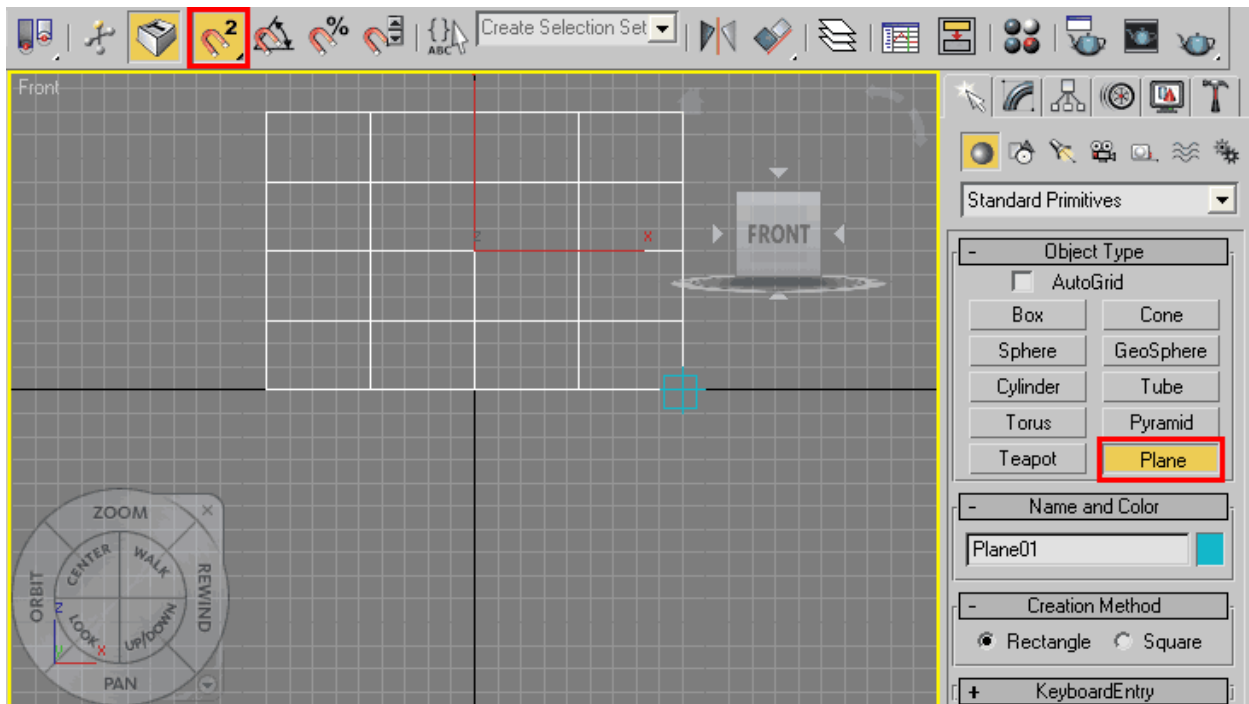


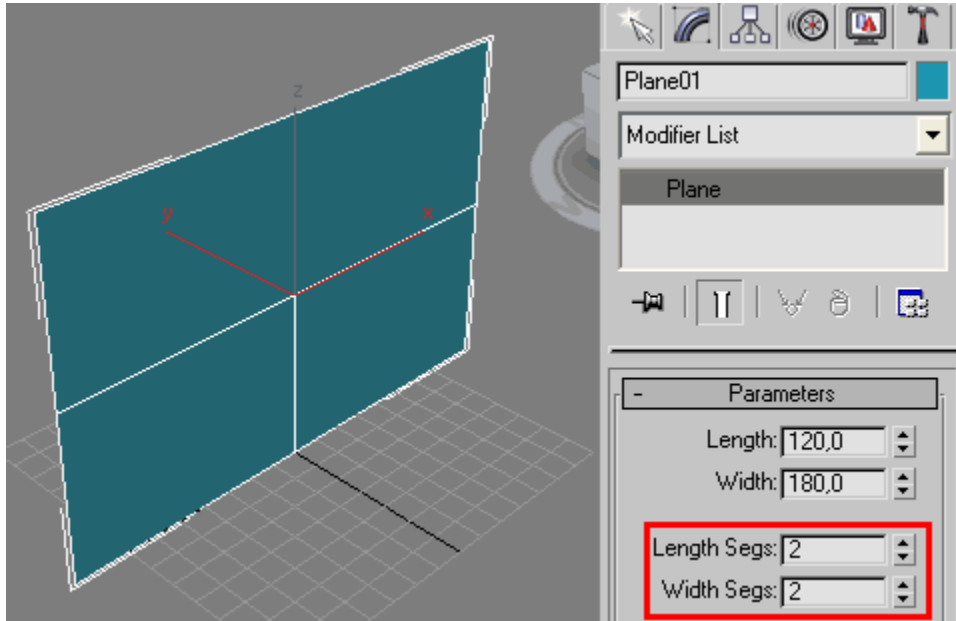
Modeling Mail-paper in 1 min.

