

PHSC
ITF
Final

2009-
2010

Take This booklet, follow the directions and turn
in the final rendering into the web page.

Name: _____

A simple Bowlingball

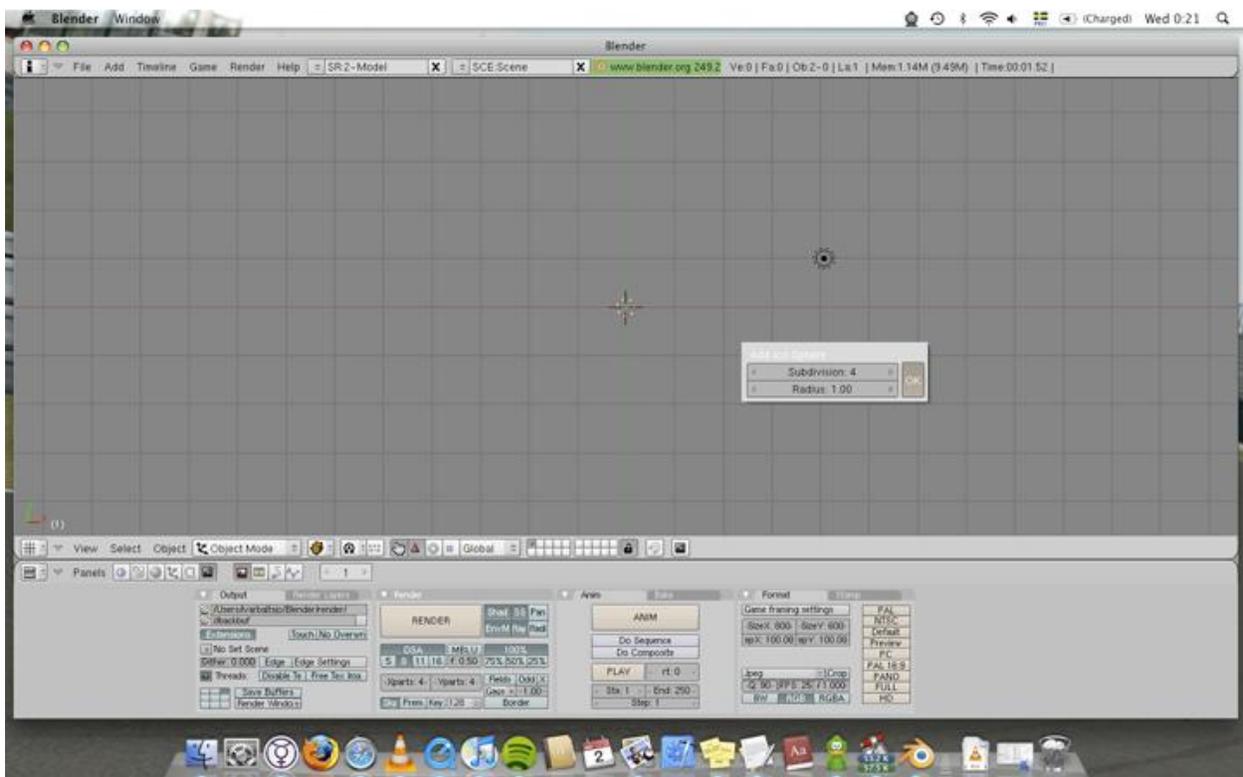
By Crystalhawk

Making a decent looking bowling ball in blender.

