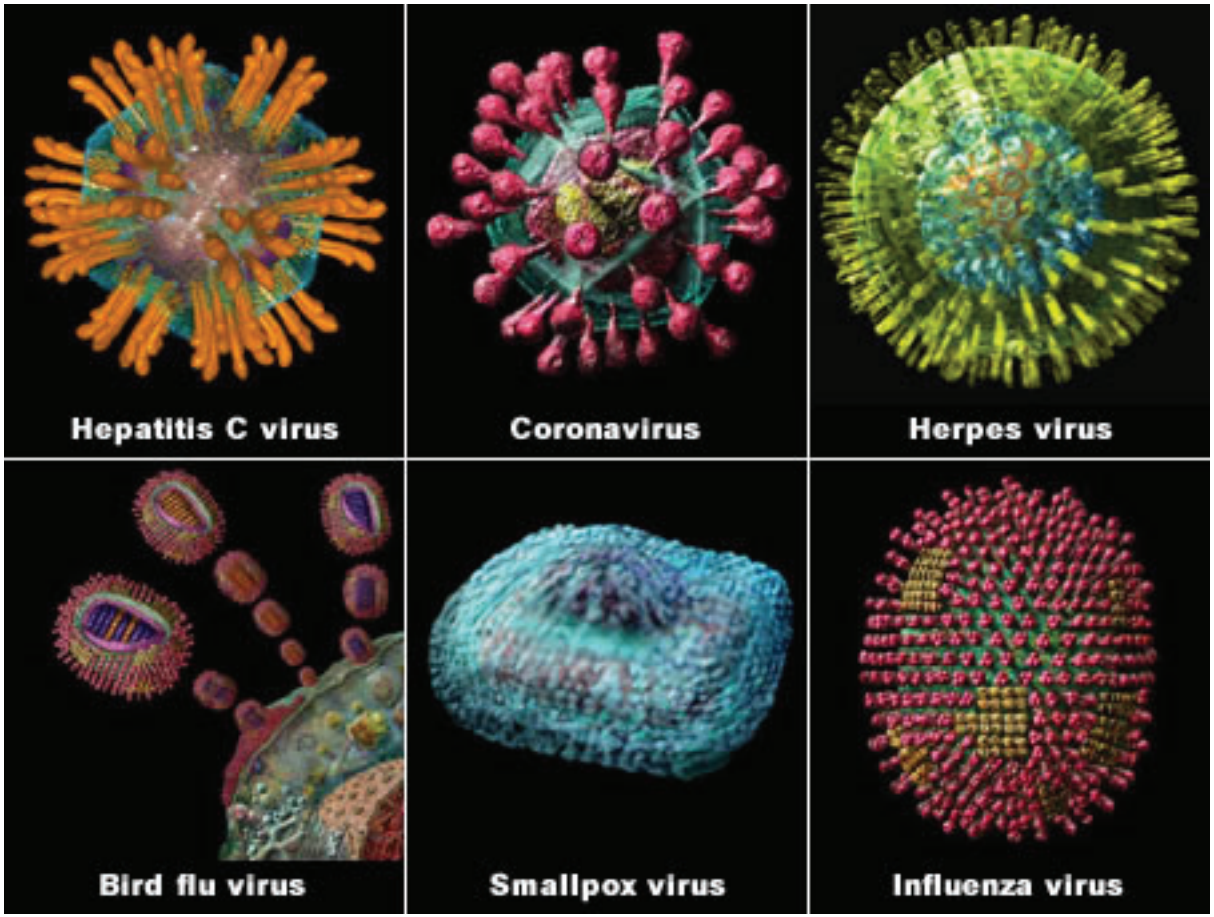
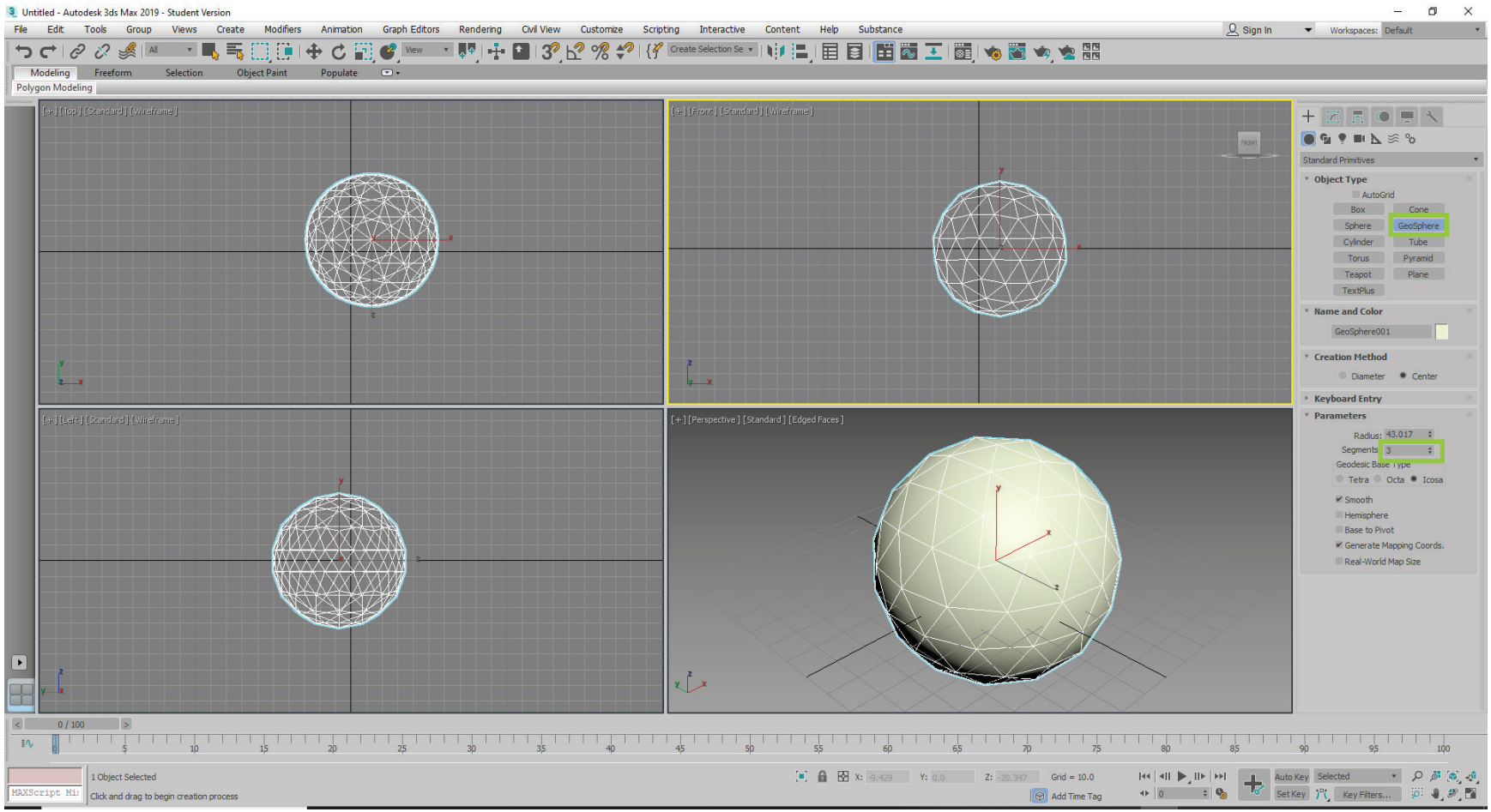
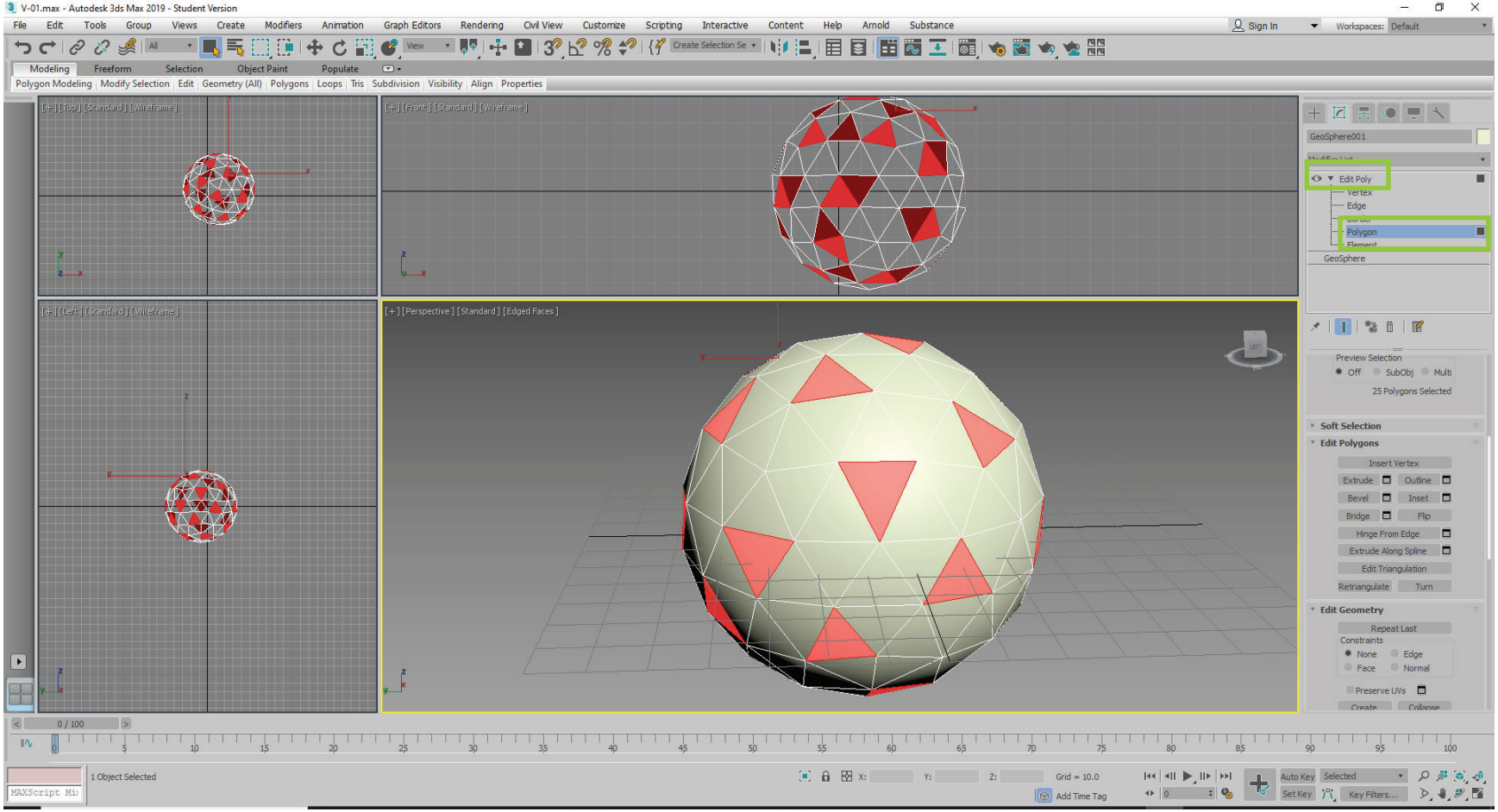
VIRUS!

