

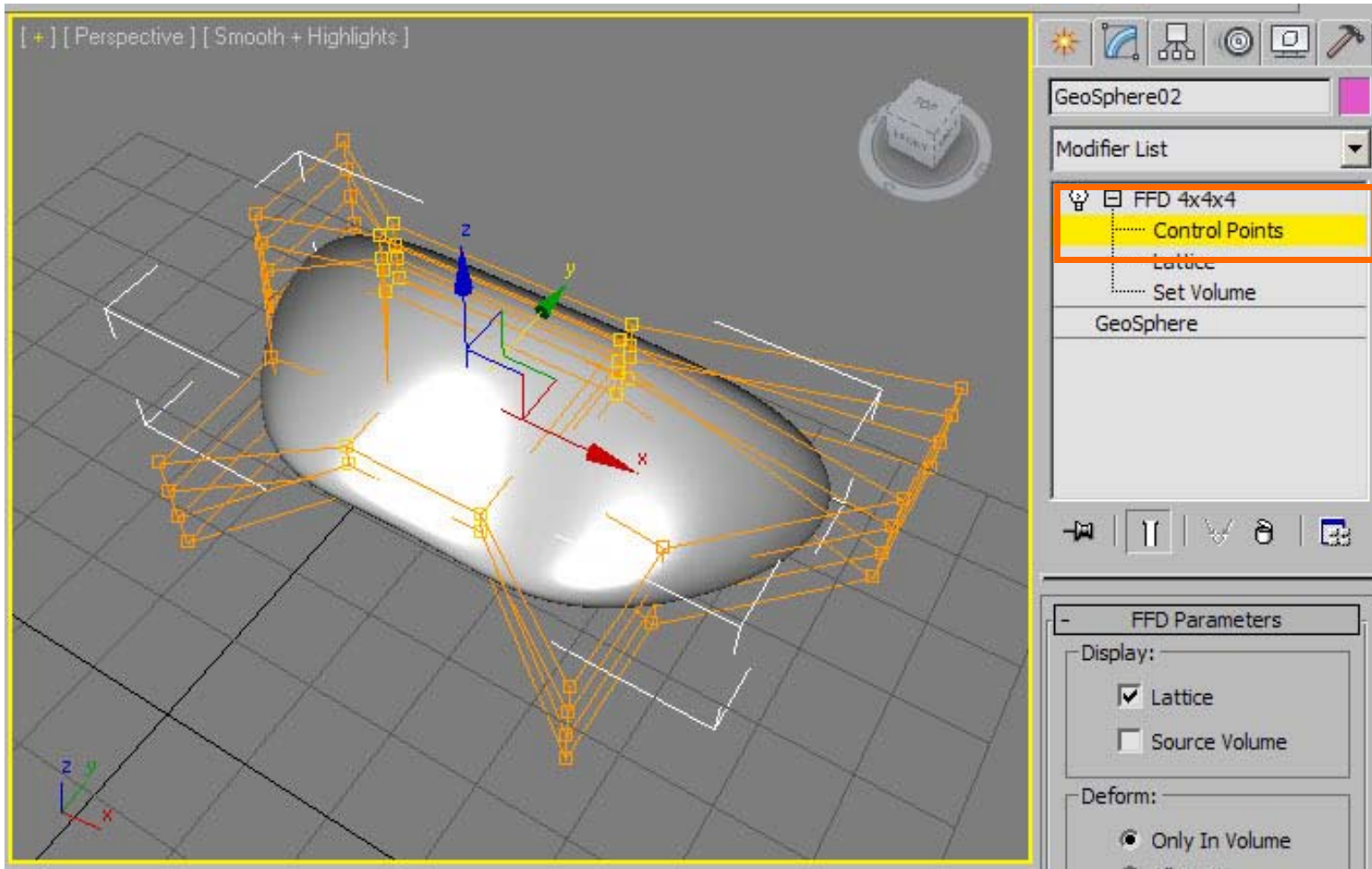


Design Your Own Controller

The key modeling concepts for this project are the **FFD modifier** and **Boolean subtraction**.

For materials you will use “Arch & Design” with the Special Effects setting of “Rounded Corners”
This will create what designers call an “Advancing Edge” reflection.

For rendering you will assign the “Mental Ray” setting.