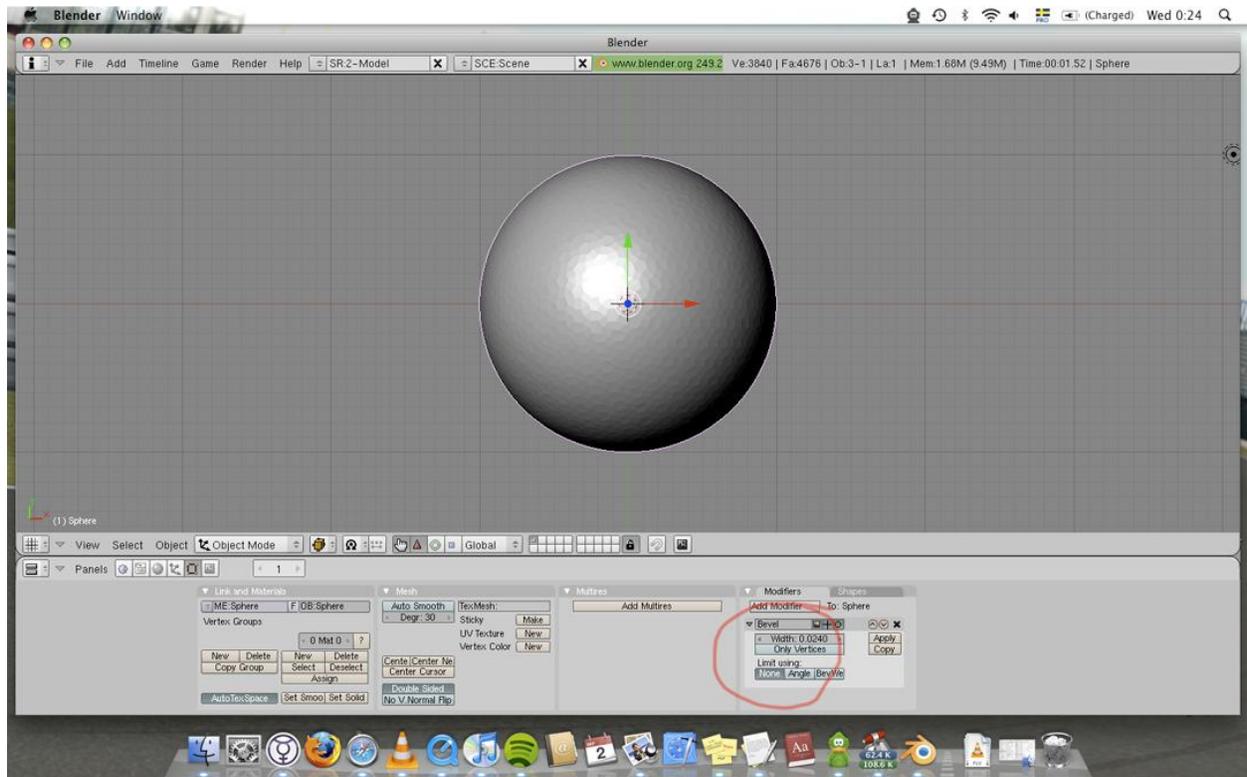
First off, delete the default cube (or whatever default mesh you have there) and press Space > Add > Mesh > ICO sphere.