Yep, it's a funny job for one minute. Of course we can make a flatten box or plane and just assign material with bump texture, but the final render result will become with much worse antialiasing. So try this...

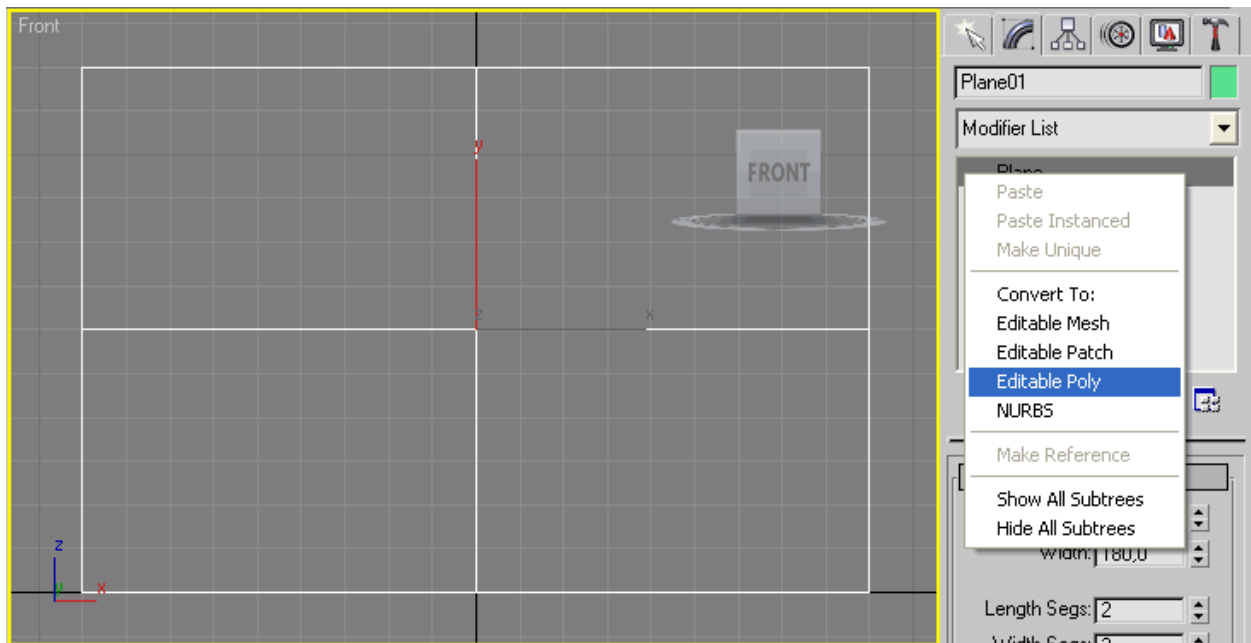
1. Turn on **2D Snaps Toggle** and draw in the Front viewport a **Plane**.



