MODELING TECHNIQUES

Low Poly Box Modeling in 3D Max

The simplest way to learn Box Modeling is, well, start with a box. Boxes are found on the "Create" panel, under "Standard Primitives".

Next, apply the "Edit Poly" modifier found on the drop down "Modifier List".

Open the Edit Poly modifier and select "Polygon".

Then select "Extrude".

Finally, click on one of the sides of the cube, hold the mouse button down and move the mouse. A new set of polygons will appear.

Continue clicking sides of the cube to make a more complex shape.

Try the "Bevel" tool. This tool with extrude and resize the face of the polygon.

Experiment with the other tools on the panel.

Use the "Move"" tool to move the vertices, Edges & Polygons to sculpt your design.