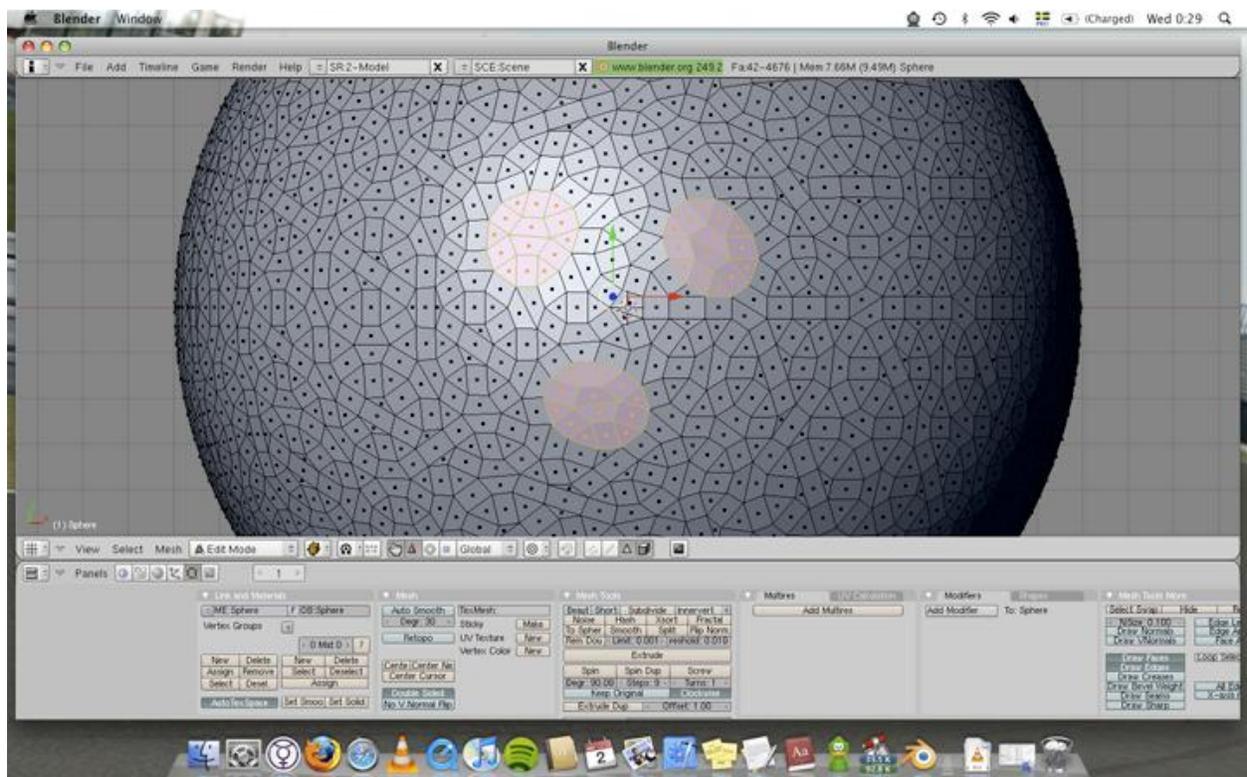
Set Subdivision to 4 and press OK.



