

**Form•Z Lesson Five: A Simple Door**  
**June 19, 2007**

Questions & Answers

Homework Review

People Textures from Photoshop

**Lab Exercise – On Back**

**Sweep Tool - Door Handle Example**

**Sweep Path**

Filet Bevel – open shape 3” x 8” with 1” curved corners

**Sweep Source**

Circle tool – 1” diameter circle

**Materials & Layers**

Metal for Door, Door Frame, Door Handle & Balcony

Glass

Brick for Wall Color

**Boolean**

Union, Intersection, Difference & Split

**Extrusions**

Drawing flat on the XY plane & then lofting the objects to 3D

**Rotation**

Using the Reference planes

**Views & Cameras**

Set up and save view

**Lights**

Creating the Sun

Adding a fill light

**Render Scene**

Save JPEG

**Homework Assignment: An Item of Furniture (furniture)**

Using Form•Z and the tools we discussed in class. Complete per the instructions Assignment Three found on page 160 of *Form•Z 4.0: 3D Modeling, Rendering, and Animation*. Homework is due at the beginning of next class.

Name the file “your initials”\_furniture.fmz when submitting your file.

Submit your Form•Z file on CD-ROM or Jump Drive at the start of next class. Submissions received after are LATE. Also submit three SHADED views of the TOP, AXON & SIDE view in B&W printout (8.5 x 11) of your file at the beginning of next class. Be sure to add titles to each view and staple together before submission.

*Grading Criteria: Named Correctly & Submitted On Time, Print Presentation Included, Legs Correct, Boolean at Arms, Precision with Model, Back & Seat Boolean, Stray Elements Cleanup*