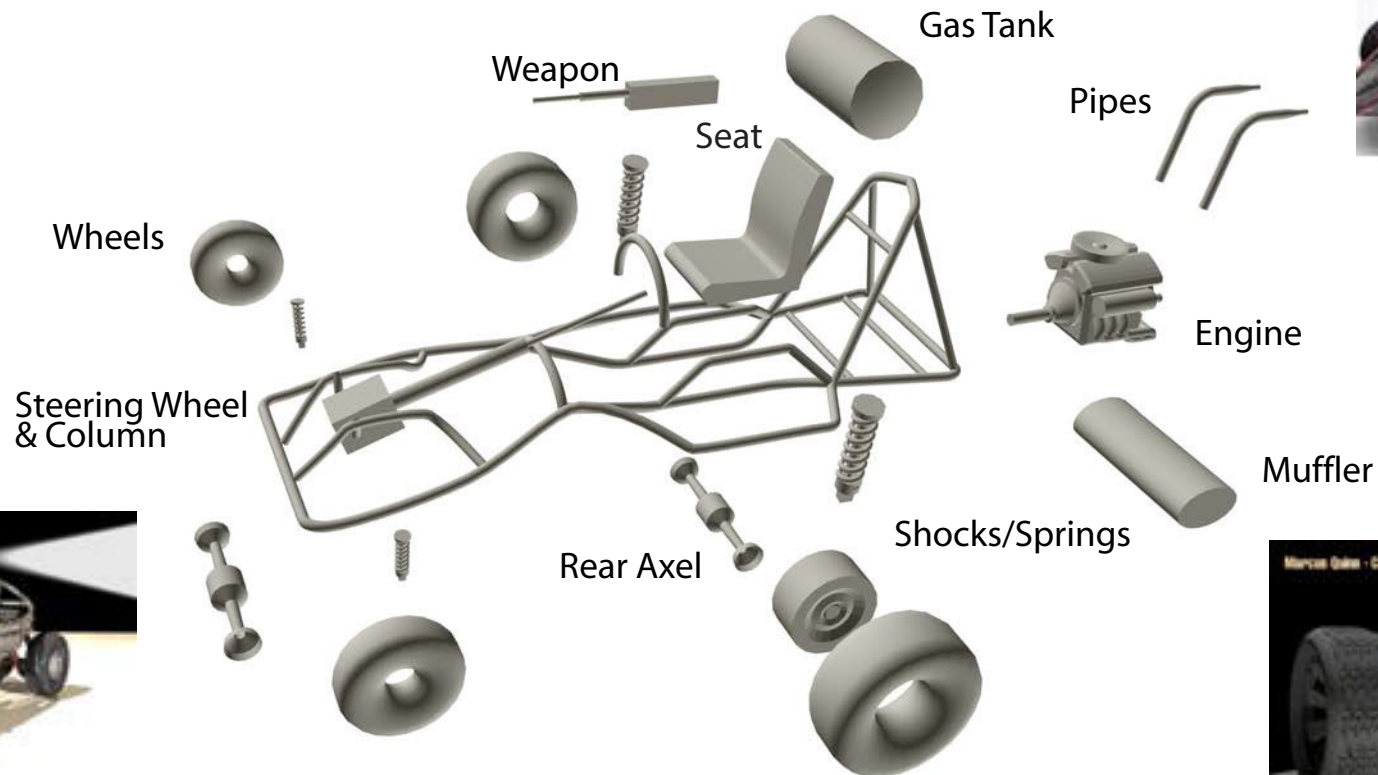Games need to run fast so the models (meshes) in the games need to use as few polygons as possible. The more polygons on a model, the longer it takes for the game engine to process, hence the slower the game play.

The Dune Buggy model has a limit of 20,000 polygons. To keep a running polygon count open *Views - Viewport Configuration -Statistics - Show Statistics in Active View*

Furthermore, all polygons should be 4 sided (A few 3 sided are allowed). This makes modeling a bit more tricky.