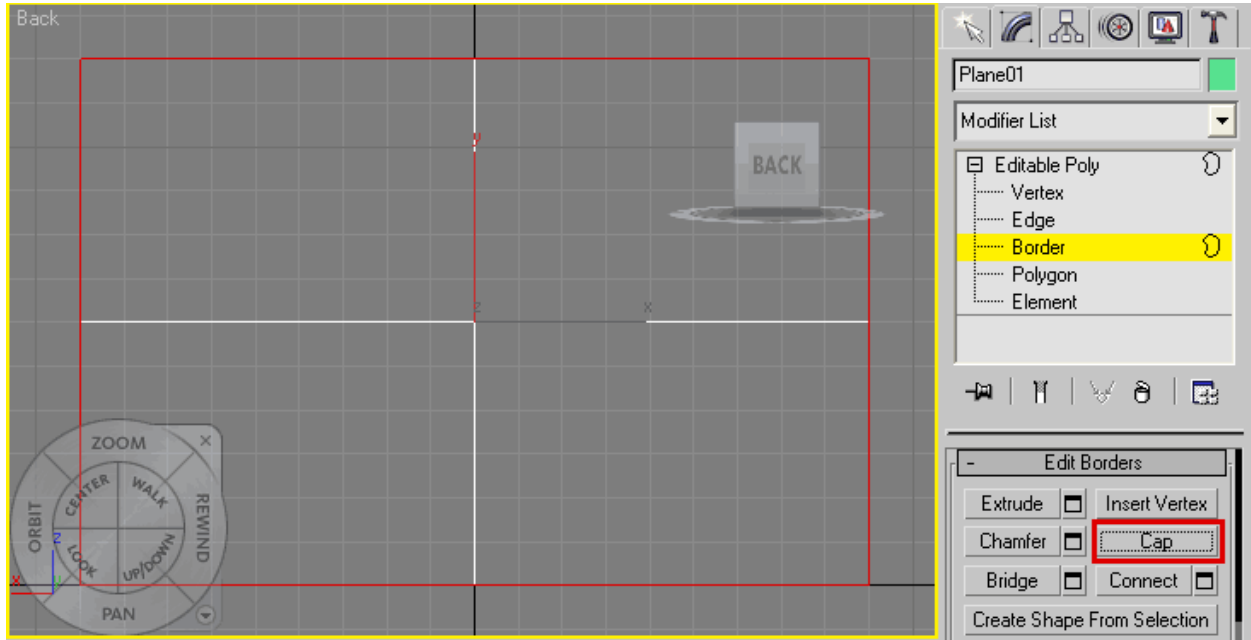
2. Change segments of *Lenght* and *Width* to **2**.



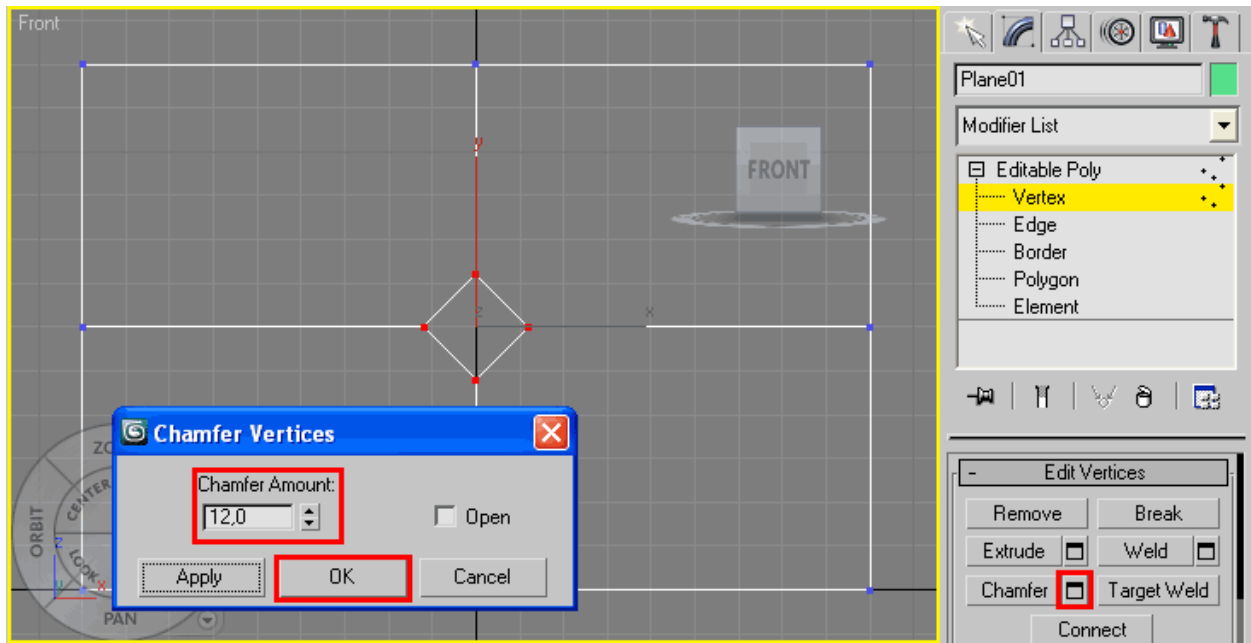
3. Right and select "**Convert To: Editable Poly**".



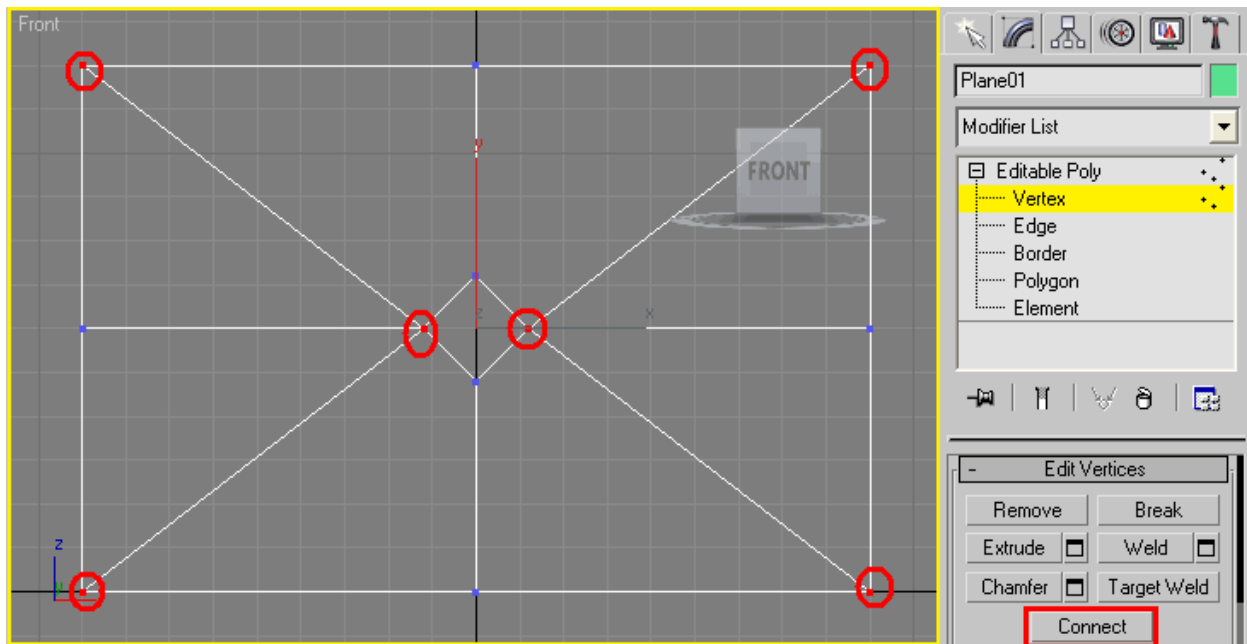
4. In Back viewport select *Border* and press **Cap** (no more open edges).



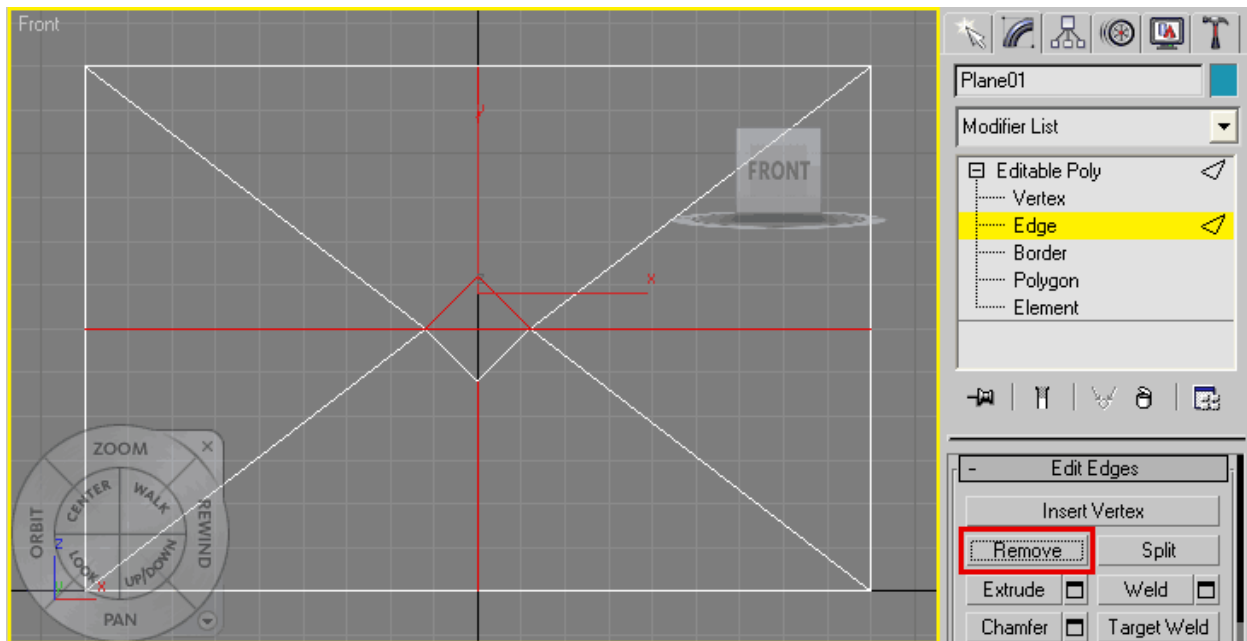
5. In *Vertex* mod select centers vertex and press the box right to the **Chamfer** button and in it's dialog box change **Amount** and press **OK**.



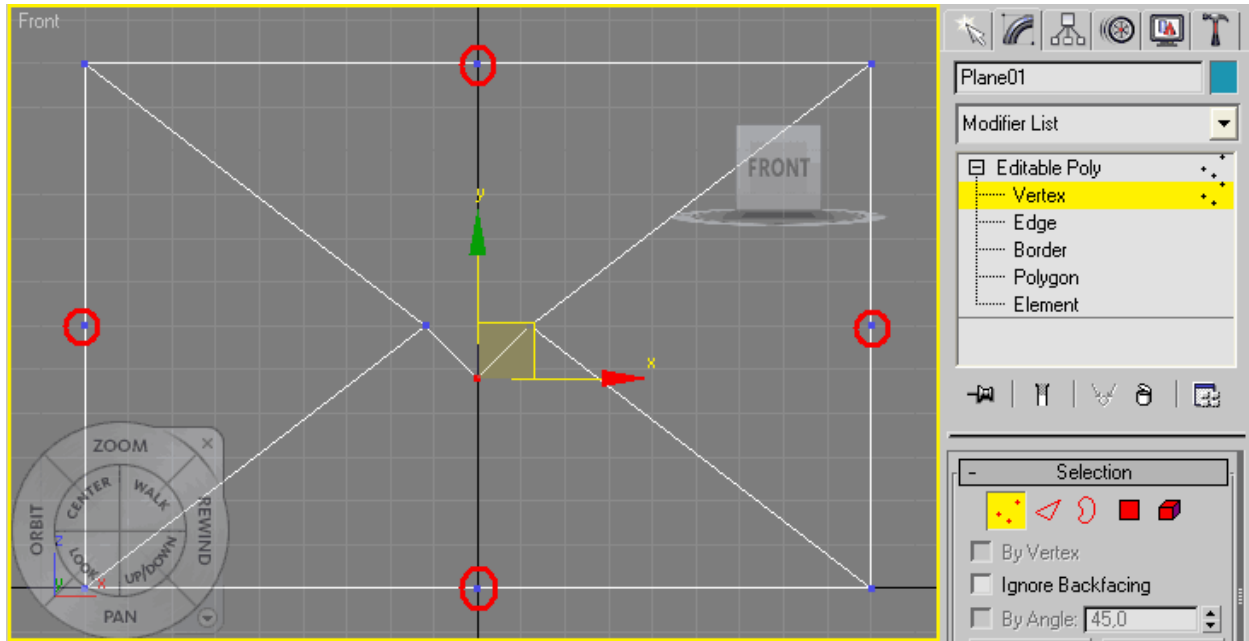
6. Now select vertex as in the picture and press **Connect**.



