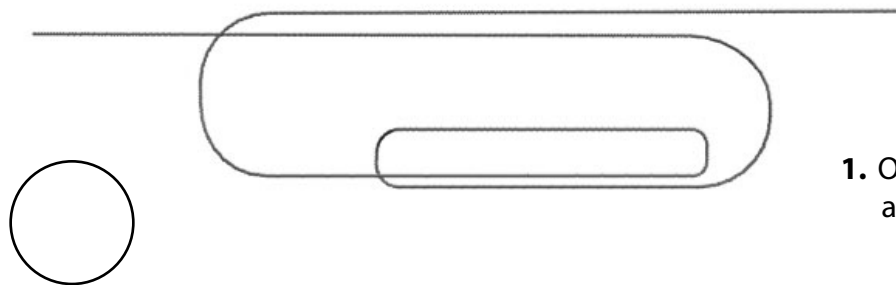


Raytracing a Trumpet



Just as you "Lofted" the Shell project, the trumpet is also lofted. This time instead of using a helix you need to create a paper clip-like spline as shown in the diagram below. Then loft a circle along it. Last you'll apply a "Raytraced" material on the trumpet.



1. Open the Material Editor and choose "Raytrace"

2. Select "Metal"

3. Adjust the "Specular Highlight"

4. Place a photo of a sky or ??? in the "Environment" slot.