1. Create a “Geosphere” set to Icosa, 50 Radius and 15 segs. flatten it with the scale tool

2. Add a 4x4x4 FFD Modifier

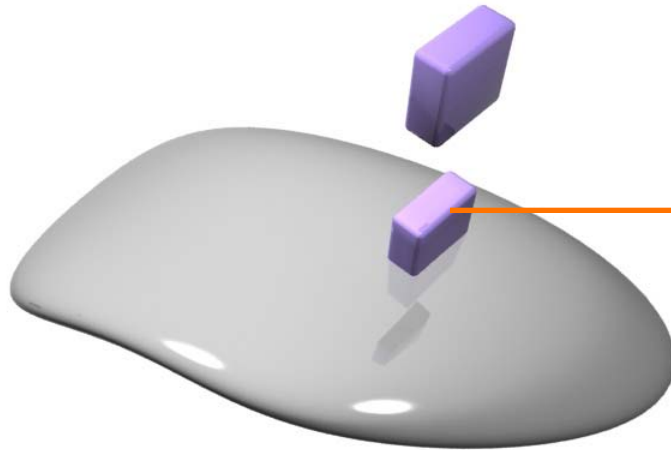
3. Shape the controller using the “control points” on the FFD.



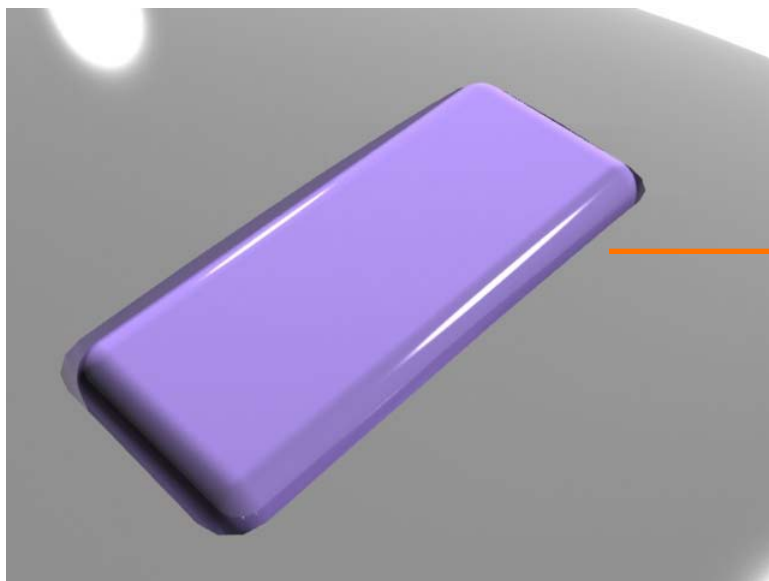
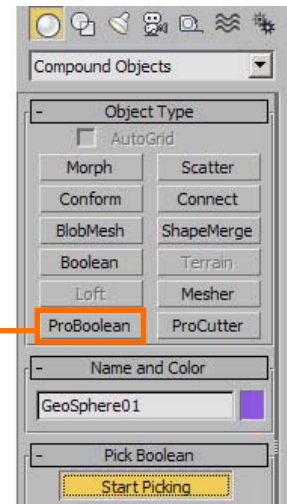
Design Your Own Controller

Booleans are a way to make two or more objects interact to create a new object. Typically the Boolean process involves "Subtracting" geometry.