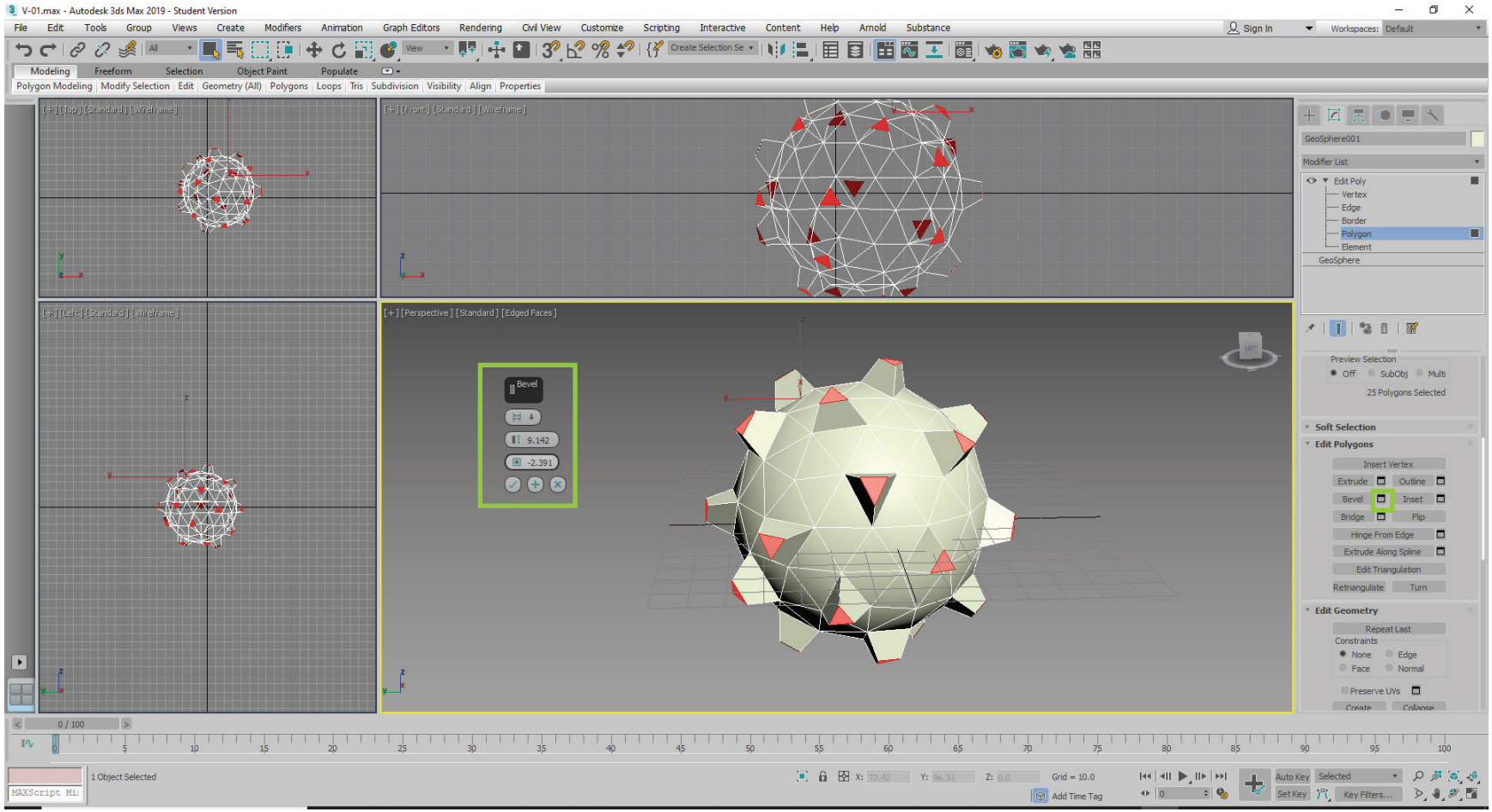
Turn panic into profit. The media demands imagery of virus's. Post your work on the web and get paid!

