

Object with one light

Make a **cylinder**

Make a **plane** to catch shadows

Apply a **brick** material to the cylinder (find in maps/Bricks)

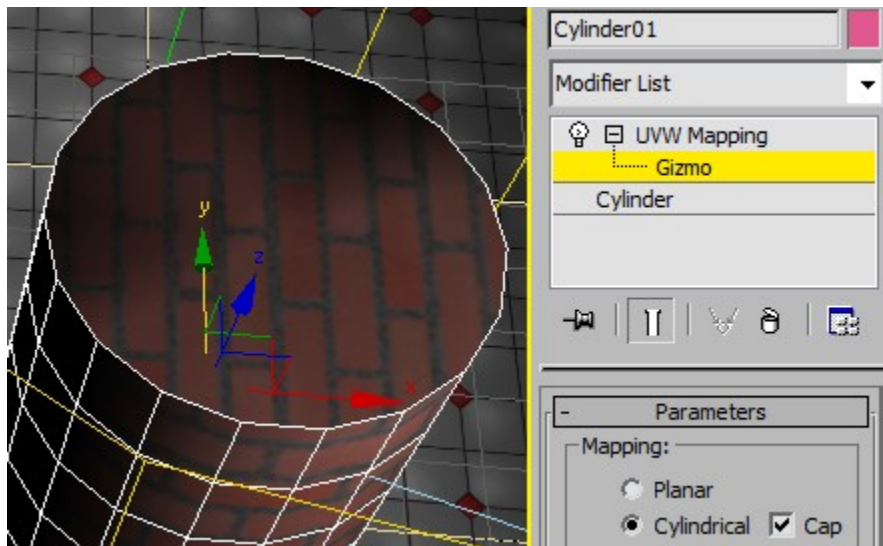
Apply a **tile** material to the ground plane (find in maps/ArchMat)

Add a **UVW modifier** to the **plane**

Add a **UVW modifier** to the **cylinder**

Set this UVW modifier to cylinder

Select cap and notice the brick is mapped to the top



Scale bricks and tiles on the plane and the cylinder as desired.

Do this by dropping down the plus sign in the UVW mapping modifier, selecting the Gizmo, and using the scale tool.

Add one light (**standard target spotlight**)

Tip – draw this light in the FRONT view, and adjust its position in the TOP view.

Turn on Shadows (General parameters rollout)

Turn on Overshoot (Spotlight parameters rollout)

Make the environment background white: Rendering/Environment.

Make test renders as you proceed.

Pose model (navigate with Zoom , Pan and Orbit) to get the best view

Adjust position of light if necessary; get a good position for the shadow and highlights.

Render and print from Photoshop (add your name.)

Your render should look something like this:

