

Placing a 3D model into a photo can prove to be quite challenging, but the results can be well worth the effort it takes to get it there.



TurboCAD Tank on Photo Backplate

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3D Pepsi can
placed in photo



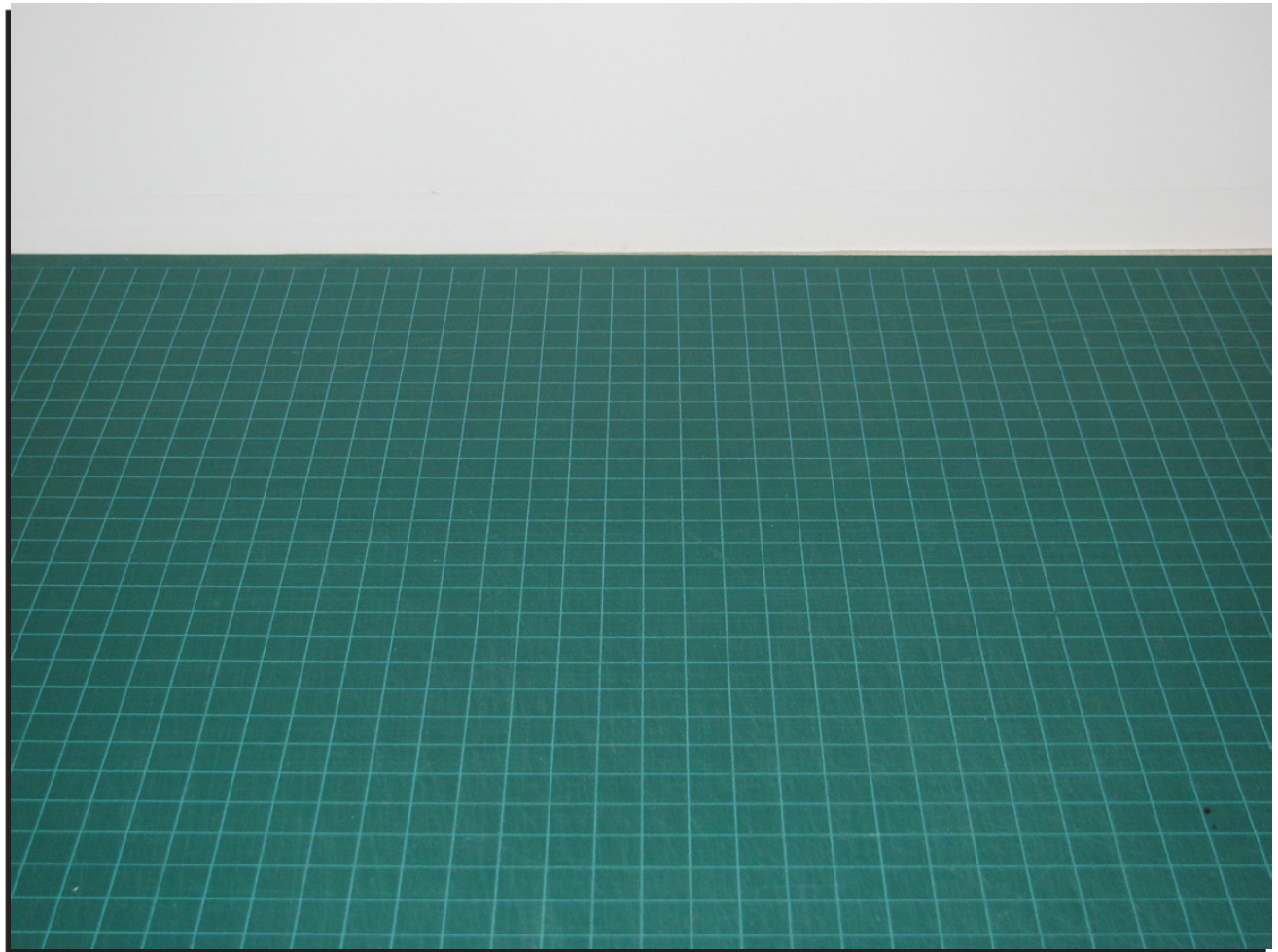
In the example to follow, a photo of a counter top cutting mat is being used as a render scene environment.

The grid on the mat will prove to be a handy prop to help illustrate placing the model realistically into the scene.

The cutting mat photograph was taken with a final point of view in mind - that is, looking down at the Pepsi can from a standing position.

