

If you are new to 3D Max and modeling, this is a good project to begin learning about the program. Follow the steps below. They will guide you to the creation of a simple device

If you have experience using 3D Max, then feel free to skip forward and be creative. The example below should give you some inspiration.



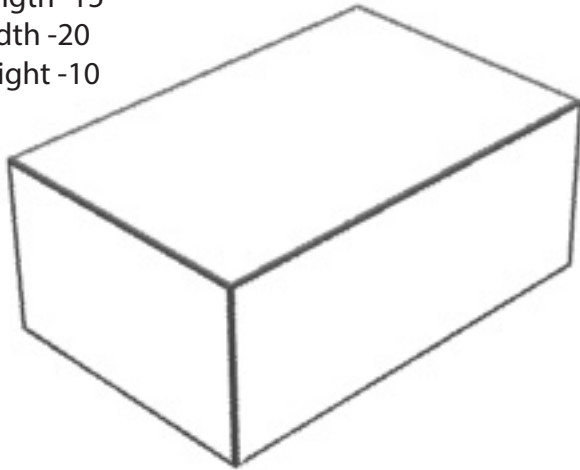
Examples of a Plasma Devices

A plasma device is any theoretical device designed to project plasma (high-energy ionized gas). The plasma is typically created by superheating lasers.

The plasma device that you will create for our class is non-leathal and intended to melt metallic obstacles inside the game level.

You will be using a method of modeling called "Box/Poly" modeling to create your device.

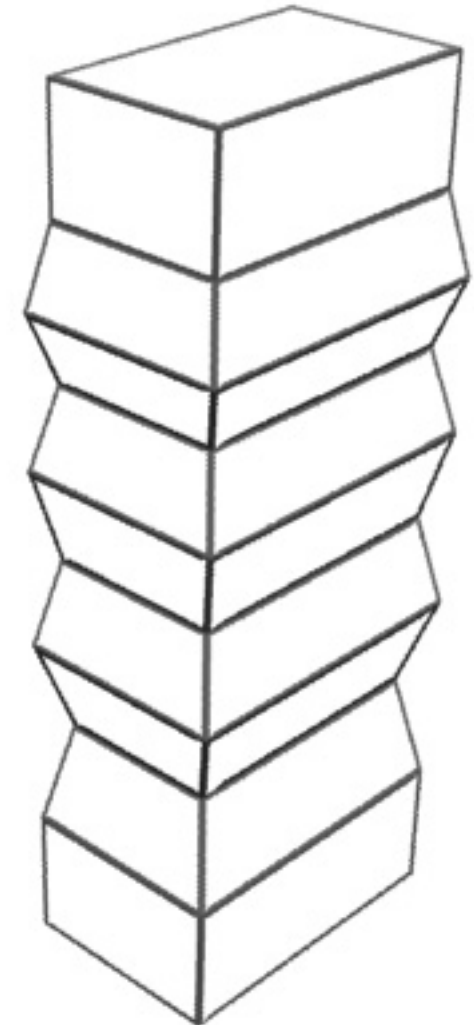
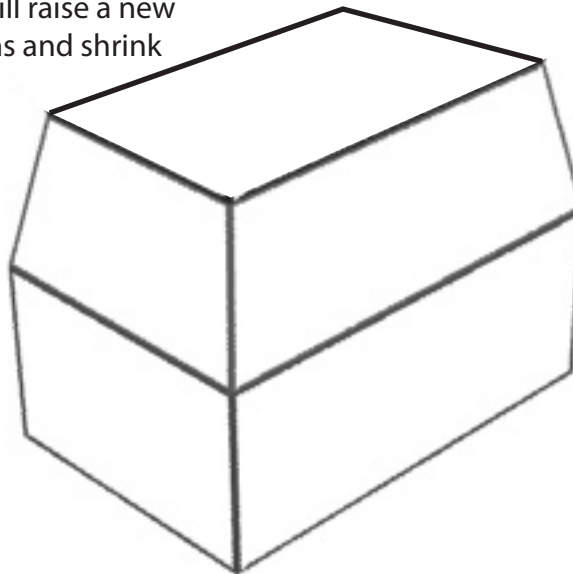
1. Begin with a simple Box Primitive set to:
Length -15
Width -20
Height -10



This is what your final device will look like.



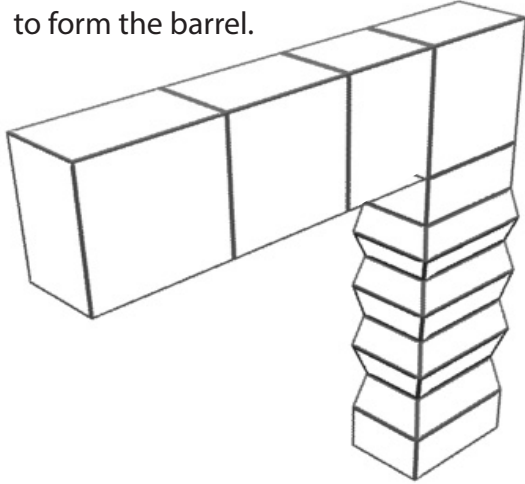
2. Next, make a simple "Bevel". This will raise a new set of polygons and shrink the top face.



