

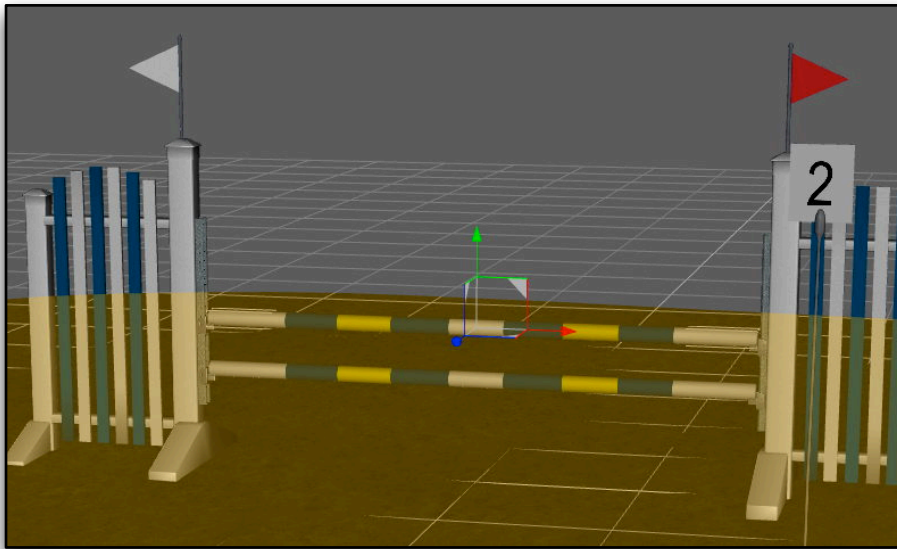
The making of **THREE BLONDS AND A RAFT**



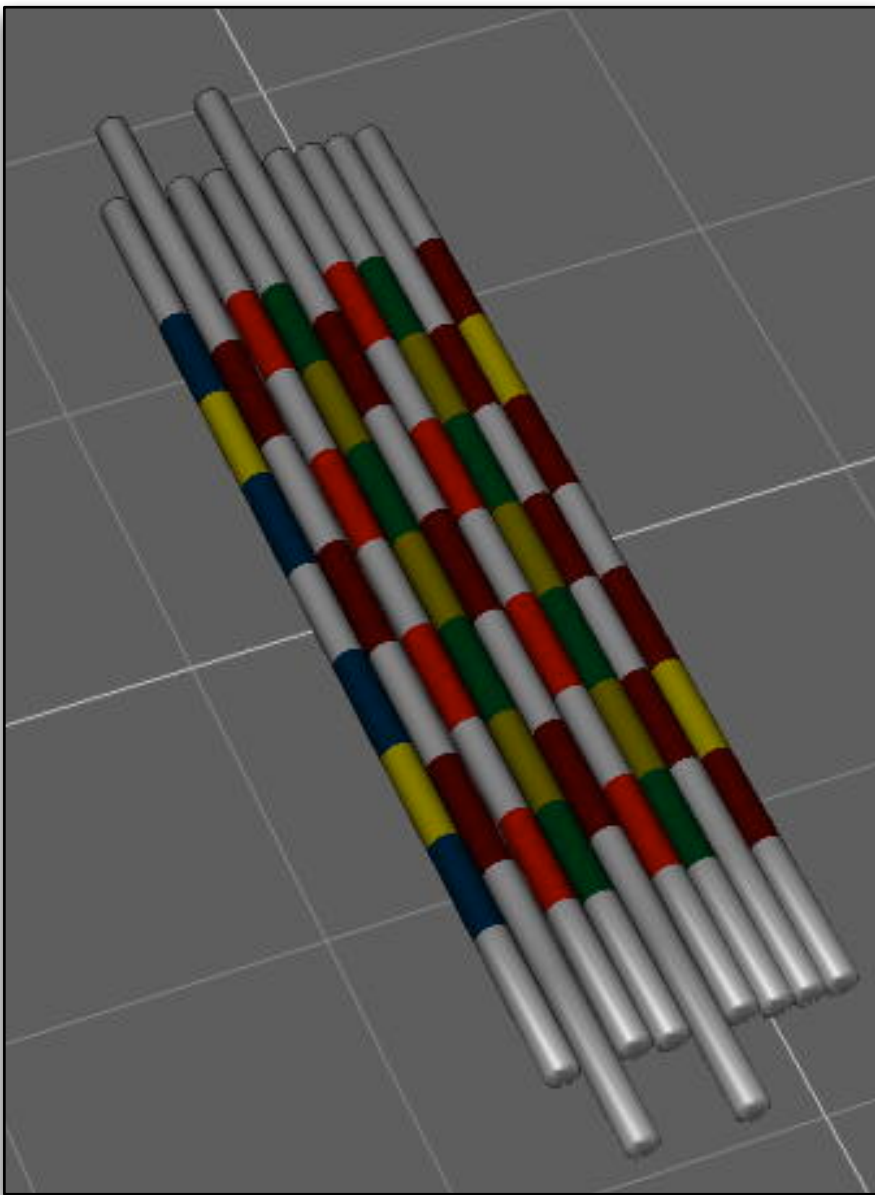
Starting off by ripping the out the garage from one of the Neighborhood Yard presets.



I set the Opacity of the concrete to zero and did the same to the garage door.

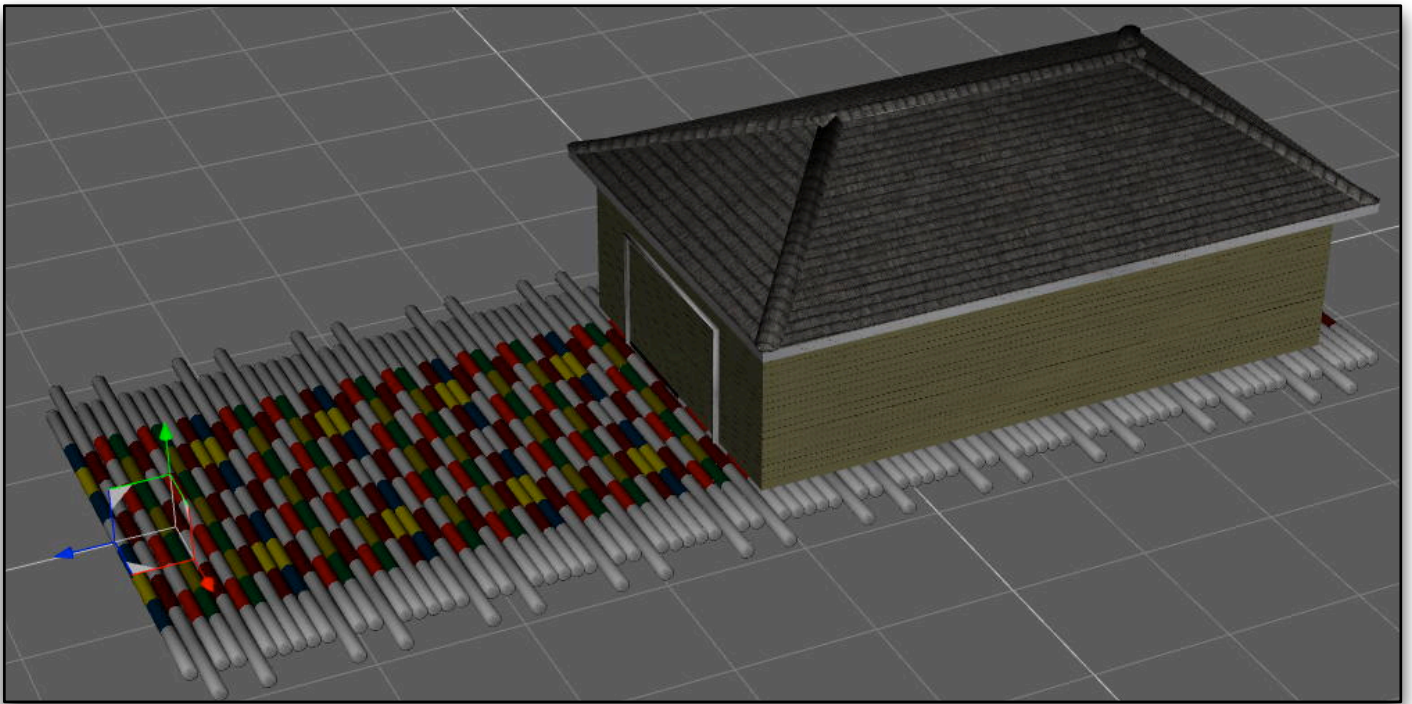


Now I loaded the obstacles from the Horse Show set, to pilfer the bars from the different obstacles.

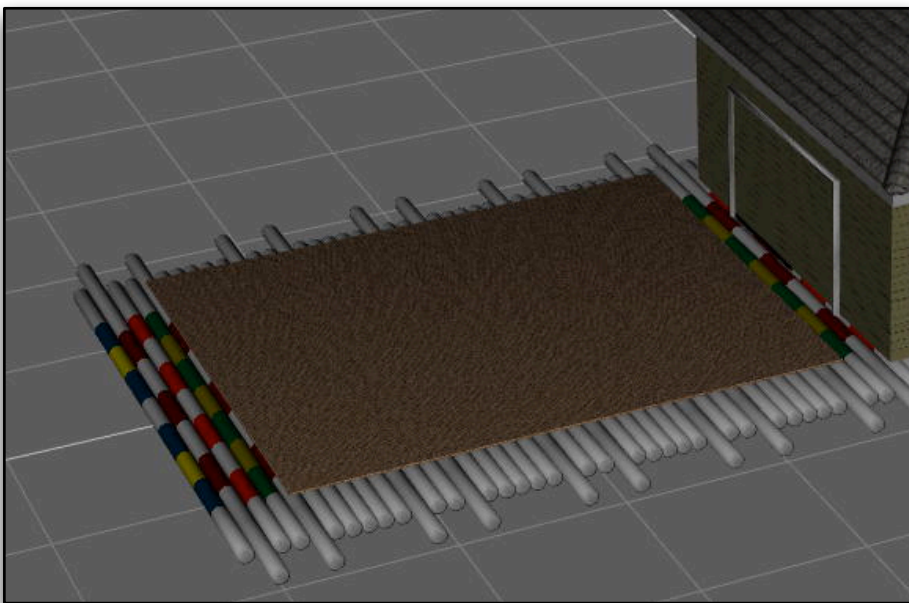


Here you can see a collection of different bars.

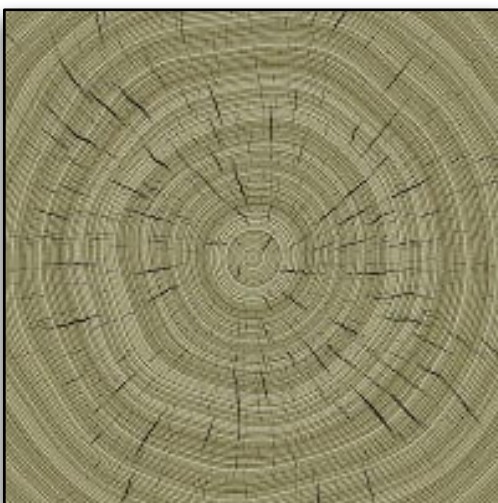
I now grouped them together in a group.



Now I used the object instances (ten of them) and placed the instances in a row, to for a raft base made out of logs. I also scaled and moved the garage into position.



Because the title is Three blonds and a raft, I decided women would like a rug, so I took one from the Unfinished Basement. I also added the sofa.



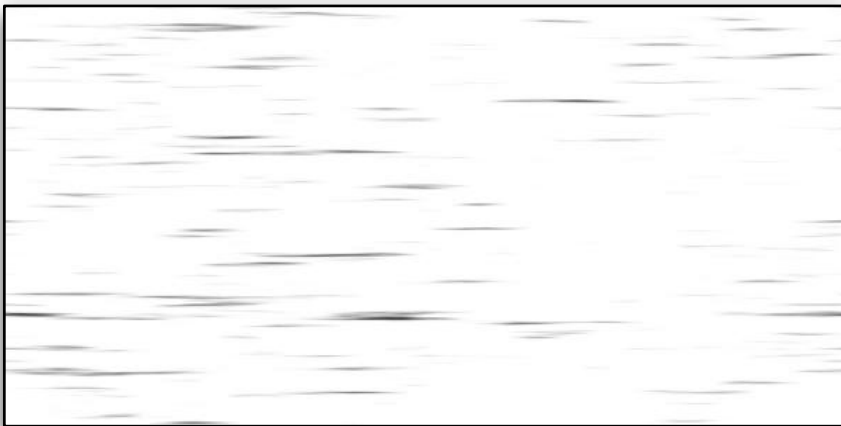
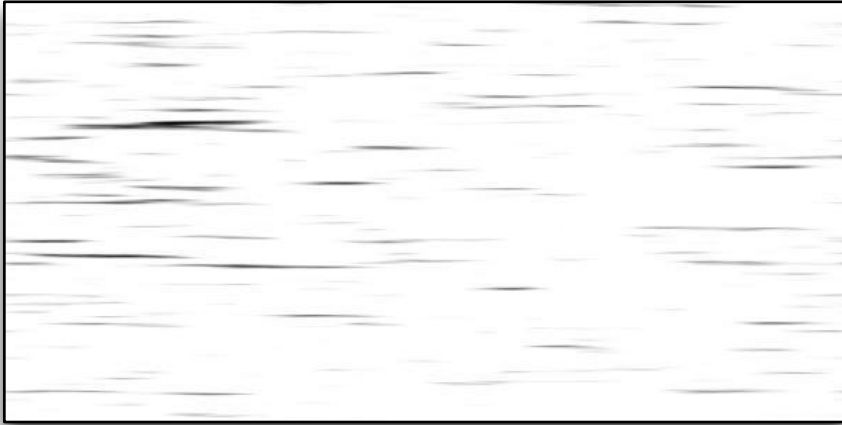
As the raft looks too much like something that fell out of wonderland, I decided to make the logs look more like logs. First I rendered a woodend in FilterForge.

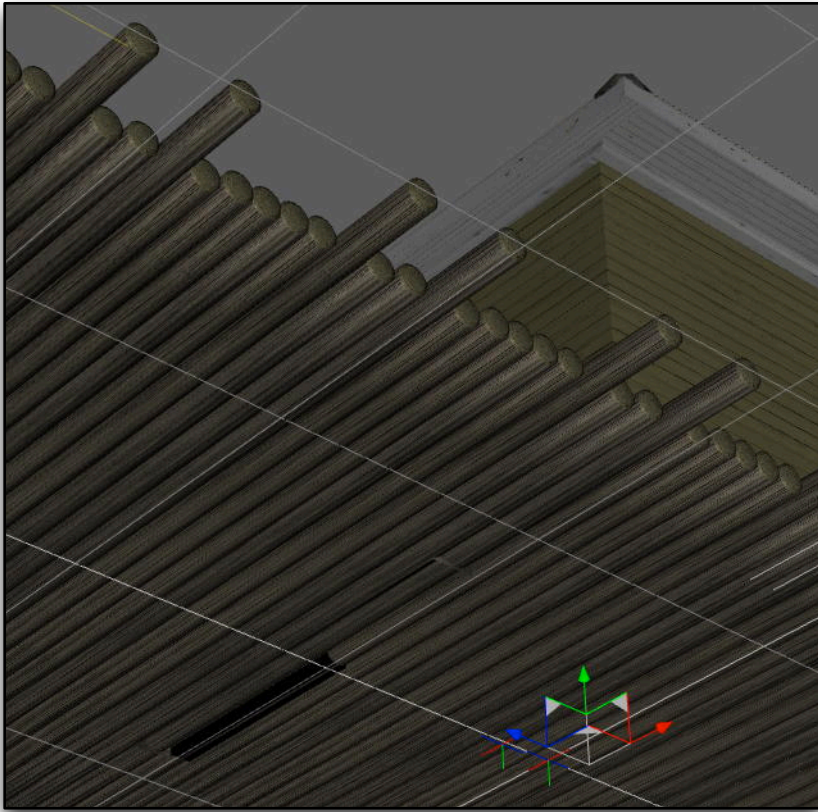


Then I rendered two different sets of wood in FilterForge so I would have the logs look a little different.

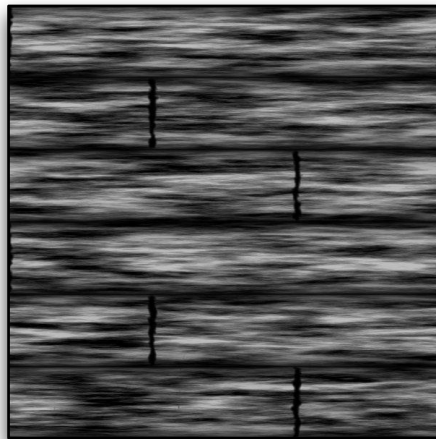
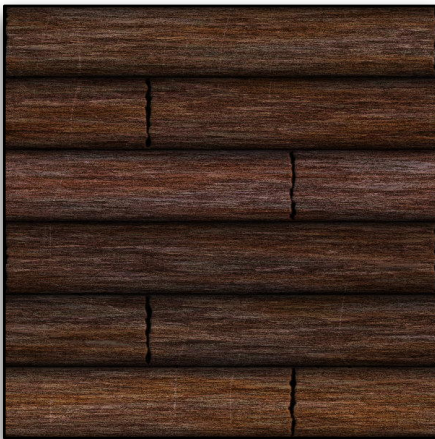
I also rendered bumpmaps for the log sides.

I applied the materials to the original bars, on a random basis for which got material one and two and as I applied it to the originals, all instances got updated for free as they are just instances and not own objects.





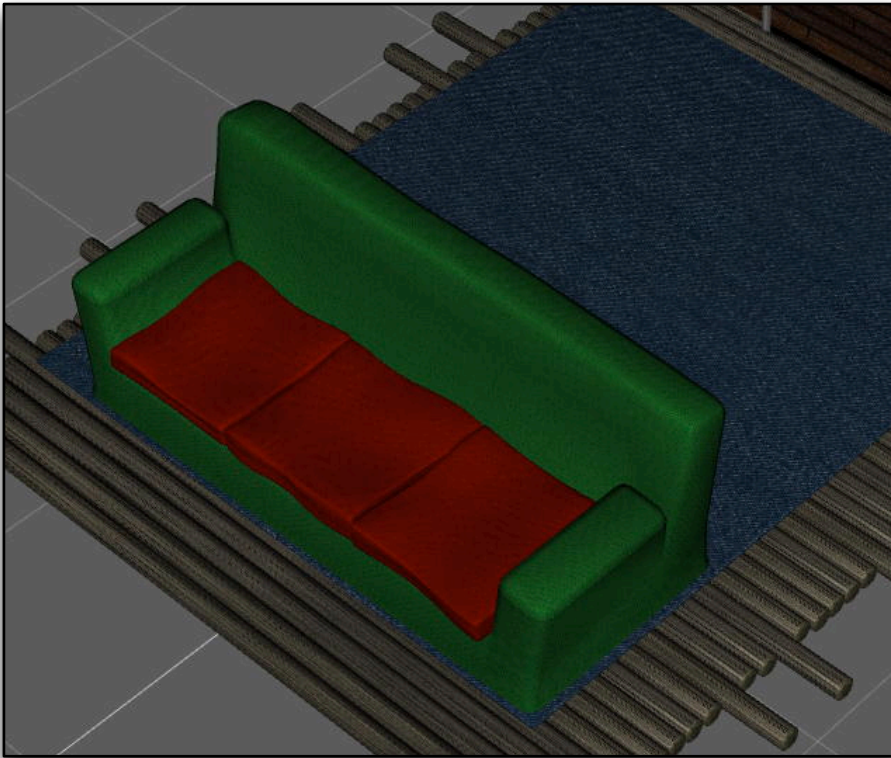
It looks more like a raft now,
much better.



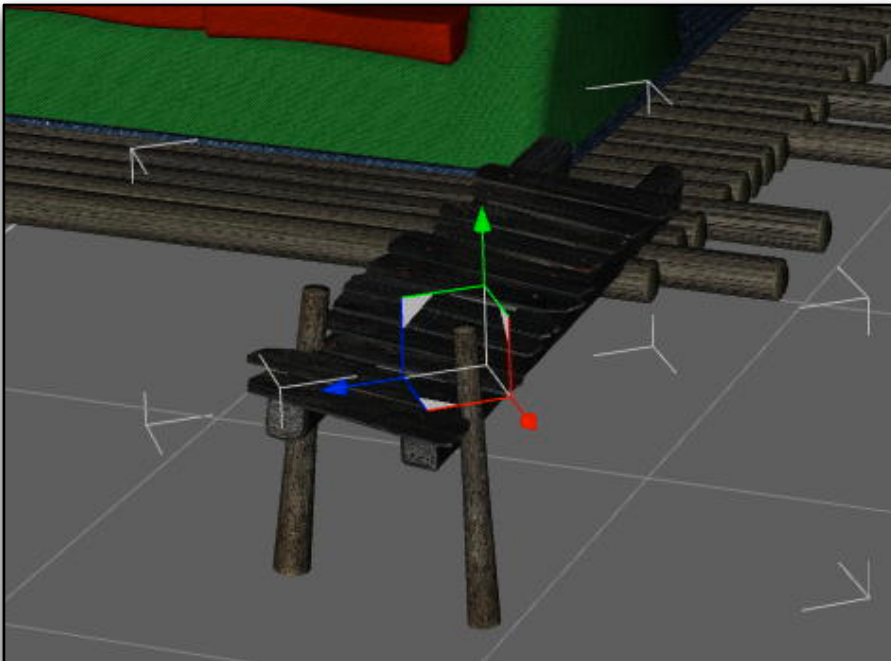
Time to do something about the
garage walls. I rendered a
logway in FilterForge together
with a bump map.



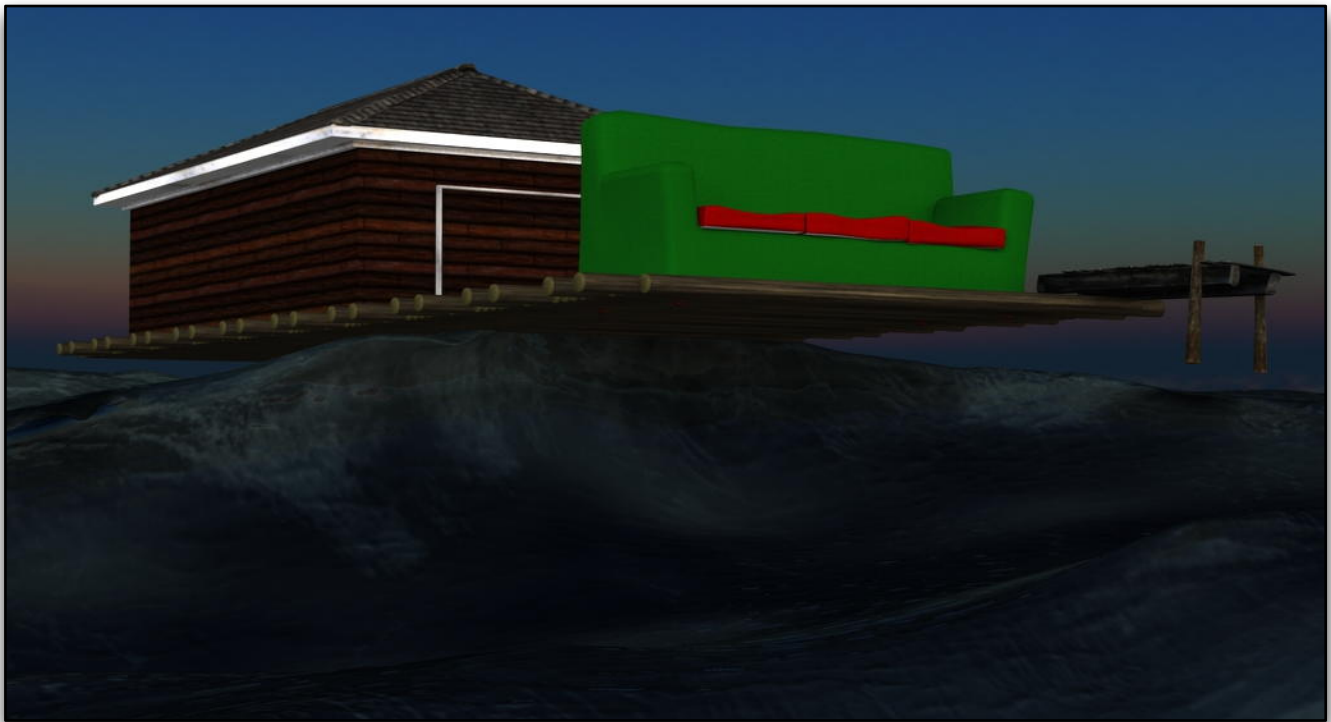
Now, much better looking for a
raft.



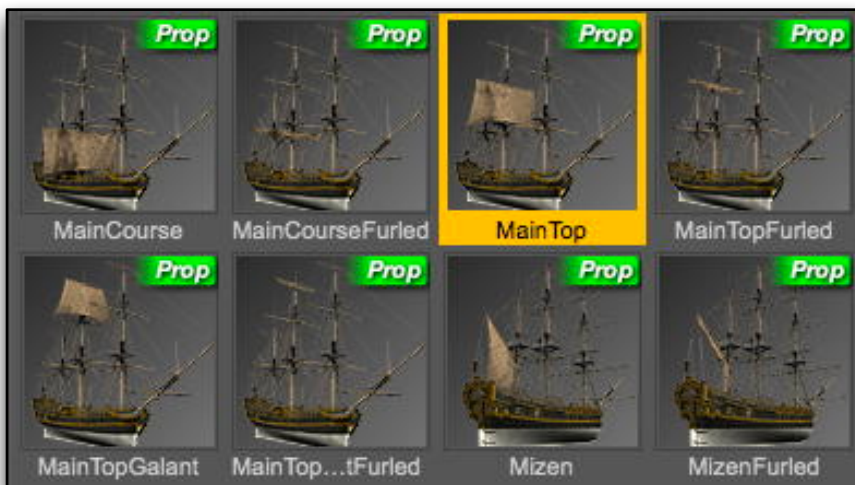
It's time decorate, I used dayjob shaders to set the materials on the Sofa and the rug.



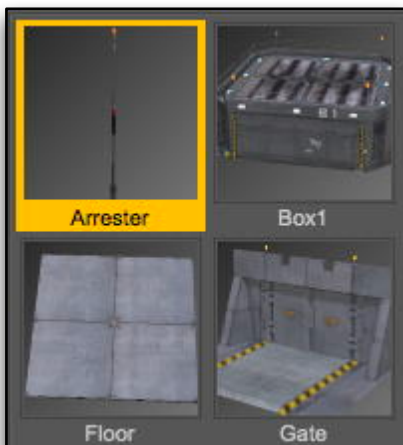
As I final touch I added a small gangway/bathing bridge from the Walk Across Water, girls just don't like to crawl onboard, they want to get out of the water with style.



I know added Breaking Waves for the water the raft would sail. Time for a first test render to check that everything came together, but something was missing.