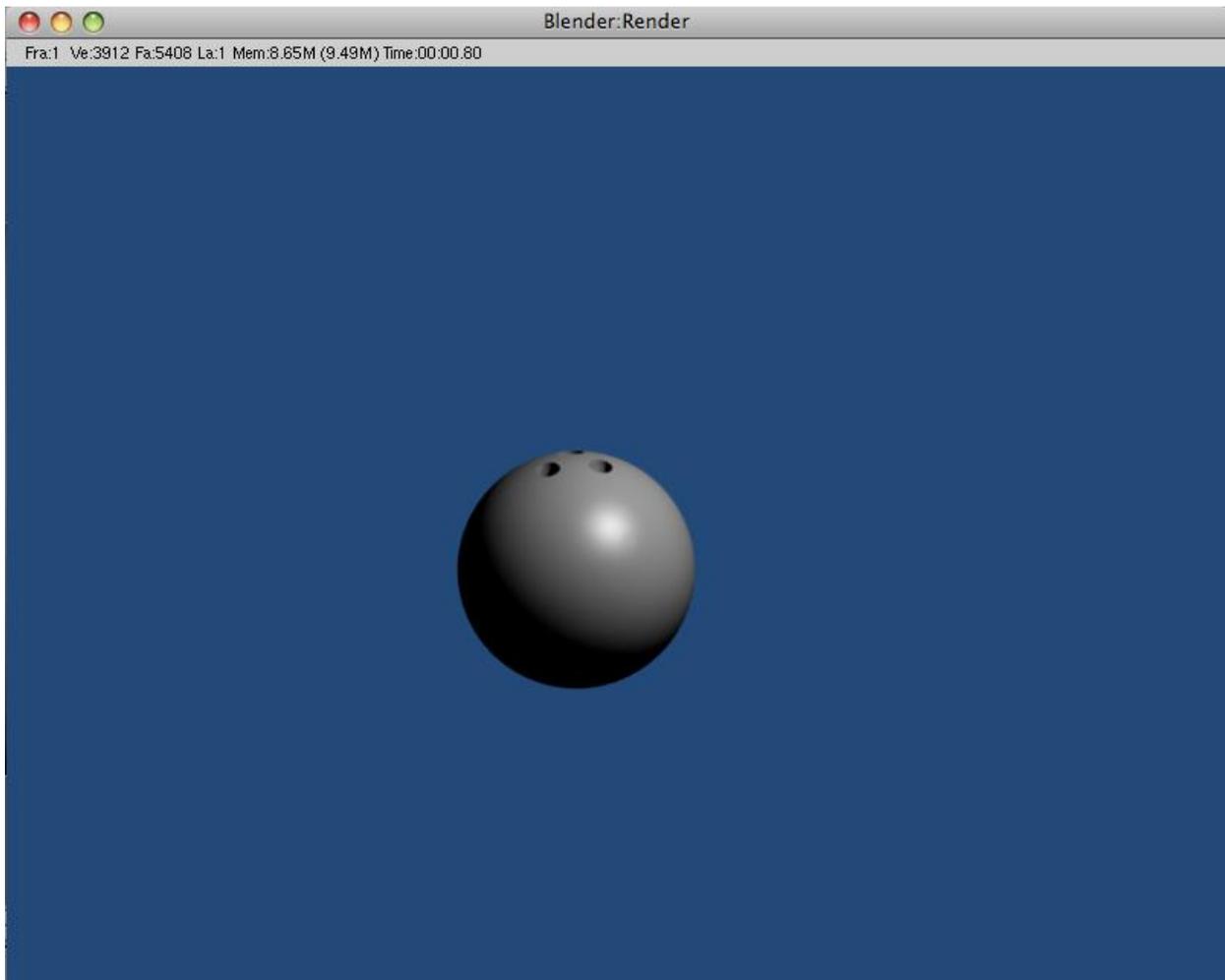
Go into the Edit panel and add a Bevel Modifier. Set the Width to “0.0240”. Then hit “Apply”



Now comes the trickiest part in the entire tutorial, finding where to put the holes. tab into edit mode and zoom in (I'd suggest using face select here). Hit 7 on your numpad to go to top view and select something similar to what I've done here.



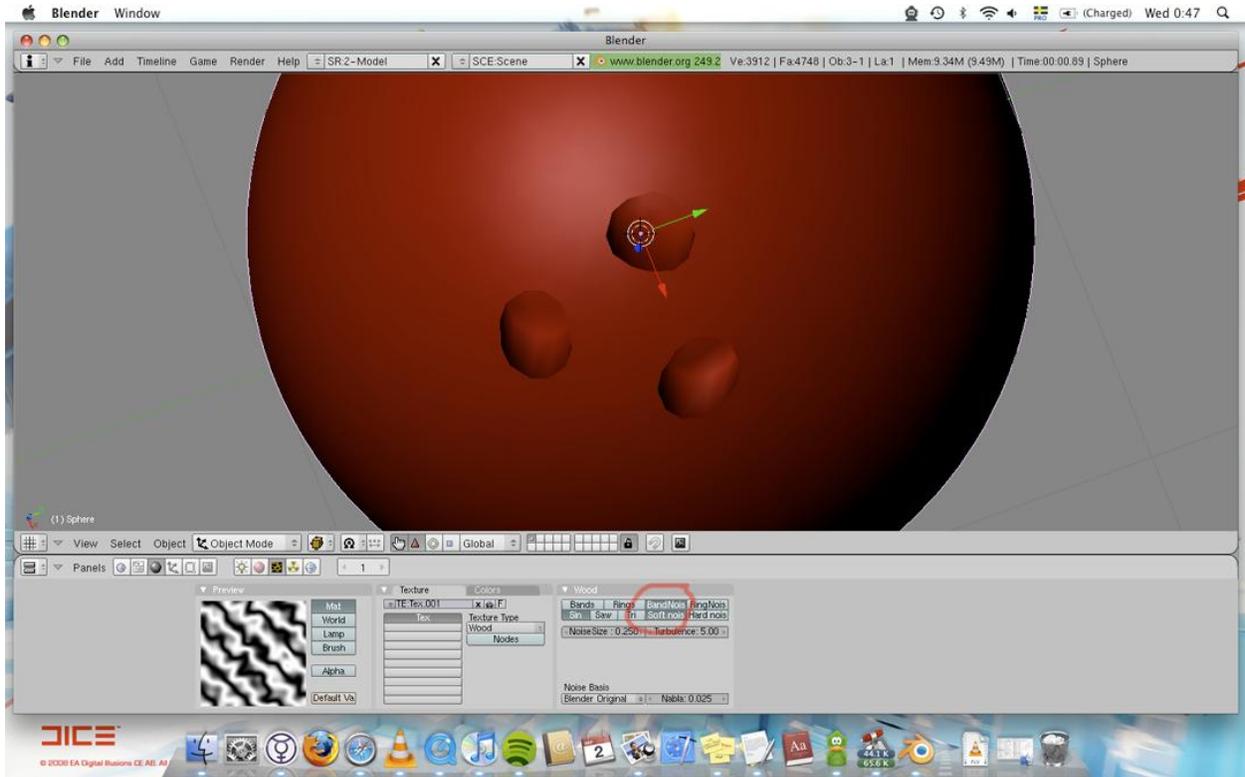
Hit E to extract and the click RMB. Hit E again and type in -0.500. Tab out of Edit Mode and hit Set Smooth. Try rendering now (F12). starting to look promising.



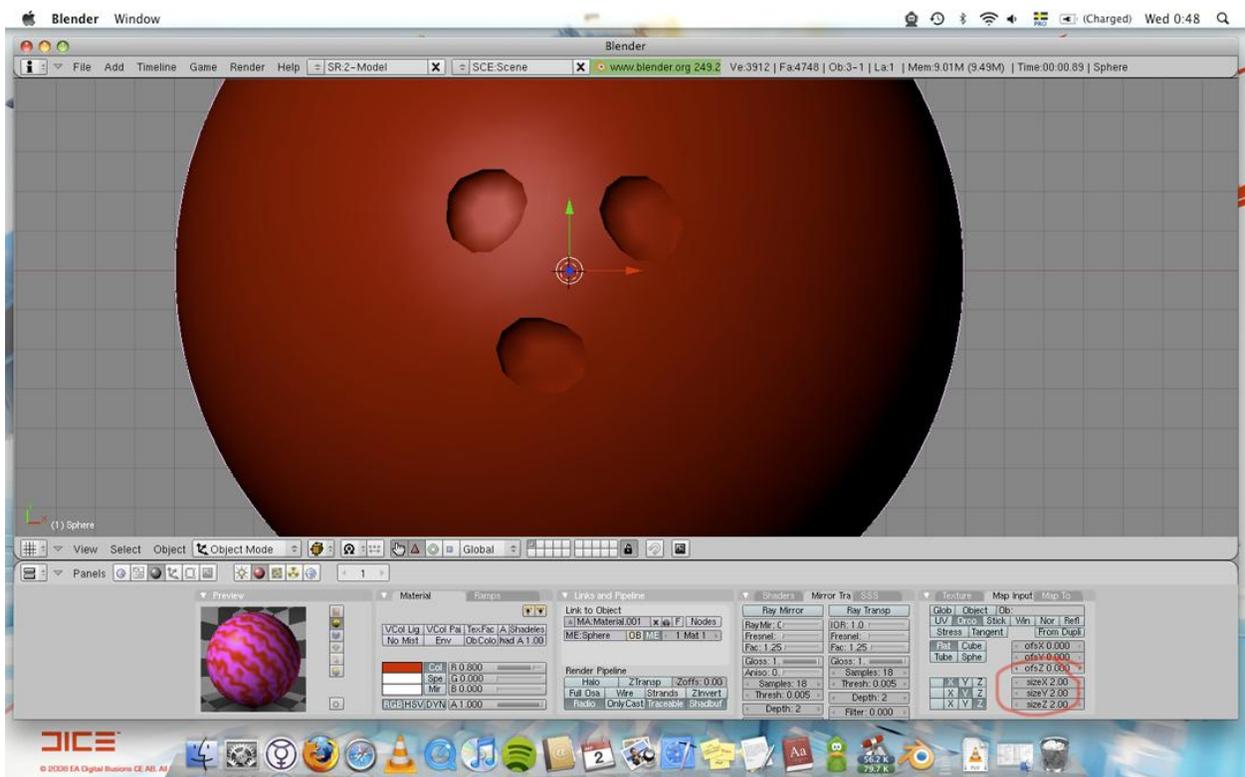
Now, many of you might now feel the instinct to add a subsurf. I wouldn't recommend this actually, because it messes with the beveled surfaces, making the ball look funky. I'd stick with a smooth ball and slightly jagged holes. (if you want to lessen that effect somewhat extrude the three holes individually and after the first Extrude push S and type in 0.95, then continue as usual)