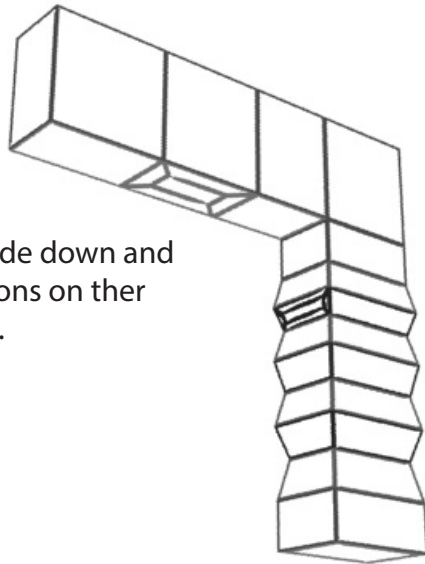
3. Continue beveling in and out. This will form the grip of the plasma device.

Continue creating the volume of the device.

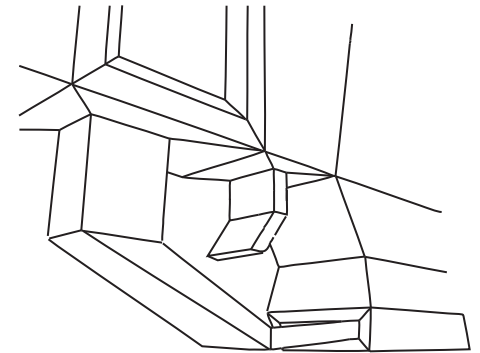
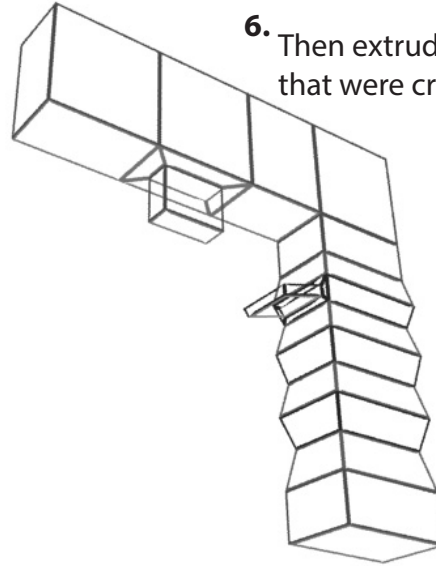
4. Make the final bevel long, with no resizing. Then "Extrude" in the lateral direction to form the barrel.



