. Choose **ICE > Get > Primitive > Null** from the menu bar. Null is created in the viewport.
3. Make sure *null* is selected in the viewport. Now, align the *null* in the upper tap.
4. Now, convert the null into **Ring**.
5. Make sure *null* is selected. Next, choose **ICE > Particles > Create > Pouring Liquid** from the menu bar. the dialog box is displayed and then set the attributes in this dialog box. select all the base object and create a **group** in the Explorer window.
6. In the **ICE Tree** window add the **group** and connect to the **Lagoa Setup Pouring Liquid** node in the ICE Tree workspace. Next, choose **ICE > Particles > Create > Polygonizer > Surface from Point Cloud** from the menu bar; the **Scene\_Root : Polygonizer : Polygon Mesh** : **Polygonizer** property editor is displayed. Set the attributes and color of polygonizer.

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**Answers to Review Questions**

1. (a) **Brush**
2. **Shader**
3. **Scale**
4. **Render** and **Guide**
5. T

**Exercise 1**

1. Open a *c08\_exr1\_start*  Softimage 2014 file.

2. Make sure the **Object** mode is activated. Now, select *grid* from **Explorer** window.Choose **View > Toolbars** from the menu bar, a cascading menu is displayed. Choose **Syflex** from the cascading menu, the **Syflex** toolbar is displayed

3. Choose **Cloth** from the **Syflex** toolbar; a flyout is displayed. Choose **Create Cloth** from it, *cloth* is converted into Syflex cloth.

4. Make sure *grid* is selected in the **Explorer** window. Choose **Forces** from the **Syflex** toolbar; a flyout is displayed. Next, choose **Add Wind** from the flyout; the gravity is applied to *grid*.

5. Choose the **Scene** button from the Main Command Panel; the **Explorer** window is displayed. In this window, expand **Grid > Polygon Mesh > syCloth**; the **syWind** option is displayed.

6. Double-click on **syWind** option, the property editor is displayed and then set the value.

7. Double-click on **syCloth**; the **Scene\_Root : grid : Polygon Mesh : syCloth** property editor is displayed. Set the value in this property editor.

8.Set the nail to the corner top and bottom of the grid.

**Exercise 2**

1. Open a *c08\_exr2\_start* start file.
2. Press U to activate the **Polygon** mode and select the polygon of the head where you want to apply hair.
3. Next, choose **Hair > Create > Hair**; a flyout is displayed. Choose **From Selection** from the flyout. Now, set the length of the hair using the **Scale** button from the main toolbar.
4. Choose **Hair > Comb > Recomb** from the main toolbar.

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**Answers to Review Questions**

1. (c) Ops
2. **Fit**
3. **View**
4. T
5. T

**Exercise 1**

1. Open a new Softimage 2014 file.
2. Choose **View > Layout** from the menu bar. Then choose **Compositing** from the cascading menu.
3. Choose **Ops > Image > File Input** to load all the images. Add the **Over** node and connect all the images.
4. Now, add **Resize** node to resize the images and mask to merge all the image with background.

**Exercise 2**

1. Open a new Softimage 2014 file.
2. Choose **View > Layout** from the menu bar. Then choose **Compositing** from the cascading menu.
3. Choose **Ops > Image > File Input** to load all the images. Add the **Over** node and connect all the images.
4. Now, add **Resize** node to resize the images and mask to merge all the image with background

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**Answers to Review Questions**

1. (d) **Default\_Pass - 1920 x 1080 (Display Scale 1:2)**
2. (a) **Vector**
3. Esc
4. **Caustic**
5. F

**Exercise 1**

1. Open a *c10\_exr1\_start*  file in Softimage 2014.
2. Select the models individual and apply the mental ray material.
3. Add the lights and set the attributes of light.
4. Choose **Render > Render > Render > Render Manager** from the menu bar. The **Render Manager [add on]** window is displayed.
5. Next, set the attributes in this window. Select the **Enable** check box in the **Final Gather** area and set the attributes.
6. Select the Enable check boxes in the Global Illumination and Caustics area and set the attributes.