This project will use these skills and more: Polygon modeling, scattering, fall-off materials, particle systems




Untitled - Autodesk 3ds Max 2019 - Student Version
File Edit Tools Group Views Create Modifiers Animation Graph Editors Rendering Civil View Customize Scripting Interactive Content Help Substance
Sign In
Workspaces: Default
Modeling Freeform Selection Object Paint Populate
Polygon Modeling
[+] [Top] [Standard] [Wireframe]
[+] [Front] [Standard] [Wireframe]
[+] [Left] [Standard] [Wireframe]
[+] [Perspective] [Standard] [Edged Faces]
Standard Primitives
Object Type
AutoGrid
Box Cone
Sphere GeoSphere
Cylinder Tube
Torus Pyramid
Teapot Plane
TextPlus
Name and Color
GeoSphere001
Creation Method
Diameter Center
Keyboard Entry
Parameters
Radius: 43.017
Segments: 3
Geodesic Base Type
Tetra Octa Icosa
Smooth
Hemisphere
Base to Pivot
Generate Mapping Coords.
Real-World Map Size
0 / 100
1 Object Selected
Click and drag to begin creation process
Grid = 10.0
Add Time Tag
Auto Key
Set Key
Key Filters...


V-01.max - Autodesk 3ds Max 2019 - Student Version
File Edit Tools Group Views Create Modifiers Animation Graph Editors Rendering Civil View Customize Scripting Interactive Content Help Arnold Substance
Sign In
Workspaces: Default
Modeling Freeform Selection Object Paint Populate
Polygon Modeling Modify Selection Edit Geometry (All) Polygons Loops Tris Subdivision Visibility Align Properties
[+] [Top] [Standard] [Wireframe]
[+] [Front] [Standard] [Wireframe]
[+] [Left] [Standard] [Wireframe]
[+] [Perspective] [Standard] [Edged Faces]
GeoSphere001