It is always beneficial to take one's own render scene environment photos as many things can be taken into account. This can include lighting and, the all important, point of view.

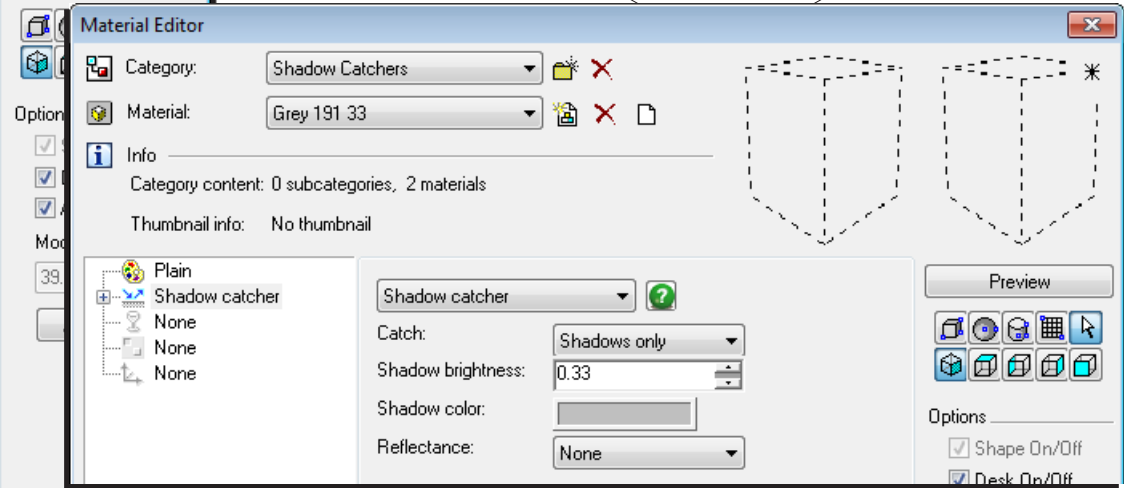
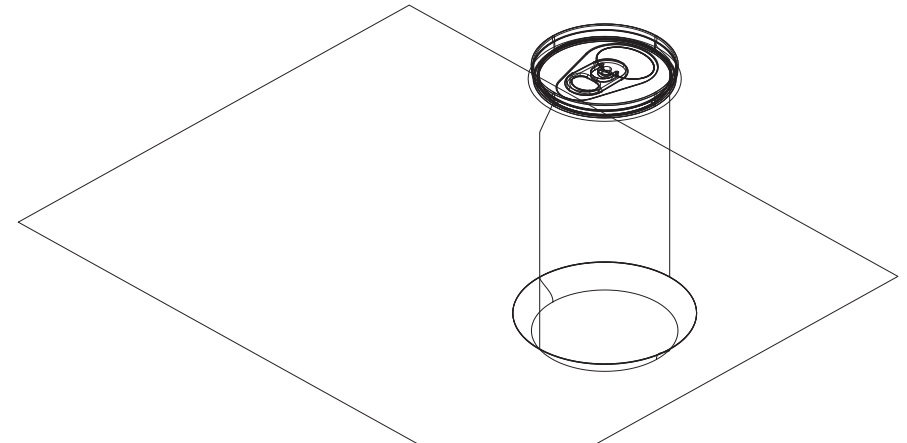
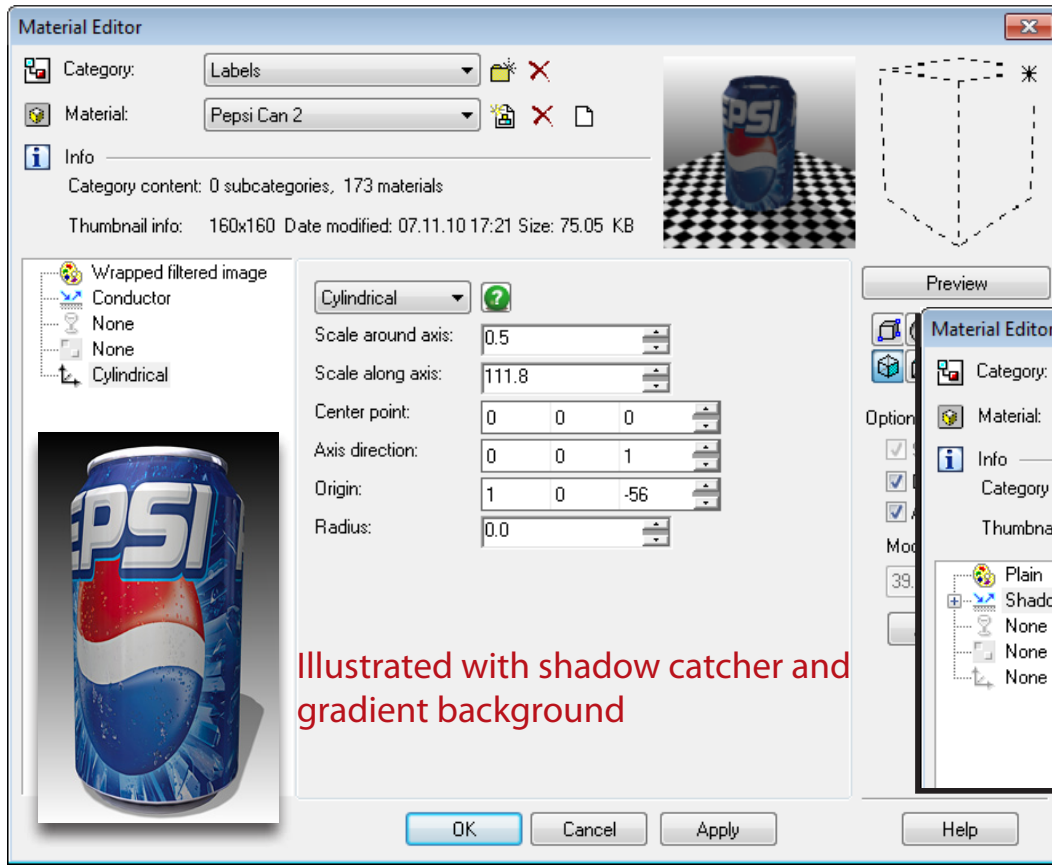
Additionally, a number of shots can be taken with any number of camera settings so that resources are available should one wish to experiment to get a variety of results.





