

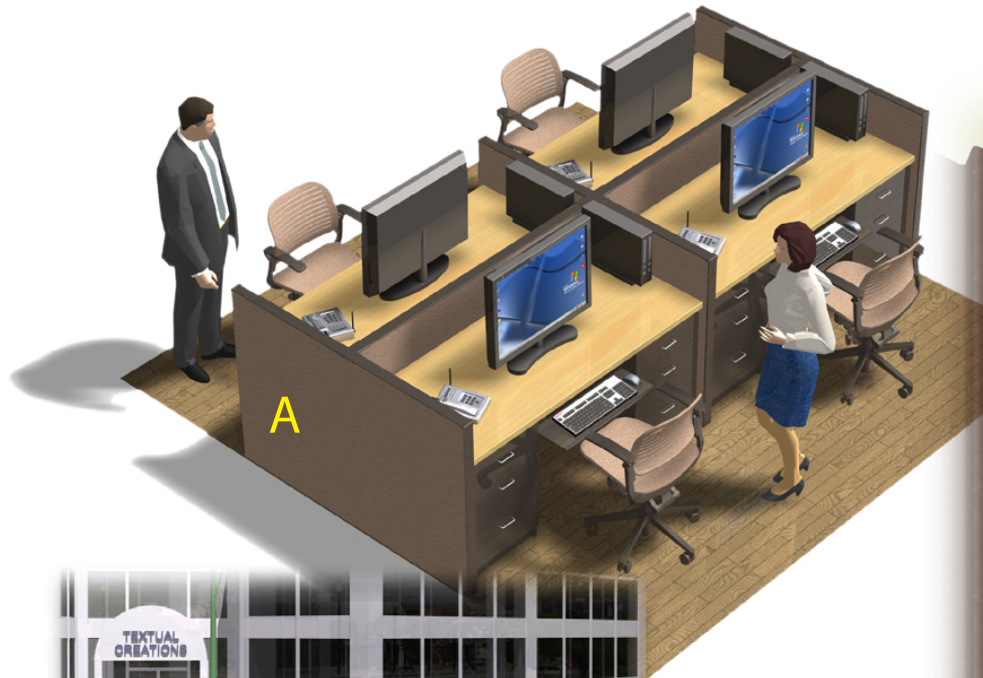
Do you ever find yourself wondering how to add people to a TurboCAD scene?

There are three methods that come to mind when considering how to get people into a TurboCAD scene.

A) Using an actual 3D model.

B) Image wrapping (and masking) a 3D object with a photo of a real person.

C) Using an image editor to place people in the scene after the scene has been rendered and saved in image format.



All photos used within this tip were taken by Don Cheke.

Using an actual 3D model is an interesting way to go but it can be quite difficult to locate 3D models that are good enough to look realistic, yet simple enough that the program can actually render them.

The user needs to ensure the scale of the people matches the environment and that they are placed realistically within the scene. Any subsequent movement of the drawing/scene and the 3D people move right along. It doesn't get any easier than that.

Various materials can be applied if the 3D people have individual components. This adds nicely to the flexibility of the model and the overall effect.

The lighting that is established for the drawing is also the lighting used with the people, so there are no additional concerns with trying to find people that match the overall scene, as one must do when adding people though the image editing process mentioned further along.

The people illustrated on this page were 3D models that were located at one time in Google's 3D Warehouse.



The real world people used within the pages of this tip are members of Don Cheke's family - including his wife, his daughter and his mother.

Using a wrapped/masked image is a reasonable approach providing that the 'models' are photographed in a manner that suites the scene (including lighting).

Be aware that one cannot just snap photos of people on the street and use them wherever desired. A signed release must be attained in such cases or the user must purchase royalty free images where the intent is for use in commercial work.

To use the wrapped masked approach a user will require an image of the person on a white background and a cutout of the same person on a black background. Black masks the white during the process, hence the need for both.

Background removal and mask creation can be achieved using Photoshop or other similar image editing software. A white border can often appear around the final wrap, but if the white of the mask is feathered a couple extra pixels inward the white border can be eliminated.