Edit Poly
Vertex
Edge
Polygon
GeoSphere
Preview Selection
Off SubObj Multi
25 Polygons Selected
Soft Selection
Edit Polygons
Insert Vertex
Extrude Outline
Bevel Inset
Bridge Flip
Hinge From Edge
Extrude Along Spline
Edit Triangulation
Retriangulate Turn
Edit Geometry
Repeat Last
Constraints
None Edge
Face Normal
Preserve UVs
Create Collapse
0 / 100
1 Object Selected
Grid = 10.0
Add Time Tag
Auto Key Selected
Set Key Key Filters...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Workspaces: Default
Modeling Freeform Selection Object Paint Populate
Polygon Modeling Modify Selection Edit Geometry (All) Polygons Loops Tris Subdivision Visibility Align Properties
[+] [Top] [Standard] [Wireframe]
[+] [Front] [Standard] [Wireframe]
[+] [Left] [Standard] [Wireframe]
[+] [Perspective] [Standard] [Edged Faces]
Bevel
9.142
-2.391
GeoSphere001
Modifier List
Edit Poly
Vertex
Edge
Border
Polygon
Element
GeoSphere
Preview Selection
Off SubObj Multi
25 Polygons Selected
Soft Selection
Edit Polygons
Insert Vertex
Extrude Outline
Bevel Inset
Bridge Flip
Hinge From Edge
Extrude Along Spline
Edit Triangulation
Retriangulate Turn
Edit Geometry
Repeat Last
Constraints
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Face Normal
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0 / 100
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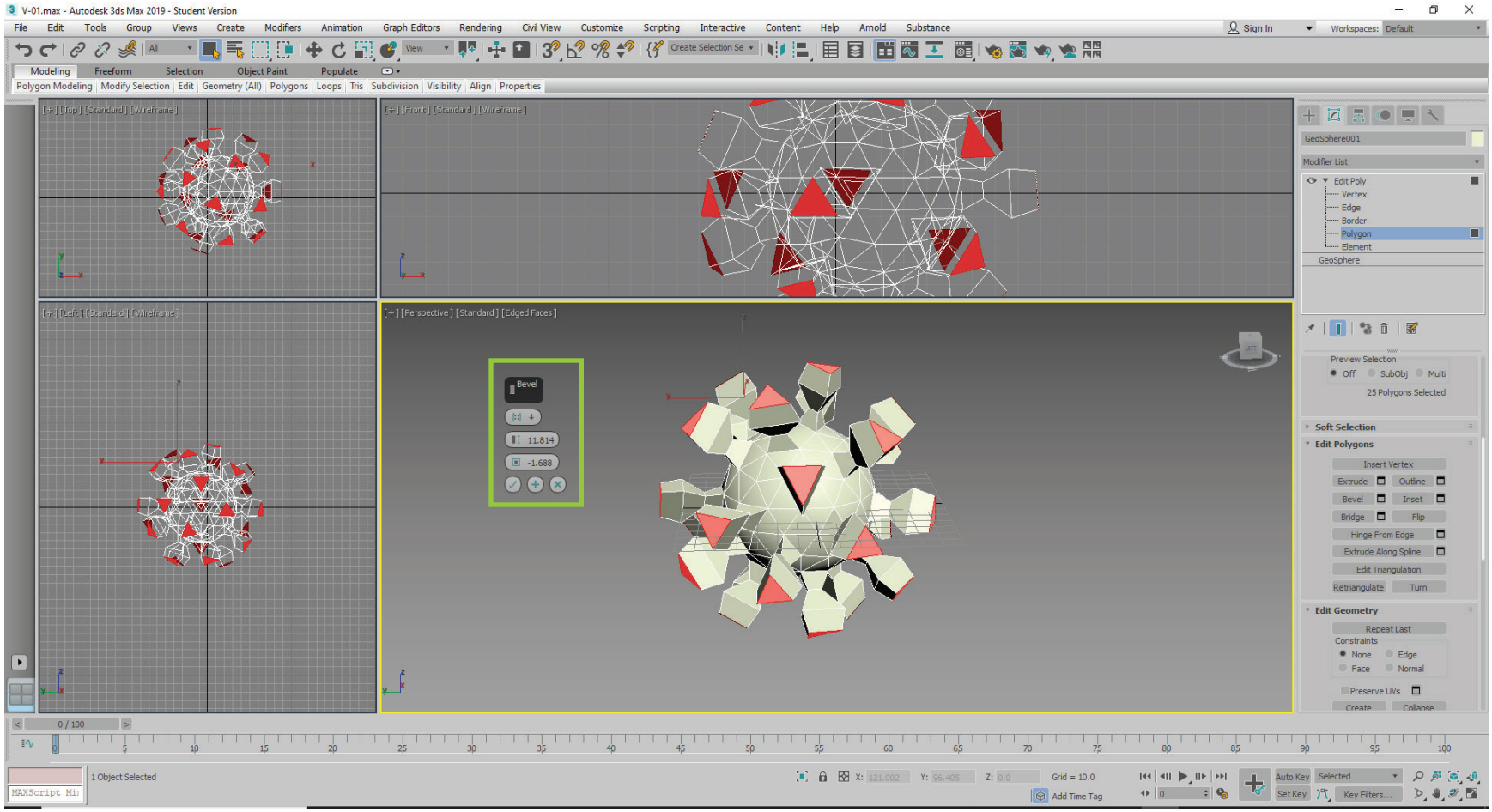
Grid = 10.0
Add Time Tag
Auto Key
Selected
Set Key
Key Filters...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Workspaces: Default
Modeling Freeform Selection Object Paint Populate