The 3D model is created in TurboCAD utilizing a wrapped image, in this case, to add to the realism that is desired.

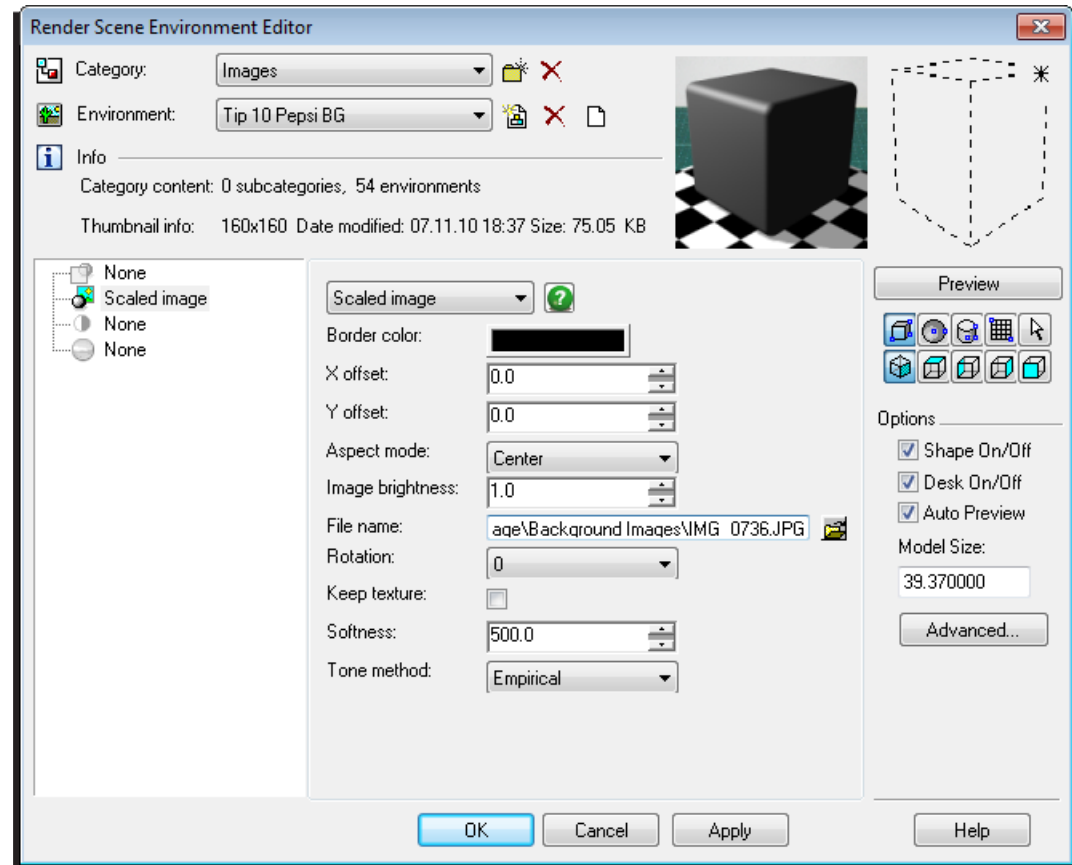
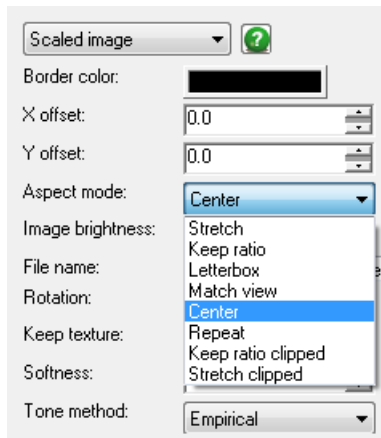
A shadow catcher ground plane is also utilized to enhance the final render and really 'place' the 3D object into the photo, as will be seen.