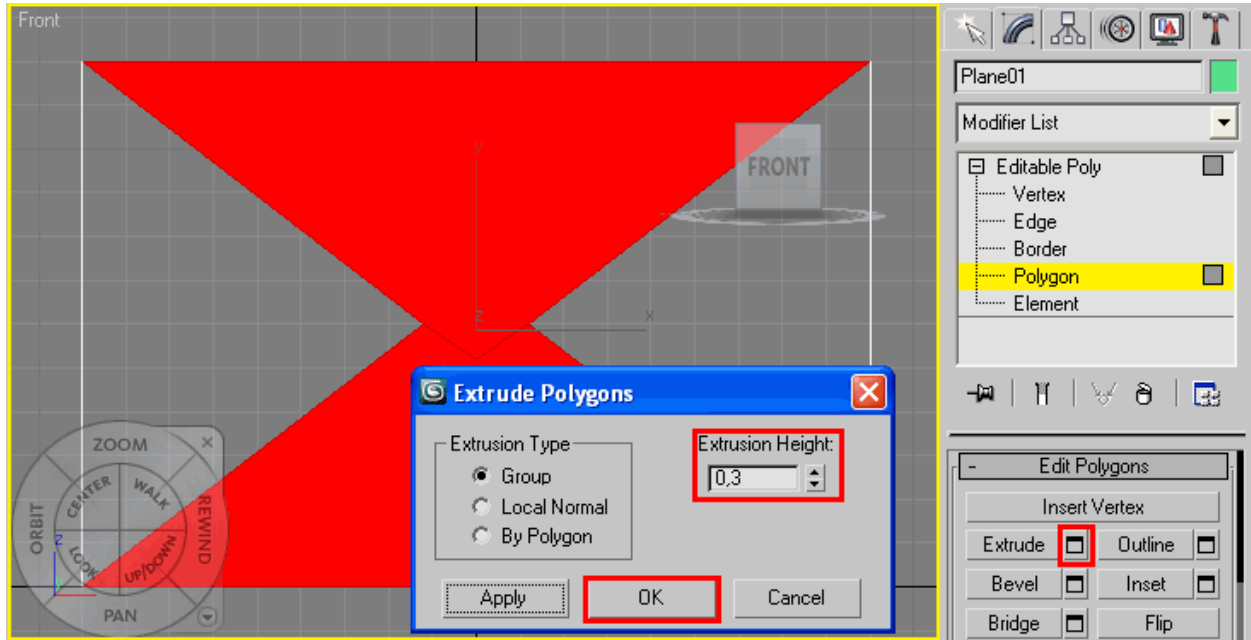
7. Select unneeded edges as in the picture and press **Remove** (Not "DEL" button!).



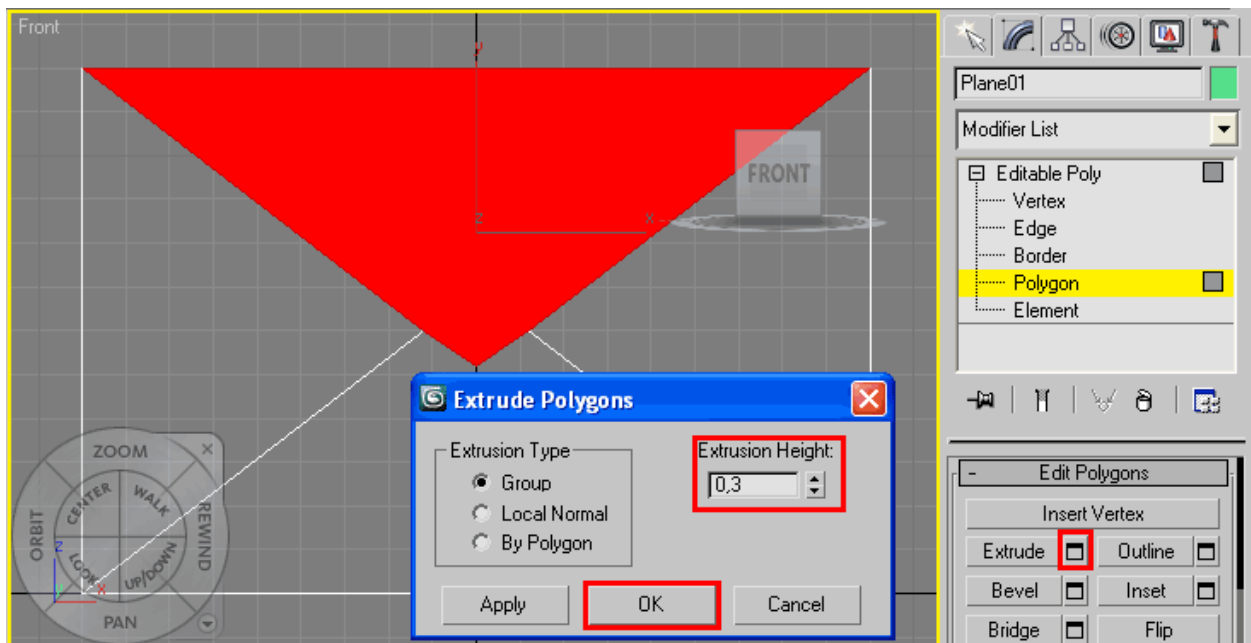
8. **Remove** unneeded vertex and select and *Move* (**W**) center vertex a little but up in Y direction.



