



# Webseed

This tutorial is made with webseed RC2. The interface described is the one used at the present time. Bare in mind that it could change in some ways at any point in the development.  
You also have the option to click on the images next to the step descriptions to visually compare your window with the actual window used in full page to follow each steps in the process.

## Download the tutorial in PDF Format (170Ko)

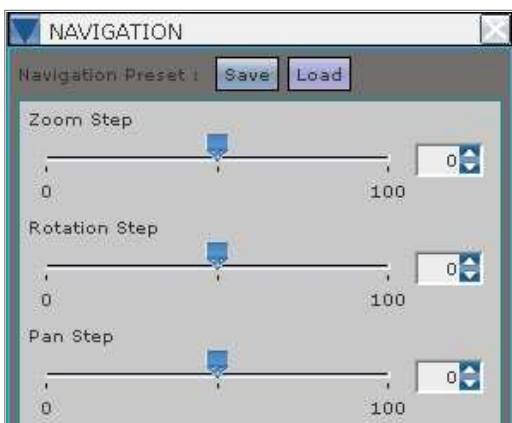
### PHONE RENDERING

#### 1\_Materials

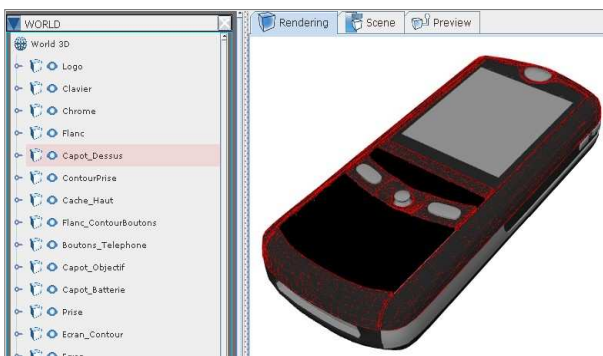
**Step 1:** Go to "File>Import VRML file"



**Step 2:** To adjust the navigation parameters if needed, go to the "Navigation" rollout. In the 3D view window, the main parameters are "Zoom Step", "Rotation Step" and "Pan Step".

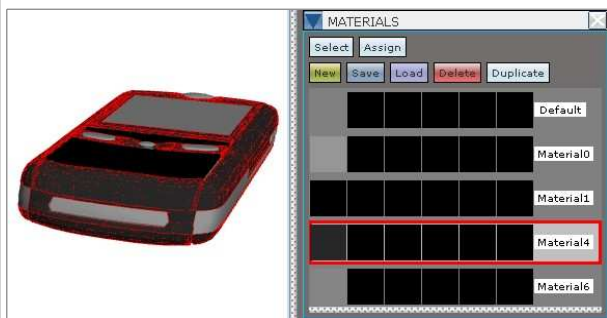


**Step 3:** First, select the "Capot\_Dessus" object by clicking on it in the 3D tree window (also known as "World rollout") or in the 3D view window. If done properly, the object should be highlighted in the 3D view window with a red wireframe.

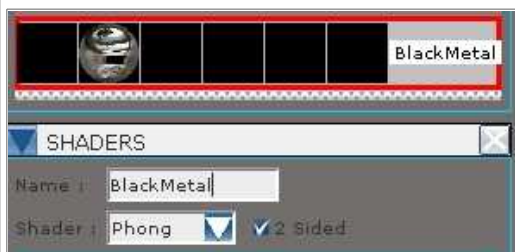


**Step 4:** In the "Materials" rollout, click on the "Select" button. All objects with the current material will be

automatically selected; this will allow you to assign a new material on all of them.



**Step 5:** Once again, in the "Materials" rollout, click on the "Load" button. Then click on browse and go to "ressources>MaterialLibrary". Once you are there, pick any materials, for example "BlackMetalFlat01.matseed". In the "Shaders" rollout, rename your materials as you wish, for example "BlackMetal". Then click on the "Assign" button. All the selected objects now have the same materials.



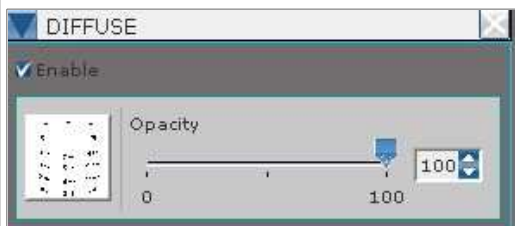
**Step 6:** In the 3D tree (aka "World Rollout"), you can easily do a multiselection by holding "Ctrl" on your keyboard. For example, select "Chrome", "Flanc", and "Boutons\_Telephone" as shown here using that method.



**Step 7:** In the "Materials" rollout, click on the "Load" button. Browse to "Ressources>MaterialLibrary" and choose "Chrome.matseed". Then click on the "Assign" button to put that material on the selected parts.

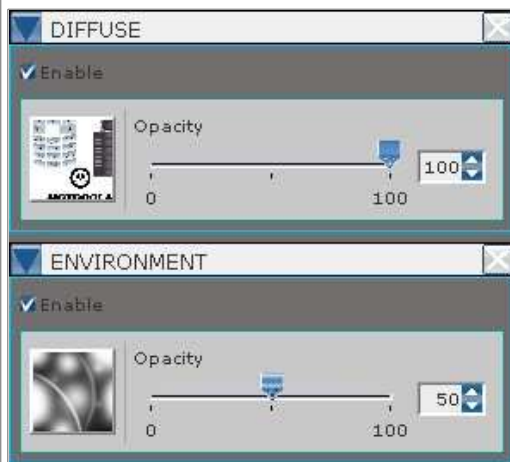


**Step 8:** Now select the "Clavier" part. Rename the assigned material in "Clavier". Open the "Diffuse" Rollout. Click on "Enable"; then click on the "Image" button. Browse to the "Map" folder and choose the "Clavier.jpg" Image.



**Step 9:** Select the "Logo" object . Put "planche.jpg" on the Diffuse map and "Reflect.jpg" on the environment map. In the default mode, the diffuse is hidden behind the reflection. To change this, decrease the "opacity" slider in the reflection to blend between both the diffuse and the

reflection.



Finish the rendering using the texture in the "ressources" folder or with your own files.

it's as simple as that!

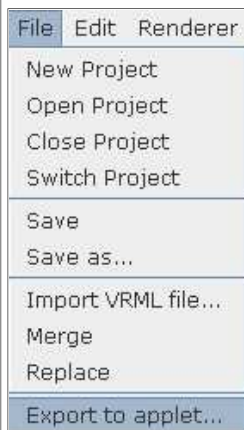
## 2\_Export to applet

**Step 1:** In the 3D tree window, select the activated camera that comes up when launching the applet.



**Step 2:** Go to "File>Export to Applet"

In the first window, browse to the export folder and enter the name of your applet.



**Step 3:** In the parameters window, choose the colors for the gradient progress bar, choose also the colors of the background and the loading image, shown while launching the applet. Then click on the "Generate" button to create your customized applet.



**Step 4:** VERY IMPORTANT! To finish up, take all the files in the export folder and put them on your ftp.  
Et voilà le travail!