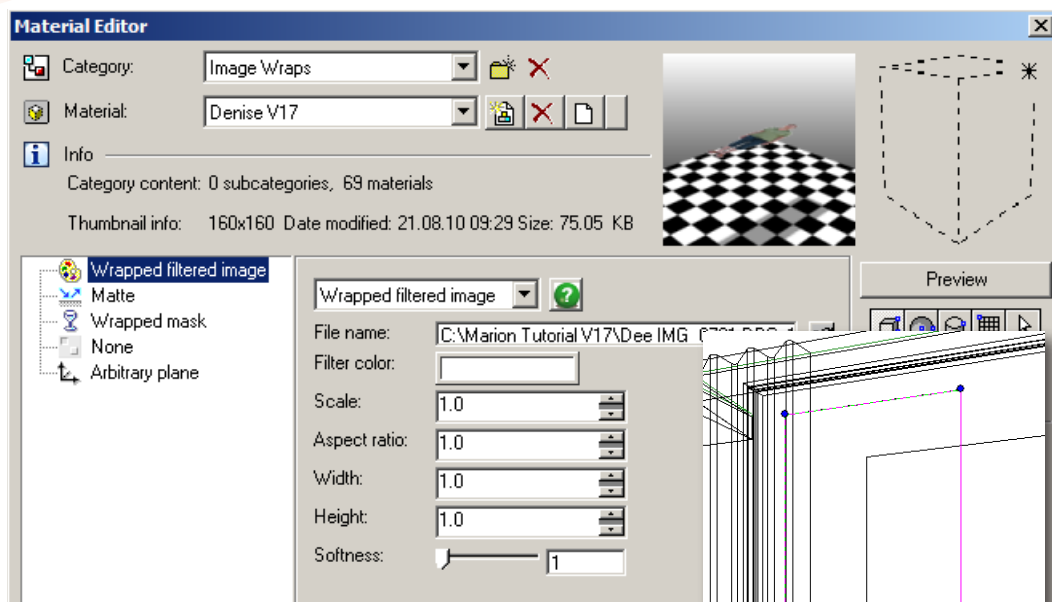


Image to Wrap



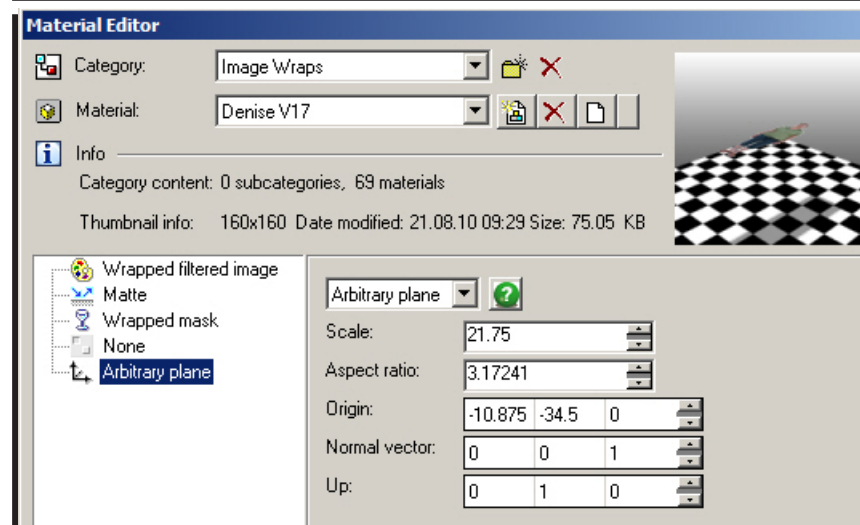