Polygon Modeling Modify Selection Edit Geometry (All) Polygons Loops Tris Subdivision Visibility Align Properties
[+] [Top] [Standard] [Wireframe]
[+] [Front] [Standard] [Wireframe]
[+] [Left] [Standard] [Wireframe]
[+] [Perspective] [Standard] [Edged Faces]
Bevel
11.814
-1.688
GeoSphere001
Modifier List
Edit Poly
Vertex
Edge
Border
Polygon
Element
GeoSphere
Preview Selection
Off SubObj Multi
25 Polygons Selected
Soft Selection
Edit Polygons
Insert Vertex
Extrude Outline
Bevel Inset
Bridge Flip
Hinge From Edge
Extrude Along Spline
Edit Triangulation
Retriangulate Turn
Edit Geometry
Repeat Last
Constraints
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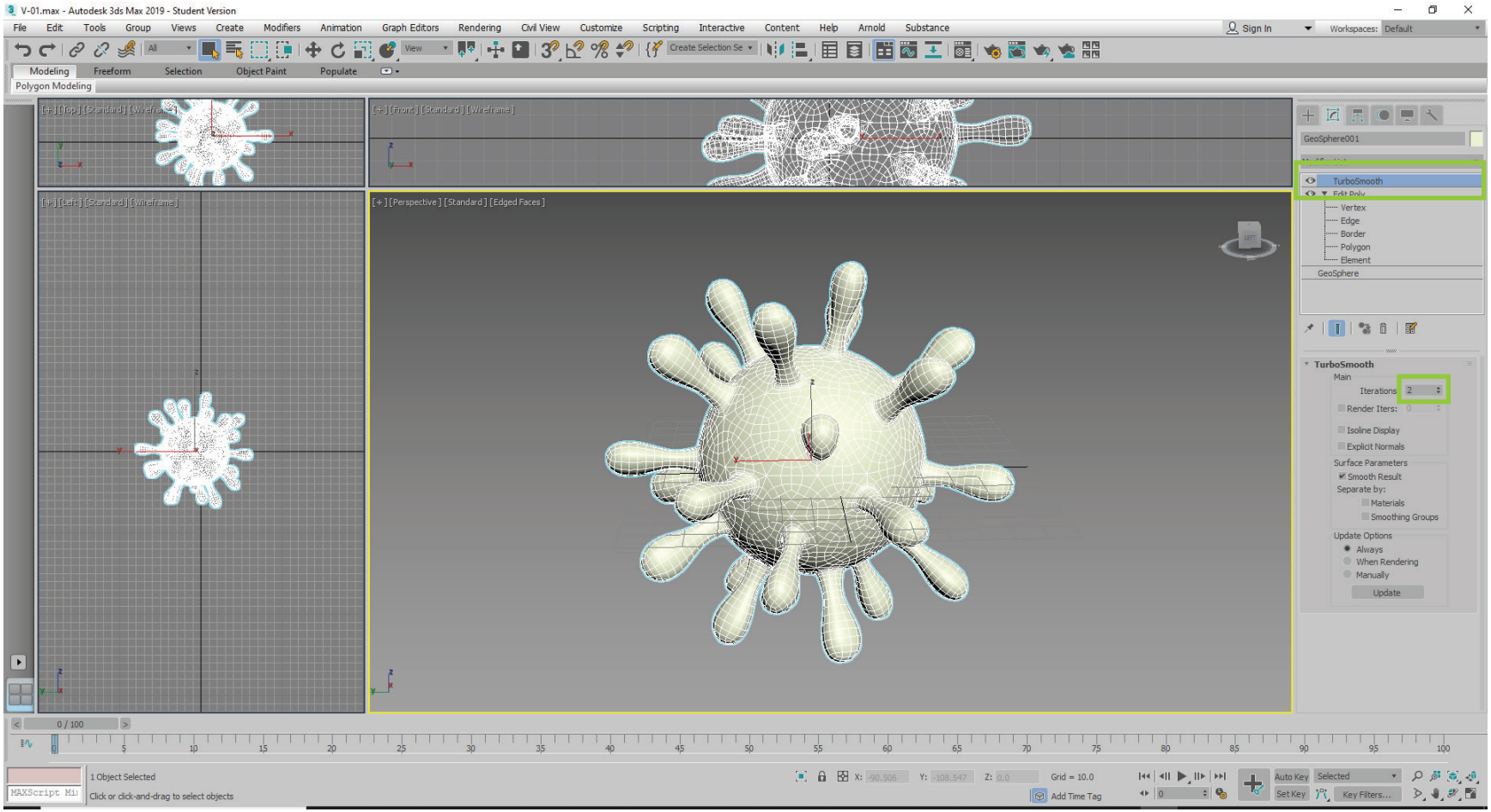
Face Normal
Preserve UVs
Create Collapse
0 / 100
1 Object Selected
Grid = 10.0
Add Time Tag
Auto Key Selected
Set Key Key Filters...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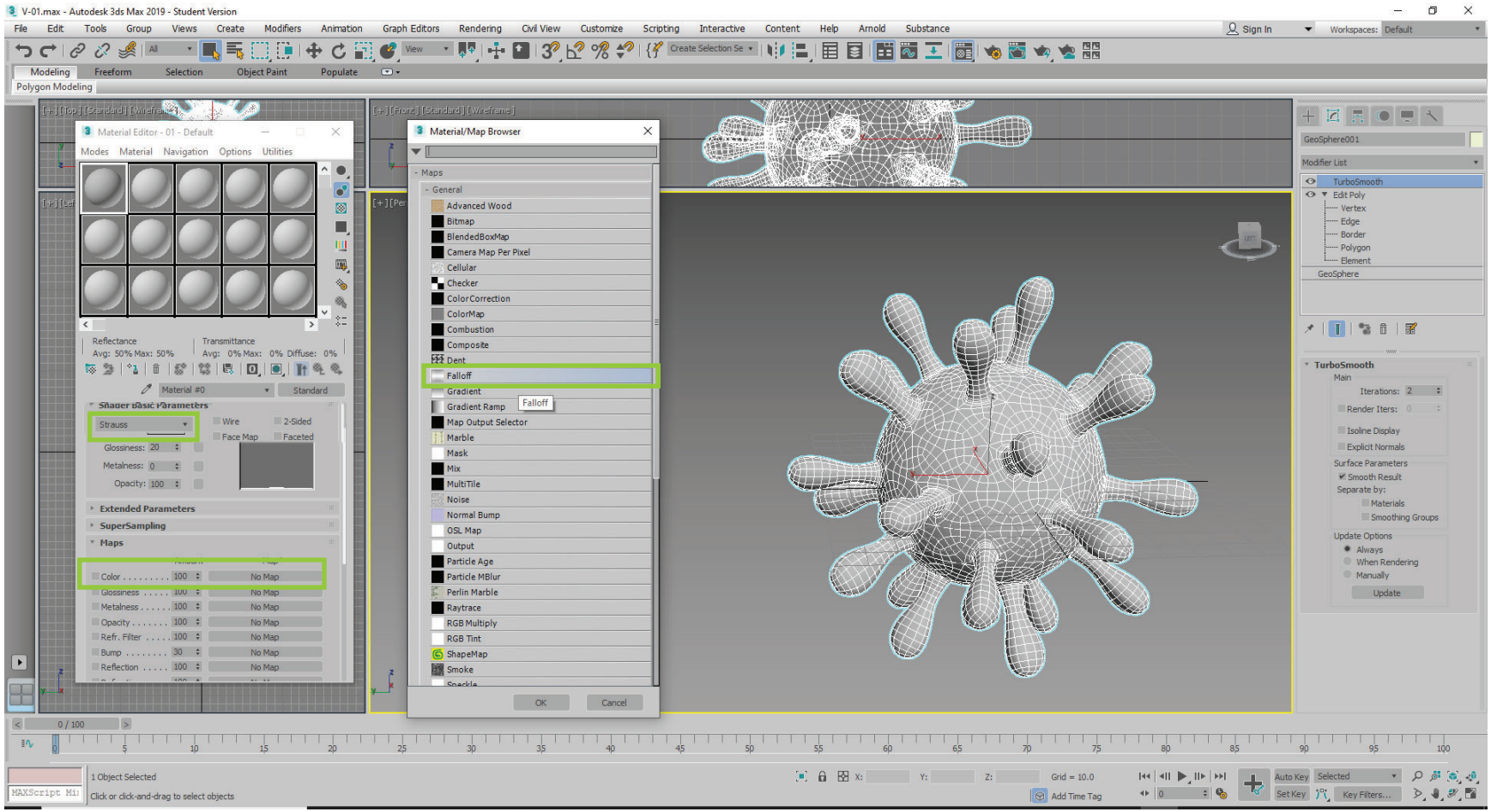
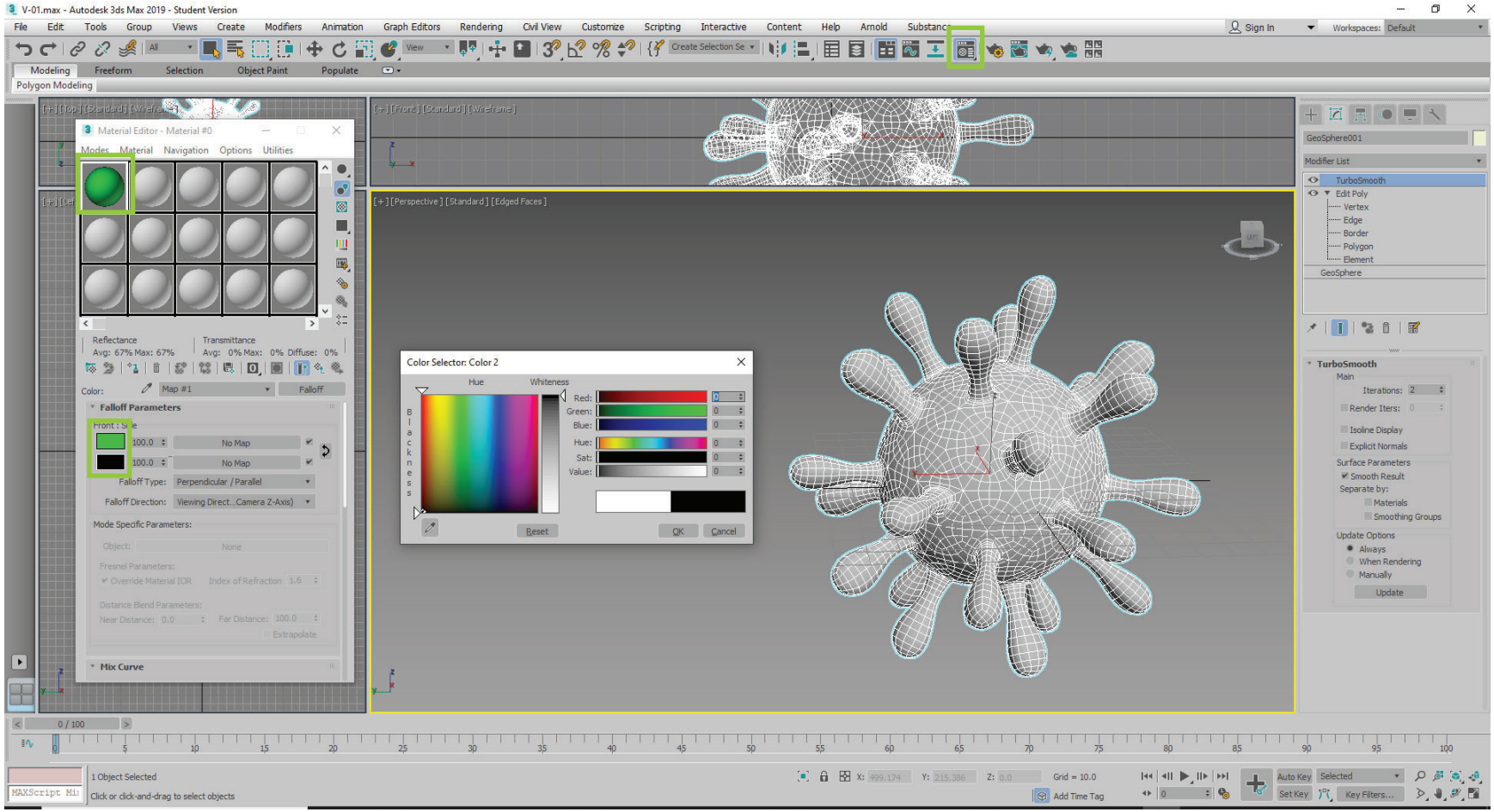
Polygon Modeling
[+] [Top] [Standard] [Wireframe]
[+] [Front] [Standard] [Wireframe]
[+] [Left] [Standard] [Wireframe]
[+] [Perspective] [Standard] [Edged Faces]
GeoSphere001
TurboSmooth
Edit Poly
Vertex
Edge
Border
Polygon
Element
GeoSphere
TurboSmooth
Main
Iterations 2
Render Iters: 0
Isoline Display
Explicit Normals
Surface Parameters
Smooth Result
Separate by:
Materials
Smoothing Groups
Update Options
Always
When Rendering
Manually
Update
0 / 100
1 Object Selected
Click or click-and-drag to select objects
Grid = 10.0
Add Time Tag
Auto Key
Selected
Set Key
Key Filters...

One reason these virus dudes are so sneaky is that they are incredibly small. They are only visible to us when we use an electron microscope. Electron microscopes create a distinctive "fall off" effect where the edges of the virus become lighter than the suface that is perpendicular to the view plane. It's a bit like looking at someone sporting a buzz cut.

Fortunately 3D Max has a material setting for just that effect.

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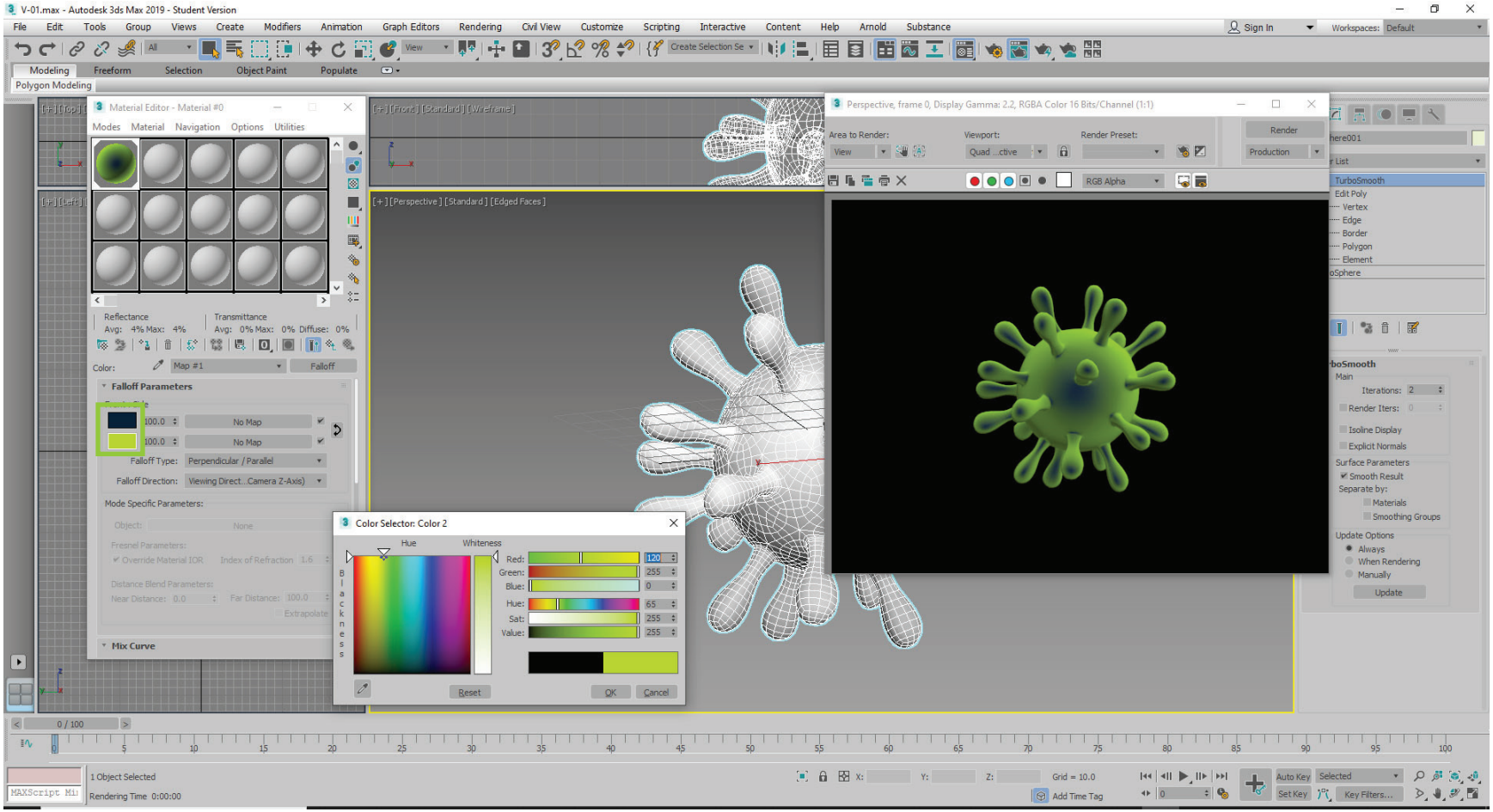
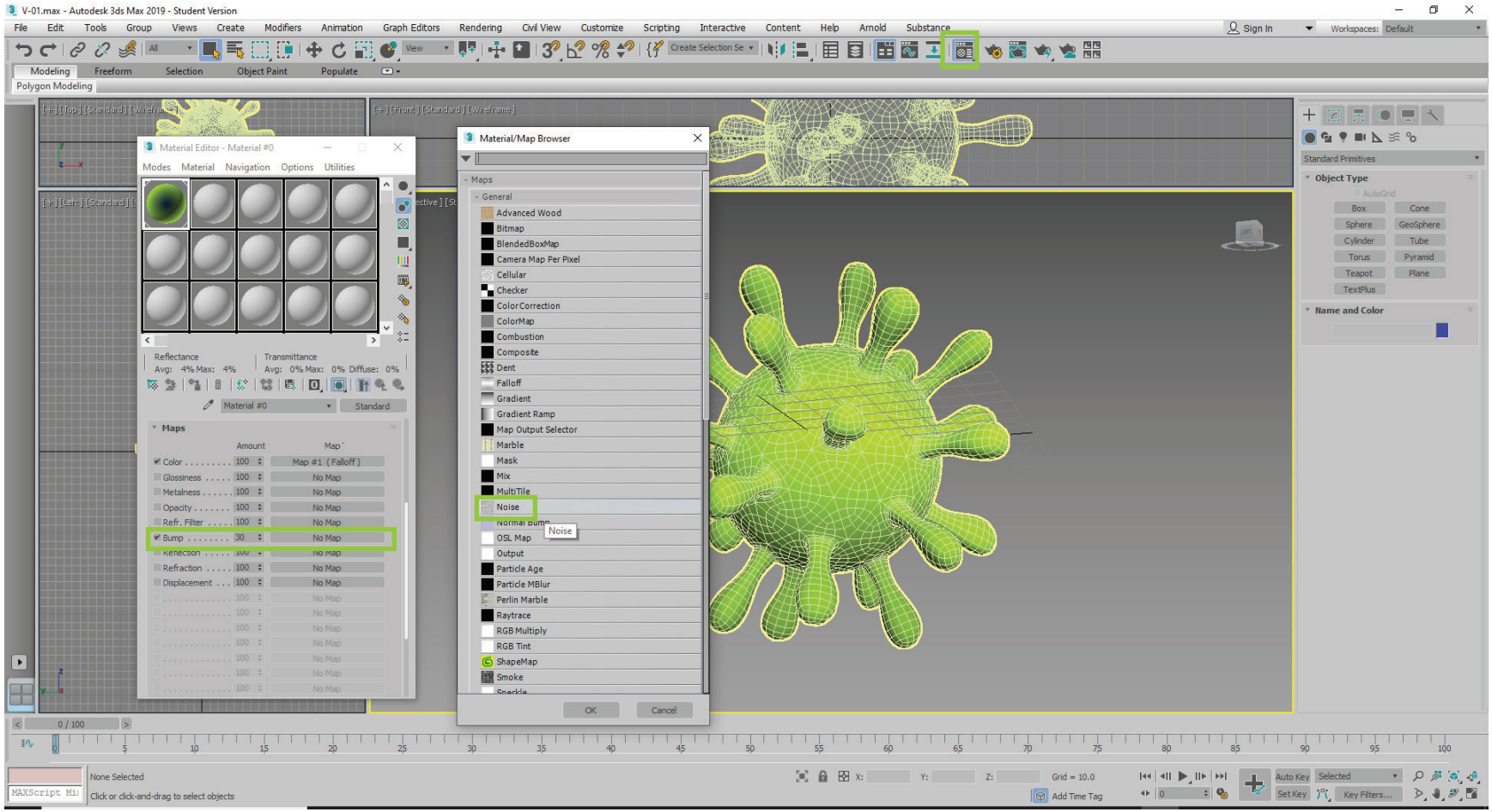
File Edit Tools Group Views Create Modifiers Animation Graph Editors Rendering Civil View Customize Scripting Interactive Content Help Arnold Substance
Sign In
Workspaces: Default
Modeling Freeform Selection Object Paint Populate
Polygon Modeling
Material Editor - Material #0
Modes Material Navigation Options Utilities
Reflectance
Avg: 67% Max: 67%
Transmittance
Avg: 0% Max: 0% Diffuse: 0%
Color:
Map #1
Falloff
Falloff Parameters
Front : Side
100.0
No Map
Falloff Type:
Perpendicular / Parallel
Falloff Direction:
Viewing Direct...Camera Z-Axis)
Mode Specific Parameters:
Object:
None
Fresnel Parameters:
Override Material IOR
Index of Refraction
Distance Blend Parameters:
Near Distance:
Far Distance:
Extrapolate
Mix Curve
[+][Front][Standard][Wireframe]
[+][Perspective][Standard][Edged Faces]
Color Selector: Color 2
Hue
Whiteness
Blackness
Red:
Green:
Blue:
Hue:
Sat:
Value:
Reset
OK
Cancel
GeoSphere001
Modifier List
TurboSmooth
Edit Poly
Vertex
Edge
Border
Polygon
Element
GeoSphere
TurboSmooth
Main
Iterations:
Render Iters:
Isoline Display
Explicit Normals
Surface Parameters
Smooth Result
Separate by:
Materials
Smoothing Groups
Update Options
Always
When Rendering
Manually
Update
0 / 100
1 Object Selected
Click or click-and-drag to select objects
Grid = 10.0
Add Time Tag
Auto Key
Selected
Set Key
Key Filters...

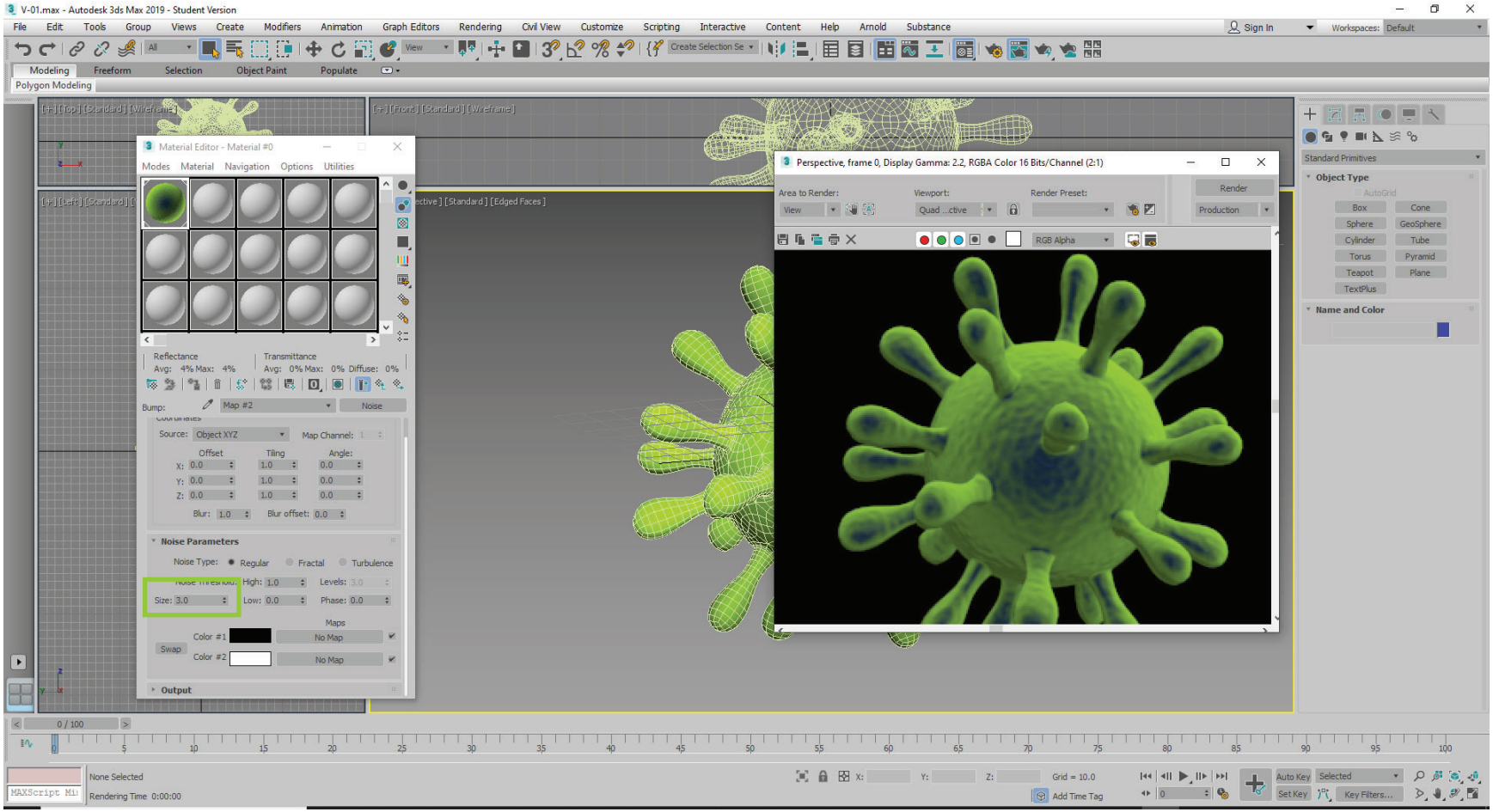

V-01.max - Autodesk 3ds Max 2019 - Student Version
File Edit Tools Group Views Create Modifiers Animation Graph Editors Rendering Civil View Customize Scripting Interactive Content Help Arnold Substance
Material Editor - Material #0
Modes Material Navigation Options Utilities
Falloff Parameters
Mix Curve
[+][Perspective][Standard][Edged Faces]
Perspective, frame 0, Display Gamma: 2.2, RGBA Color 16 Bits/Channel (1:1)
Color Selector: Color 2
Hue
Whiteness
Blackness
Red:
Green:
Blue:
Hue:
Sat:
Value:
Reset
OK
Cancel
TurboSmooth
Edit Poly
Vertex
Edge
Border
Polygon
Element
1 Object Selected
Rendering Time 0:00:00

Put some final fouchen this bad boy before we do some animating

We'll add a bit of texture using a bump map.



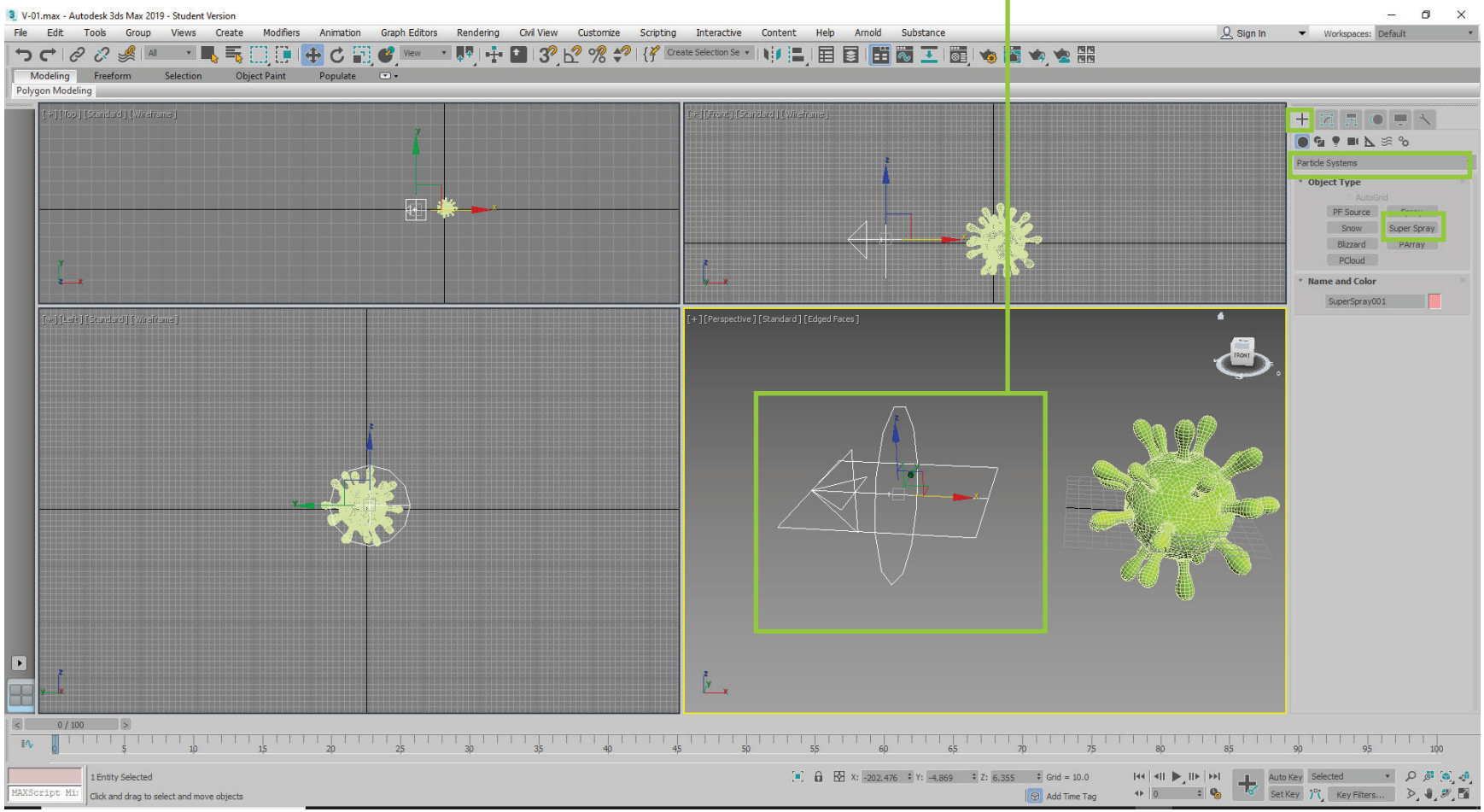
Set the size of the bump map low, around 3.0



NEXT SET ANIMATION!

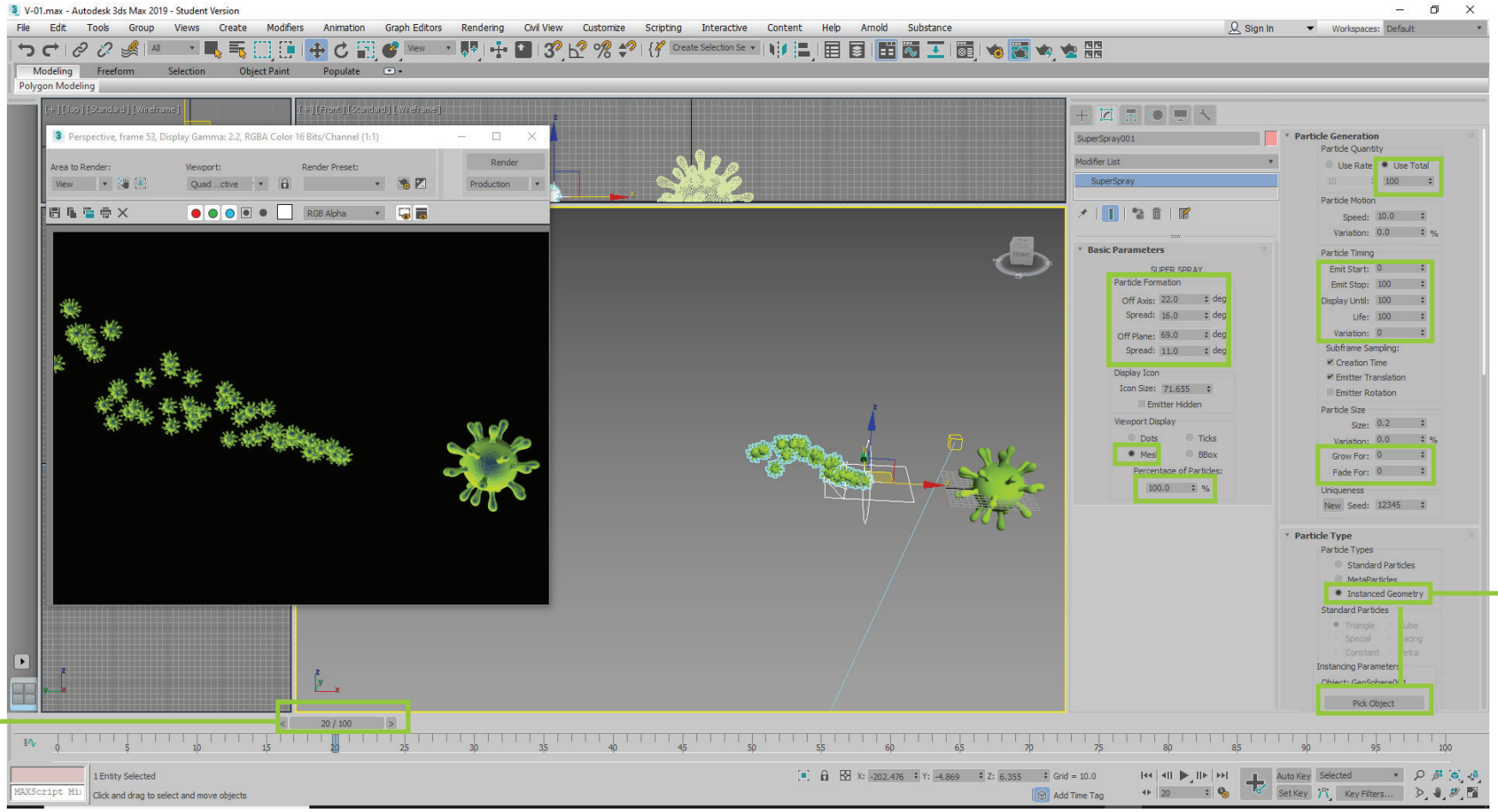
You're going to animate these tiny punks as if they're been shot out of a schnozzola.

Find the SuperSpray button. Click and drag a SuperSpray icon in your viewport.



SuperSpray has a ton of parameter settings. Here's a brief list of setting that will get you start for this project.

1. First set your animation scrubber to frame 20.
2. Select "Instanced Geometry" then click the "Pick Object Button" and then click on your virus.



MORE COMING SOON
CHECK BACK