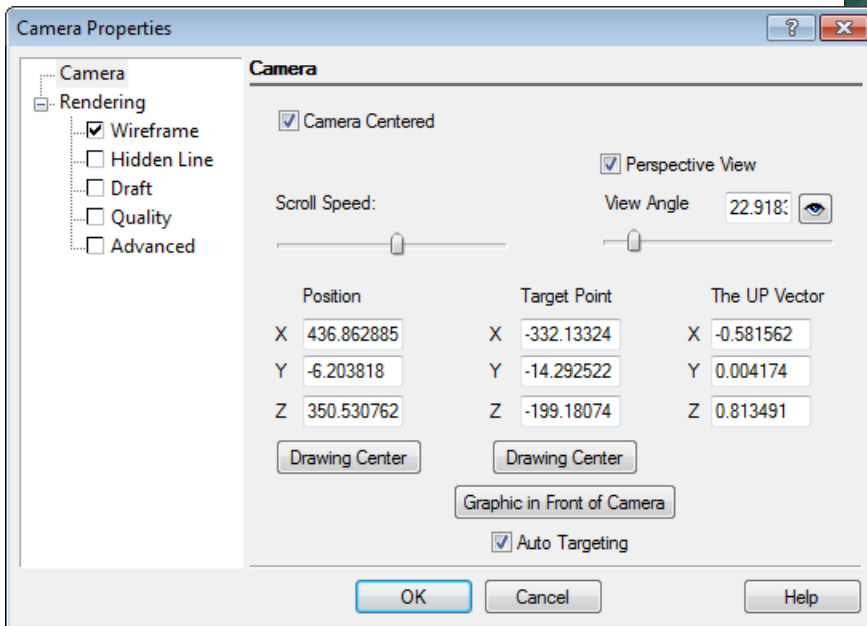
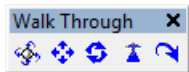
Bringing it all together means that the Render Scene Environment will use the cutting mat photo that was taken for this render as the background.

Scaled image is employed and a non-distorting Aspect mode is used so that the image is not distorted by stretching.

Experiment with the various modes to see the effects each produces.



In Draft rendering mode the user begins to manipulate the scene with the Walk Through tools using the ground plane as a guide .



The user tries to align the ground plane with something in the photo which represents the perspective and plane of the image. As can be seen above, the cutting mat grid provides a great guide for placement.

Not all images give such a good guide, but often there are items in the photo that can help, at least, a little.

A user will likely needed to switch back and forth from the Camera Properties to adjust the View Angle until something adequate is arrived at. Couple this with Walk Through tweaks and a good portion of time will have been spent getting the scene just right. Be sure to save the view a few times during the process so previous 'close' views can be returned to if the scene gets out of hand.

Left without a shadow catcher the 3D object has no depth - it looks like a 2D cut out, simply pasted onto the image, as seen below.



Care must be taken to ensure that lighting is directed in the drawing so that it matches the lighting in the image. The skid loader below illustrates this better than the Pepsi can example, since there were no shadows to speak of in the cutting mat photo.



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