LAB 7: 3D STUDIO MAX INTRO

21/11/2016
INTRODUCTION TO 3D STUDIO MAX

Goals:

✿ Get used to the 3D studio Max interface
✿ Model basic objects Create & Transform
✿ Use basic materials
✿ Render scene

Use the Create Panel to model objects from Standard Geometrical Primitives.

✿ The Create Panel is the first tab on the command panel (on the right hand side of the MAX interface)

As an initial goal try to create the first scene we made in POV-Ray (see image to right)

Try this by yourself if possible. If you REALLY need more help, the next (optional) slide gives you some step-by-step hints.
1. On the **Command Panel** [RIGHT SIDE of SCREEN]:
Select Create,
Select Geometry
Set Drop-down list to “Standard Primitives”
Select Sphere

2. On the “Top” viewport:
Click and Drag (to set the centre of the sphere and the radius)

3. Repeat 3 times for the other 3 spheres.

4. On the **Command Panel**: Select Create - Geometry – Standard Primitives - Cylinder

5. On the “Top” viewport:
Click and Drag (to set the centre of the base of the cylinder and the radius, then continue dragging (without pressing mouse) to set the height, Click to finish)
You might to look at two viewports to see all this happening

6. Your cylinder may be pointing in the wrong direction. If so, on the Main Toolbar Click on the Rotate tool.
Click on one of the Gizmo handles to rotate in the appropriate direction

7. Click on the Material Editor (use compact mode) to create some materials (just set the diffuse colour for now),
Drag the material onto objects to colour them

**Cloning:** press **SHIFT** as you execute a transform (i.e. as you drag to Move, Rotate or Scale an Object)

You will be presented with a small pop-up menu. Just choose “Copy” for now to create an independent copy.

“Instance” means that any changes to one object’s geometry will affect the copy.

“Reference” means existing modifiers are shared but subsequent modifiers aren’t.

**Clone and Repeat for each Cylinder**
Press F10 or click on the Render Setup icon to bring up the render dialogue.

For now, just use default parameters, choose a viewport and click on “Render” at the bottom.

Other render options (on main toolbar)

- Displays Previously Rendered Window
- Renders Immediately based on previous render settings

Rendering options will be discussed in more detail at a later stage.
MORE PRACTICE

You may want to work through some of the “1-Minute Startup Movies”, which run you through some of the key points

- Available in the welcome or under Help in 3DS MAX

For installing on personal machines, you can get a free (for 3-years) Educational version of 3DS Max at the Autodesk Education Community: Download Centre

- http://www.autodesk.com/education/free-software/
- You need to register for an autodesk account (free)
- Unfortunately it is only supported in windows
FURTHER CHALLENGES

If this is easy and you want to skip ahead, experiment with some of the following to get a feel for MAX:

- Material properties
- Basic Objects
- Transforms
- Viewport Controls
- Snapping and Alignment
- Compound Objects (Boolean) = CSG*
- Camera*
- Lights*

* : Not yet covered in class with respect to 3D Studio Max