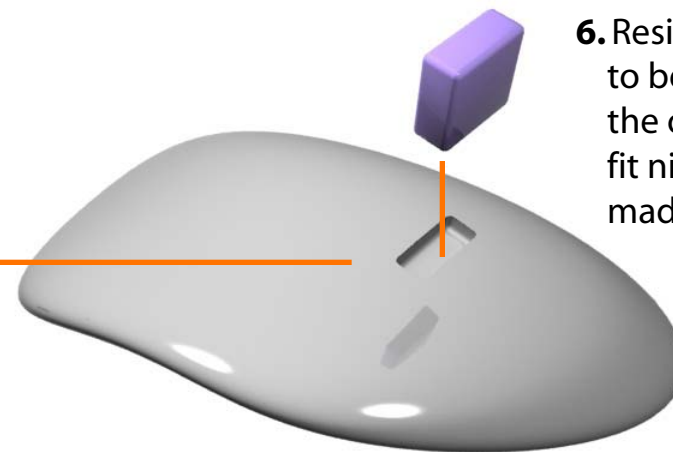
4. Make a button and clone a copy



5. Place the button into the controller and perform the ProBoolean.



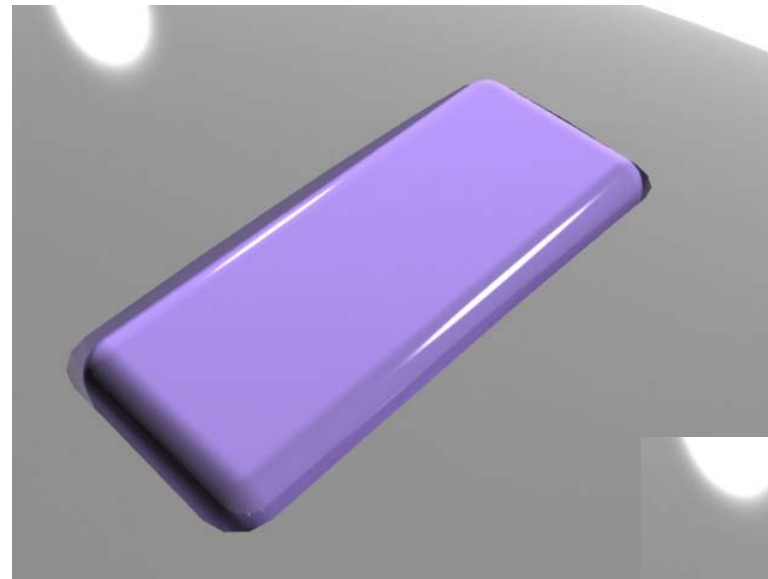
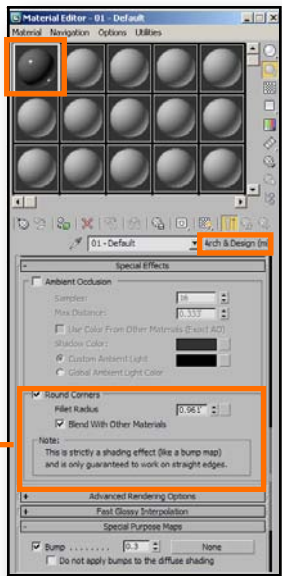
6. Resize the copy button to be slightly smaller than the original. This way it will fit nicely into the hole made by the ProBoolean.



Design Your Own Controller

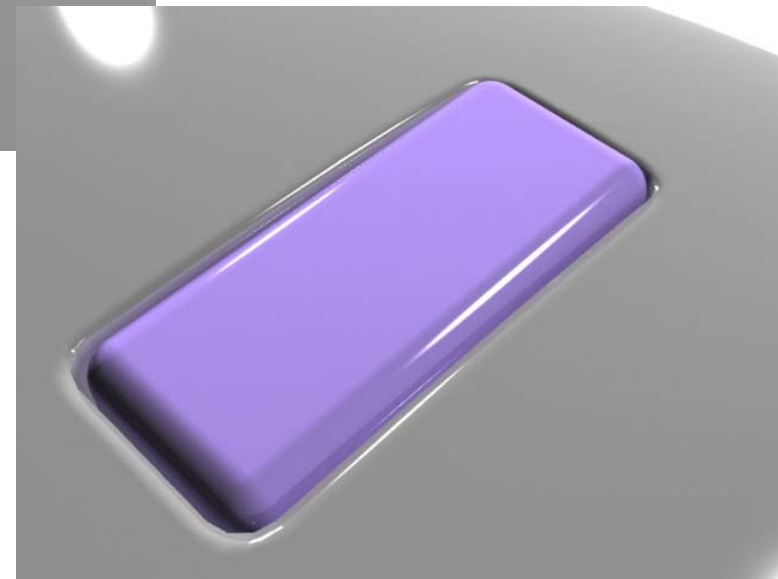


Use the “Arch & Design” material with the special effects setting of “Rounded Corners”. Be sure to set “Assign Renderer” to “Mental Ray”.



Without “Rounded Corners” setting

The “Rounded Corner” effect give the controller a very realistic look by getting rid of the phoney, sharp edges made by the ProBoolean!



With “Rounded Corners” setting

“Rounded Corners. You may have to play with the settings to get the proper roundness.