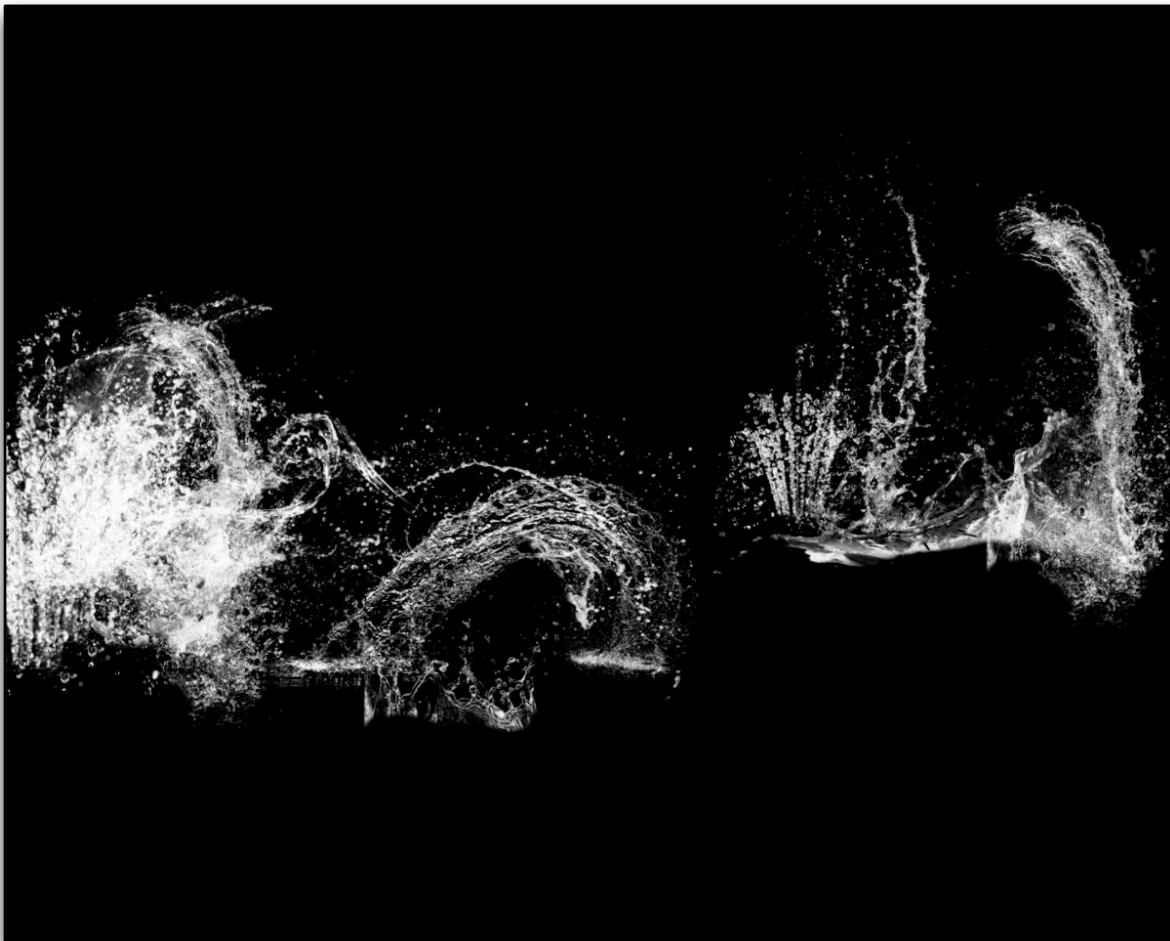
I needed a sail so I picked one from the Lincore.



And a mast, which I took from the Iron Fort.



I rendered in DS using Cloud Nine Domes and tweaked the lights to get bright but not too bright lights.



I opened the result in Photoshop and used Rons Clear Water brushes to add some splashes and hide the ugly Horizon.

This is to show the added splashed, here on a black background for better visibility.



And here is the final image.

THE END