Let's make it look a little more bowling ball, shall we?

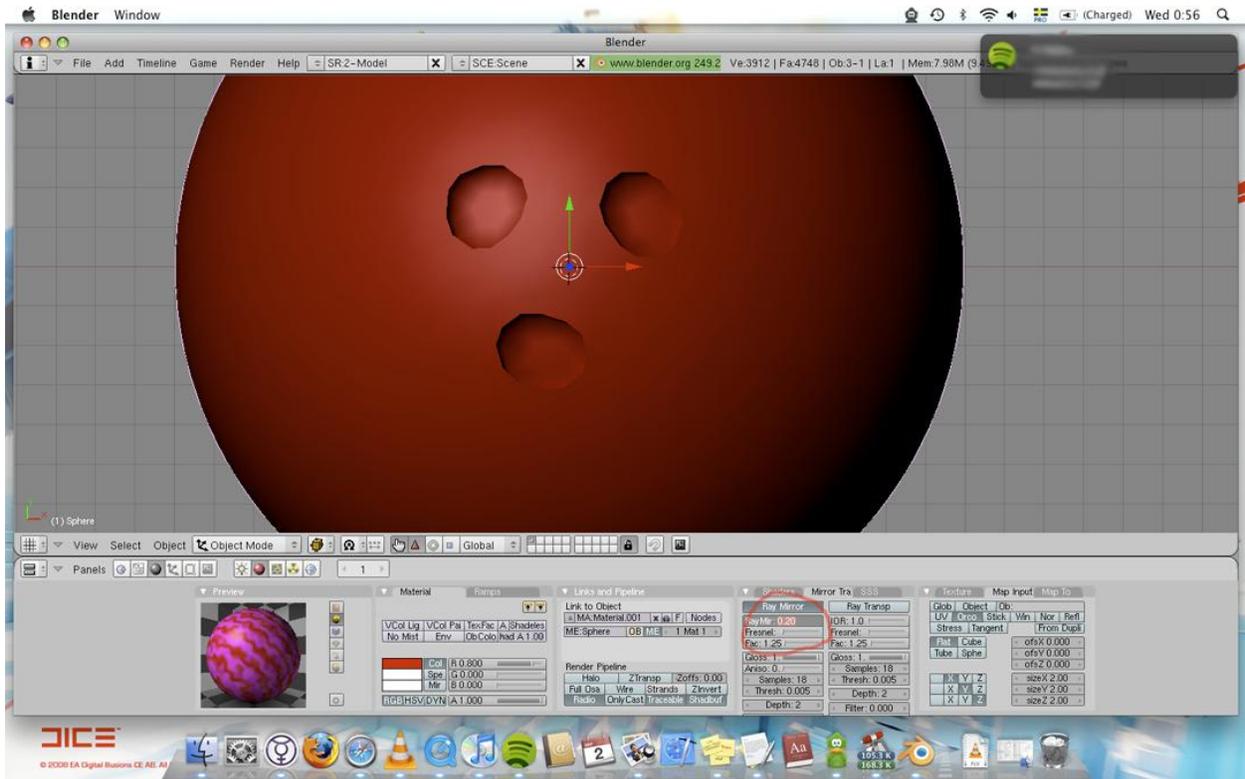
Go to the Materials tab and add new material. Set the color to a dark red (I used R:0.8, G:0, B:0). Add a texture and go to the texture tab. Set the texture to wood and push the BandNois button.



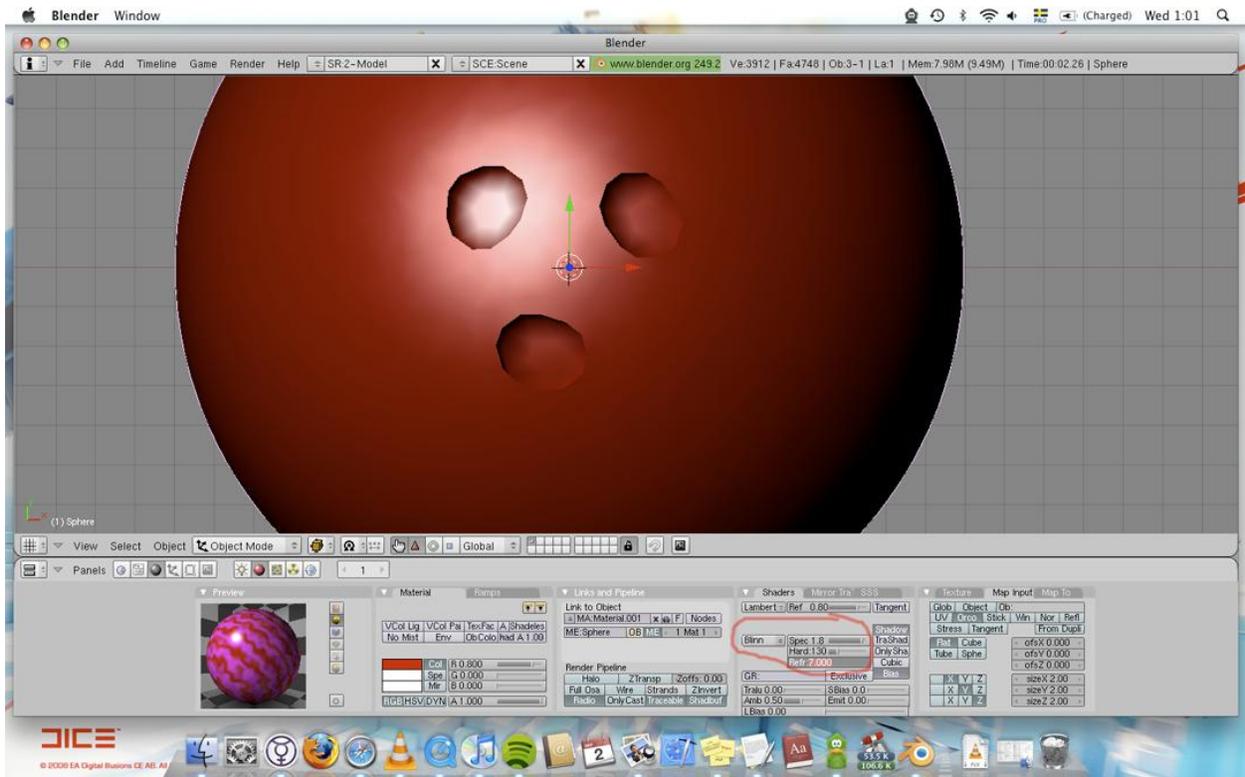
Go back to the material button and go to the Map input tab and Set the X, Y, Z values to 2. Render it if you want to see what we just did.