5. Tilt the model upside down and "Inset" the 2 polygons on the barrel and the grip.

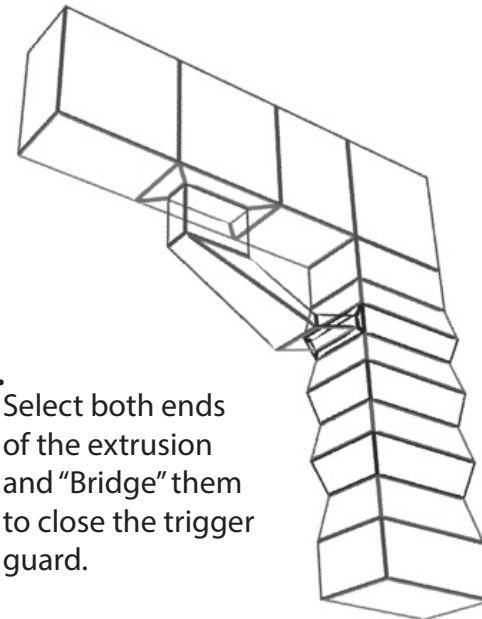


6. Then extrude the 2 polygons that were created by the inset.

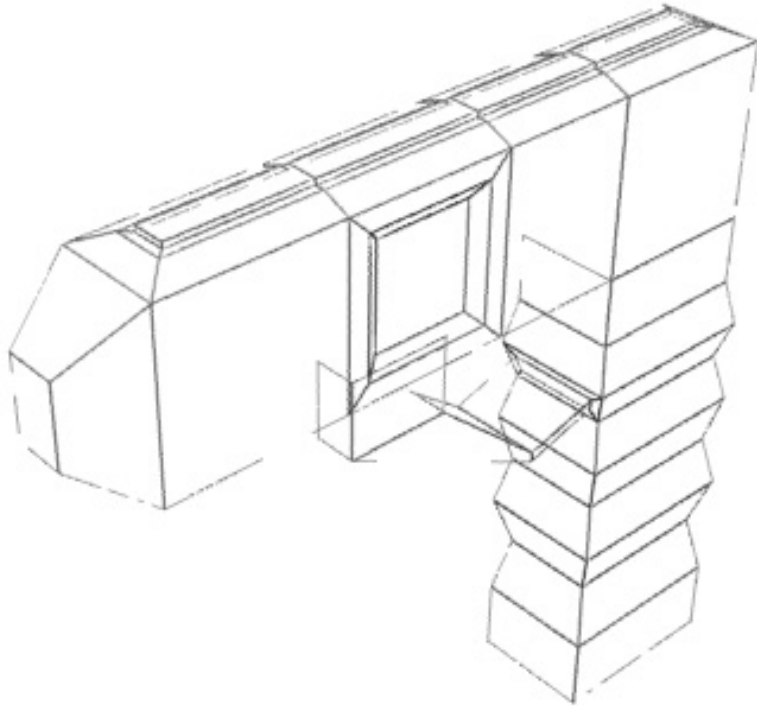


8. Just as you made the trigger guard, inset and extrude the trigger.

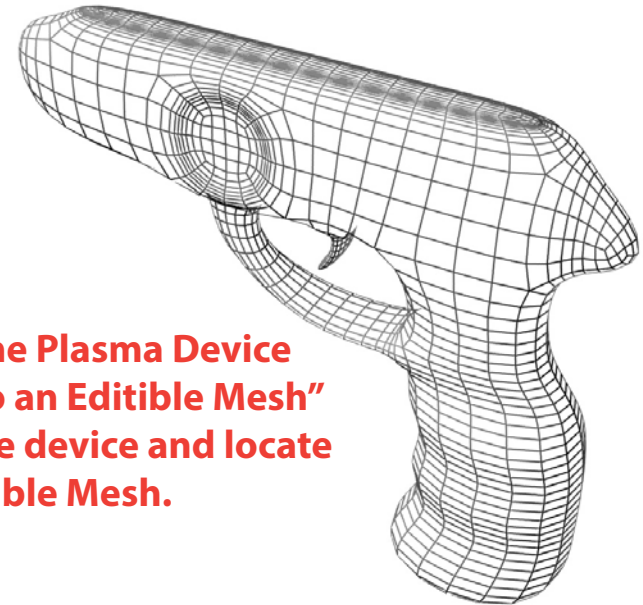
7. Select both ends of the extrusion and "Bridge" them to close the trigger guard.



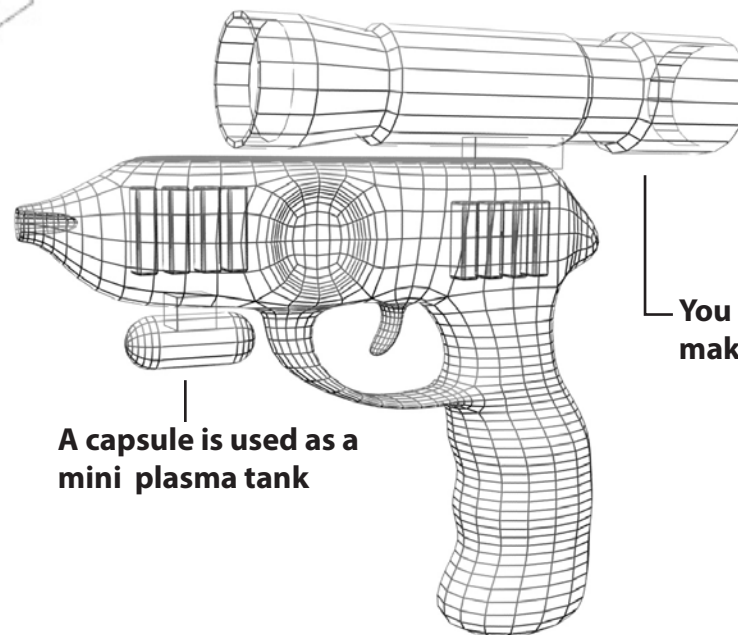
The basic form of the Plasma device is complete. The details are made using the same processes (Extrude, Bevel, Inset, Bridge) and primitives and extended primitives. Last, place the "TurboSmooth" modifier on top of the stack and the device is smoothed.



NOTE: After Completing the Plasma Device make sure to "Convert it to an Editable Mesh" and save. Right click on the device and locate "Convert to:" & select Editable Mesh.



8. Additional elements can be attached to the device (see the illustration right)



A capsule is used as a mini plasma tank

You can box model a "Cylinder" to make a scope.