

# building a 3D box

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Get the basics on how to quickly create a 3D box from your 3D layers with Box Creator.



a tutorial for : [box creator](#) : from 3d assistants



[arrange and animate your 3D layers.](#)

[ from Digital Anarchy ]

f/x tools for revolutionaries.



Quickly create a 3D box with – what else? – the Box Creator. [ figure 1 ]

There are no support files to download for this tutorial. It's all about YOU.

## 01- create a comp

Create a new 320x240 composition with any duration.

Go to Layer> New Solid (command+ Y). Set your solid size to 80x80 pixels and select any color. Click OK when finished.

Click the 3D check box to designate it as a 3D layer. The 3D Assistants only work on 3D layers. [ figure 2 ]

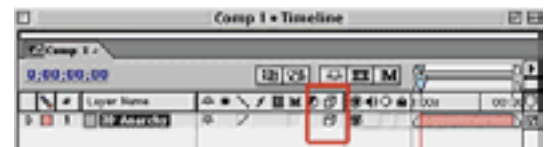


[ figure 1 ]

## 02- duplicate the layer

Duplicate the layer and select Layer> Solid Settings (command+ shift+ Y). Choose a different color for this solid and click OK.

Repeat this step until you have 6 layers total. [ figure 3 ] Each layer should be a different color. These layers will form the sides of the box.

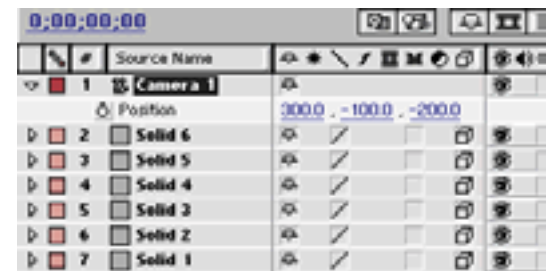


[ figure 2 ]

## 03- set a camera

Go to Layer> New Camera (command+ option+ shift+ C). Select the 35mm preset and click OK.

Select the camera in the Time Layout window and type "P" to bring up the camera's position properties. Input the following values: 300, -100, -200. This will give you a better view of the box you are about to make.



[ figure 3 ]



## 04- apply box creator

Select all of the layers (command+ A) and go to Window> Box Creator. The Box Creator interface will appear.

Select the Fix Box to Layers option. [ figure 4 ] This will cause Box Creator to automatically create a box out of your selected layers.

The largest selected layer will determine the size of the box. In this case, the layers are all square and all the same size, so Box Creator will make a cube out of the layers.

Make sure that you select All in the Active Faces section, and also click the check box for Use Comp Center. This will center the cube in the comp.

Click Apply.

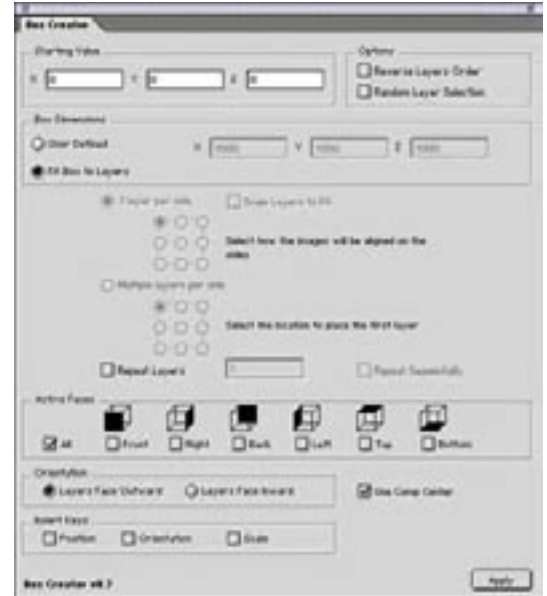
You'll see a 3D box in your comp, with each one of your solid layers making up one side of the box. Now, let's animate the box.

It will often be desirable to animate the shapes you make with Box Creator as a whole. In other words, you may want all of the layers that make up the box to move together as if you were animating a single cube. The easiest way to do this is to parent your box layers to a null object. The following steps outline this technique.

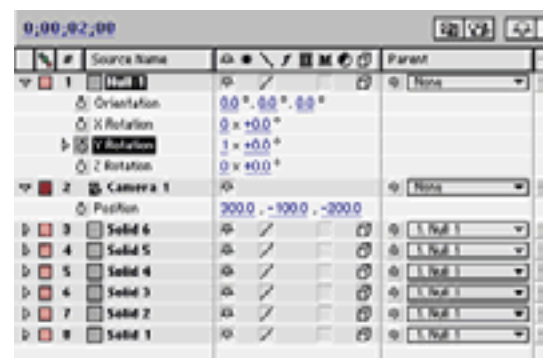
## 05- create a null object

Create a box as shown above, making sure that Use Comp Center is selected.

Go to Layer> New Null Object (command+ option+ shift+ Y). Be sure to click the 3D check box for the Null object, or you will get strange results. [ figure 5 ]



[ figure 4 ]



[ figure 5 ]



### 06- animate the null

Select all of the layers that make up your box. Do not select the camera.

In the Parent section of the Time Layout window, set these layers' Parent to be the Null Object. When a group of layers is selected, changing the parent for any one of the layers changes it for all of them.

To animate your box, all you have to do is animate your Null Object. All of the layers that are parented to the null object will follow its every move.

Here you can see the final Timeline. A Null with a Y axis rotation keyframe, the camera, and the layers.

Since Null objects are created at the center of the composition, they will automatically be at the center of your box as long as you select Use Comp Center in the Box Creator.

Our final movie shows a box with layers already parented to a null object. [ figure 6 ]



[ figure 6 ]