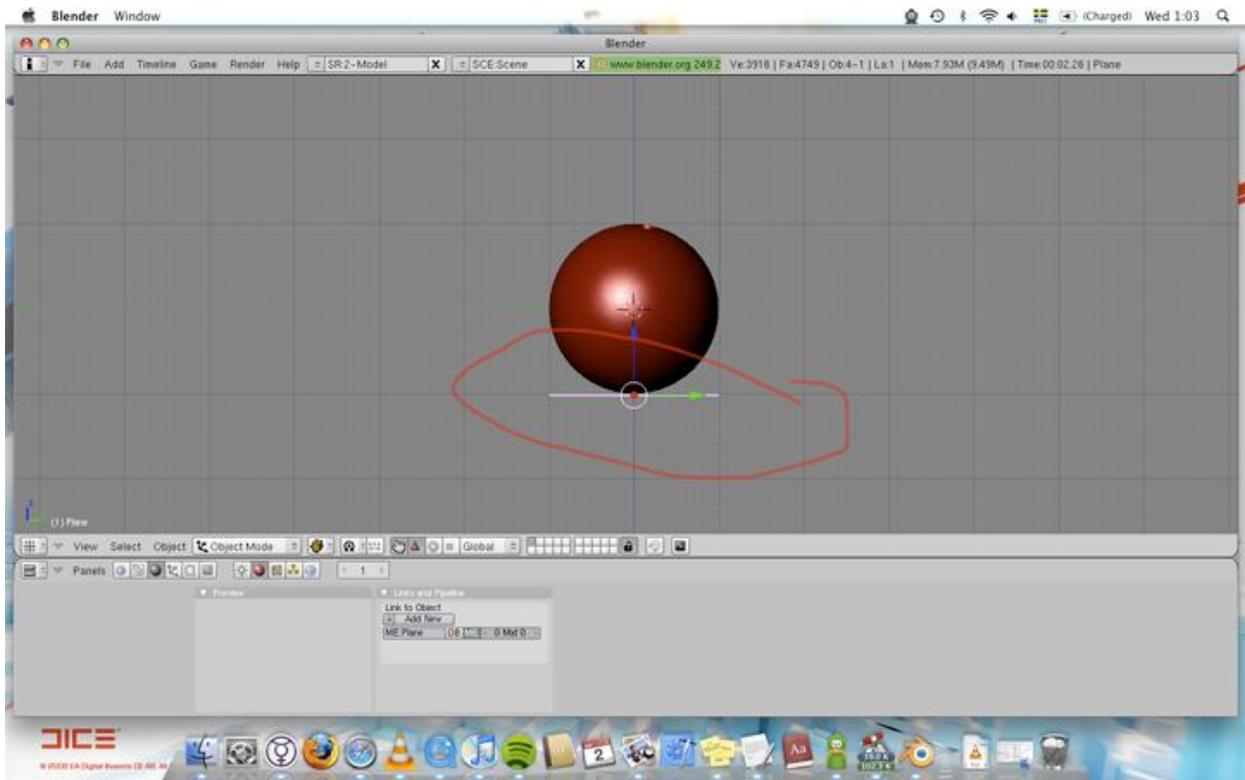
Now, if you're like me you like shiny things, so let's make it shiny too, shall we? Go into the "Mirror Tra" tab and press the Ray Mirror button. Now, Bowlingballs are only slightly shiny, so set RayMir to 0.2.



Go back to the Shaders tab and change the Specular shader to Blinn. Set the options on it to 1.8, 130 and 7 respectively.



I'd like to add one final touch to make it look a little cooler. Go to top view and push Space > Add > Mesh > Plane. Go into side or front view and move it down until it is under the ball.



Size it up by 10 or something like that.

Add a new material and a new texture to that material. (select an image to use as your texture)
Go back to the material tab and turn on Ray Mirror, set RayMir to 0.1, go back to Shaders and set Hard to 225.