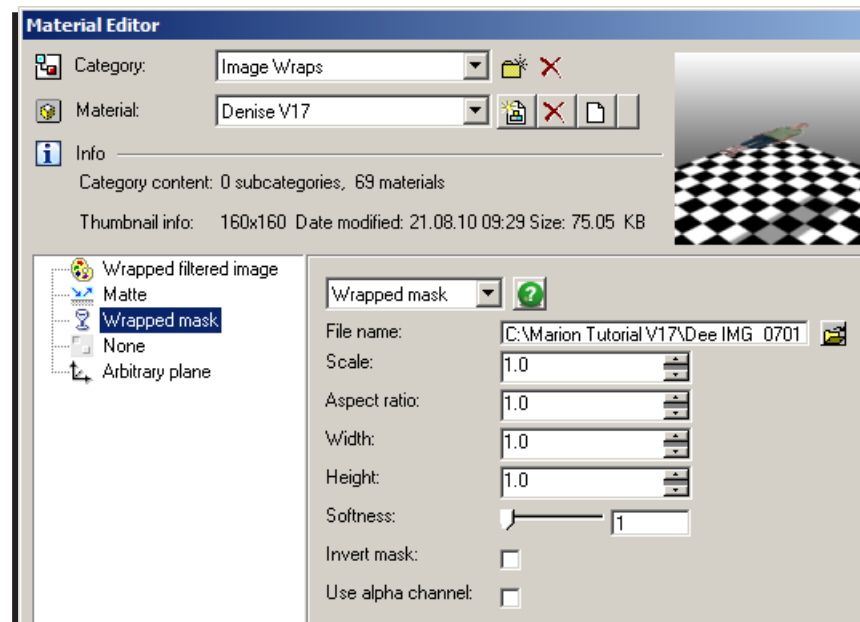
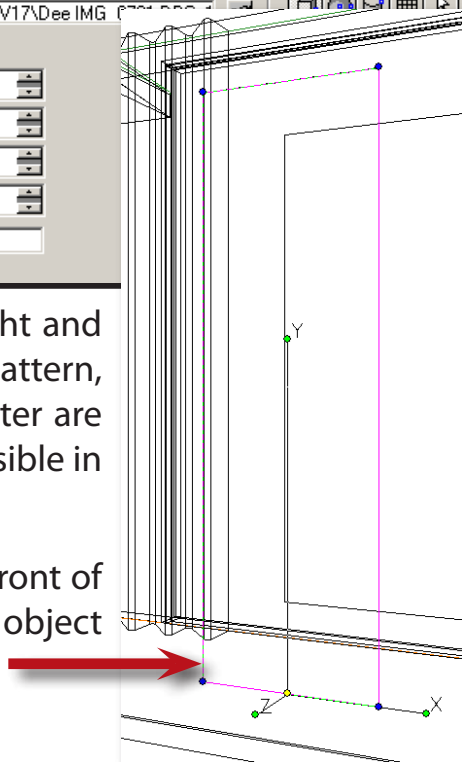
Mask



