

## **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 digram below. Then loft a circle along it.

Last you'll apply a "Raytraced" material on the trumpet. Material Editor - Map \_ | \_ | × | Material Navigation Options Utilities 1. Open the Material Editor and choose "Raytrace" Raytrace Raytrace Basic Parameters 2-Sided Face Map 2. Select "Metal" Shading: Metal Faceted Ambient: V Luminosity: V Transparency: V Index of Refr: 1.55 \$ Specular Highlight 3. Adjust the "Specular Highlight" Environment...... #11 (sky\_cube\_mipmap.dds) 

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