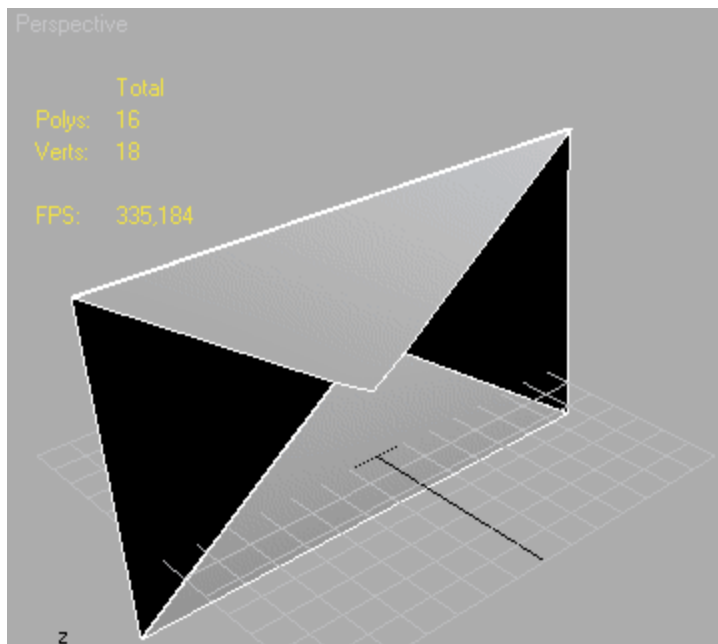
9. In *Polygon* mod select this 2 triangles and **Extrude** a less.



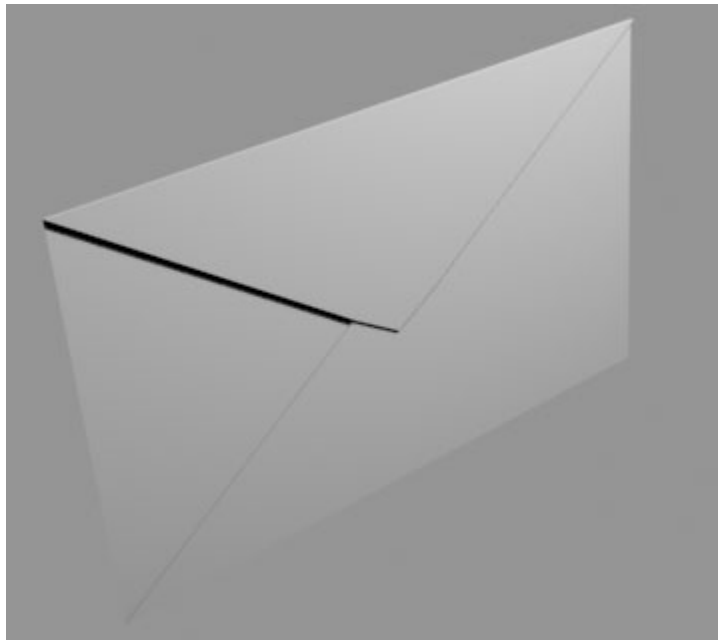
10. Repeat **Extrude** action but this time only for upper triangle.



That's all. Change object wirecolor to White and Render.



There is render result **without** material assigned :)



by 3DMyths:
<http://3dmyths.blogspot.com/>