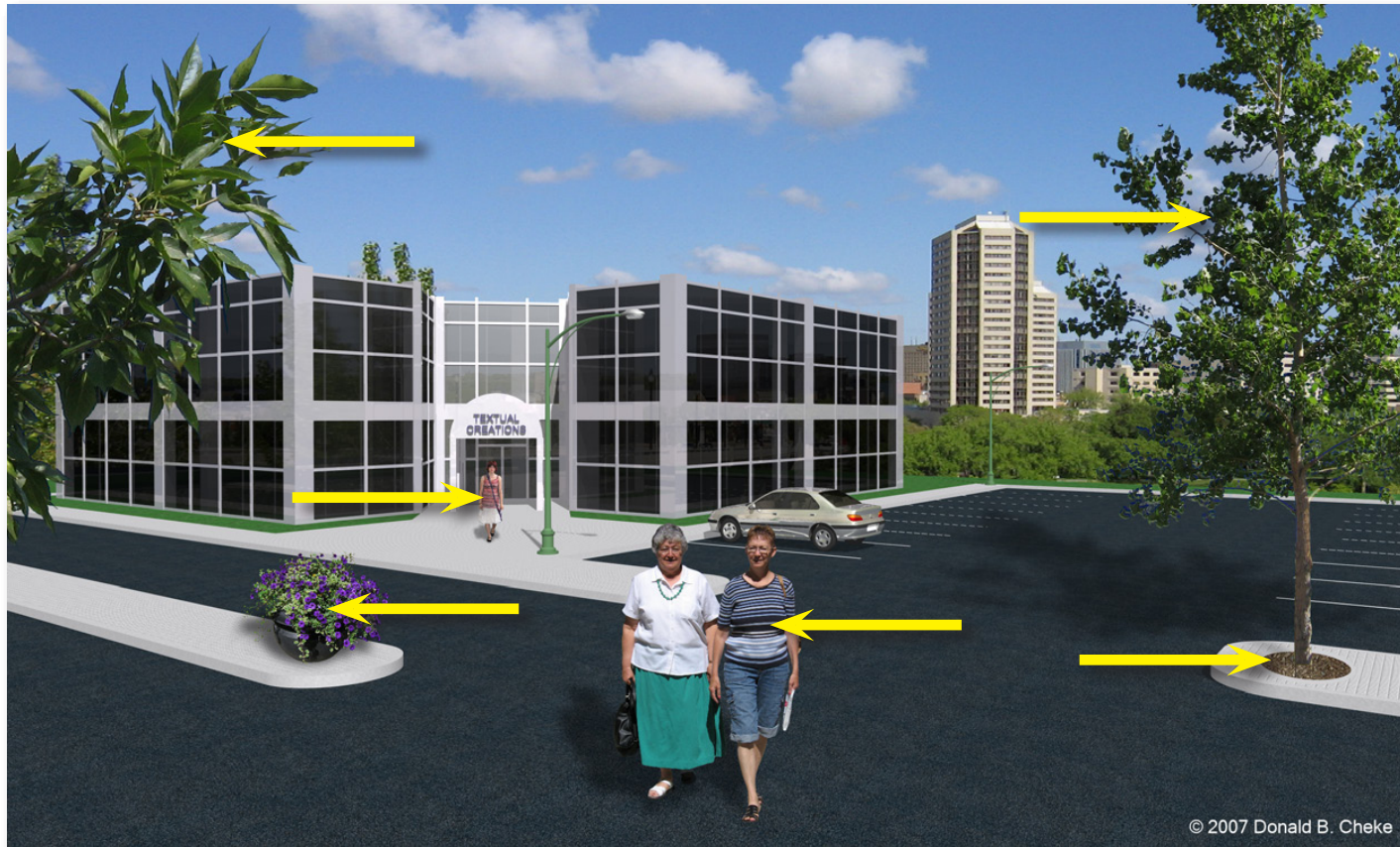


An ultra thin 3D box about the height and width of the actual person is created. Pattern, Transparency and Wrapping parameter are established and the person will be visible in a Quality render.

Note the selected wireframe box in front of the drape and patio doors. This is the object Denise's image is wrapped to.



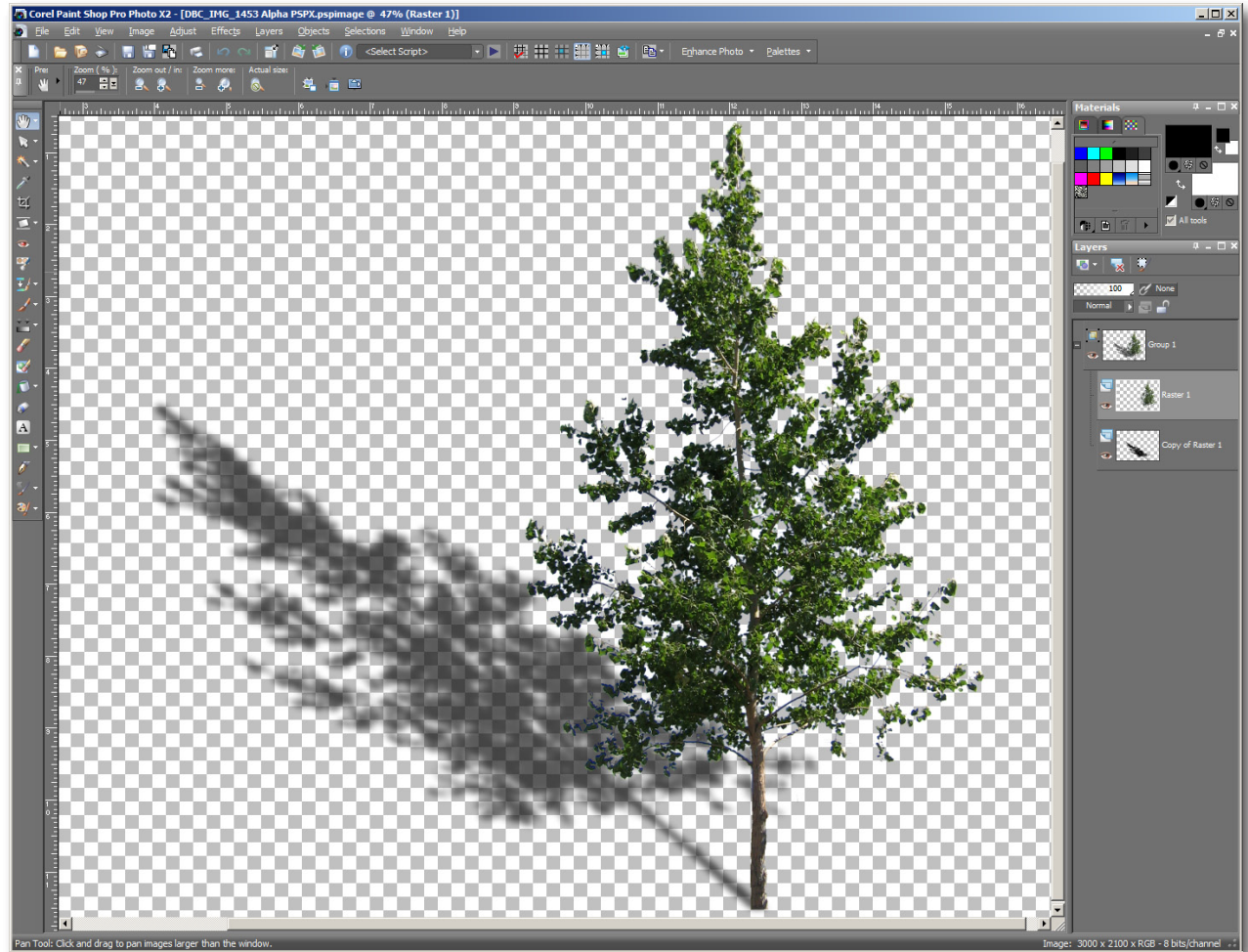
The image below is the result of Don Cheke's TurboCAD tutorial called Architectural Illustration. It is a tutorial that combines TurboCAD and Paint Shop Pro.



Post TurboCAD editing to place images onto a TurboCAD render can prove to be the most work, but the results are usually quite stunning. Not only people, but trees, flowers and the like can be added to enhance the scene.

Background removal is essential prior to placement and this can require some skill and a good portion of time. Once the objects have been isolated a user can also create copies which are then converted into shadows that can be maneuvered to match the existing shadows in the TurboCAD render.

The Textual Creations building, the light standards, the sidewalks, pavement, grass and the car are all 3D models. The sky, the background buildings and the trees are on a photo used as a Render Scene Environment in TurboCAD. The three people, the foreground trees, the flowerpot and the even the dirt, at the base of the tree, are all image edited photos applied in Paint Shop Pro over the TurboCAD render.



The images above illustrate how the photo has had its background removed. A copy was created and black filled to create the shadow on a separate layer. The shadow was then transformed to mimic shadows in the TurboCAD render.

If you found this TurboCAD tip helpful, please consider purchasing a full Textual Creations TurboCAD project tutorial that will lead you through an entire project, keystroke by keystroke. You won't be disappointed! Visit the [Textual Creations Shopping Page](#)