**1.** A check list of parts of essential parts of a dune buggy is:

Gas Tank

Weapon

Pipes

Seat

Wheels

Engine

Steering Wheel & Column
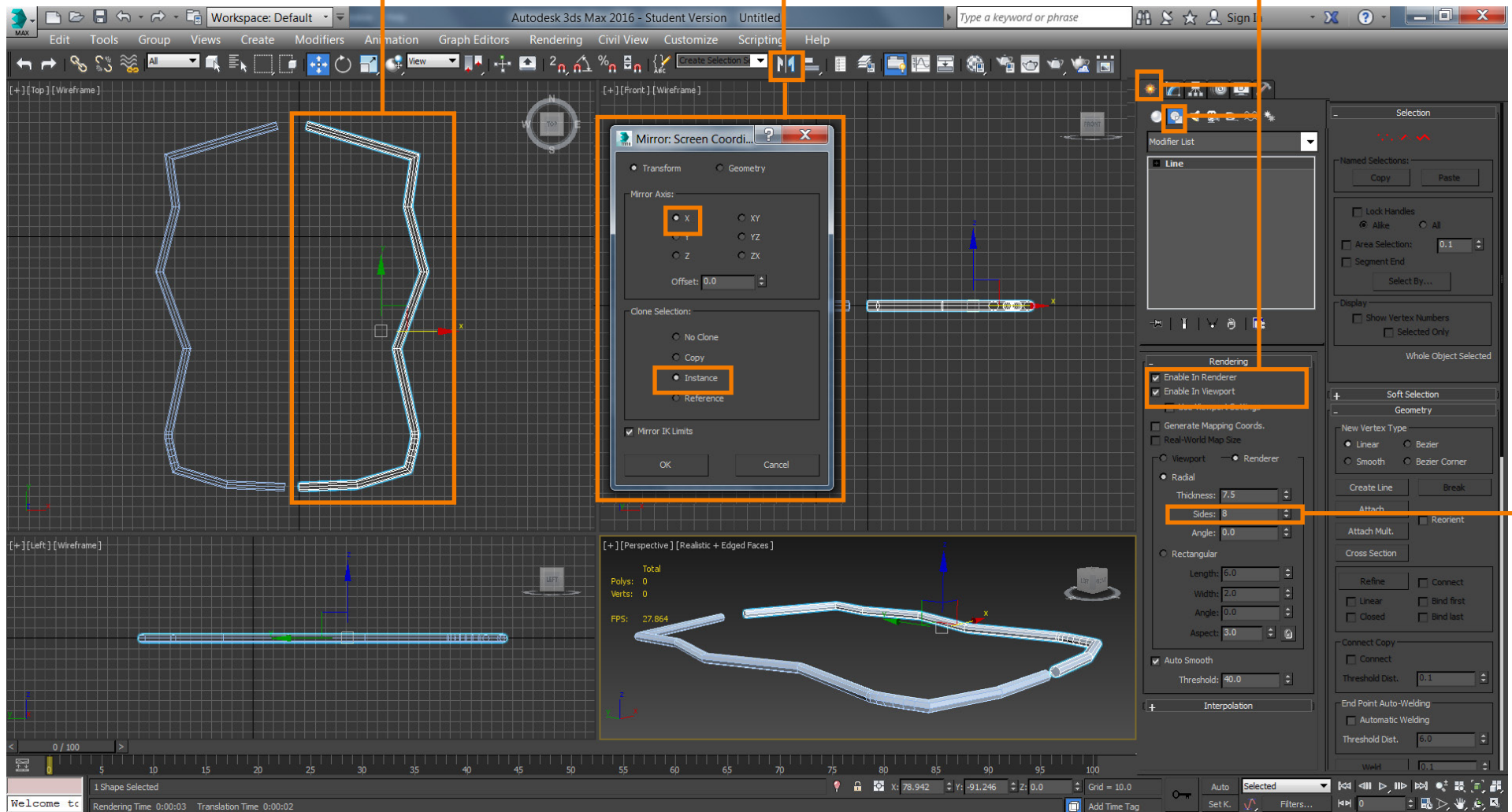
Muffler

Shocks/Springs

Rear Axel

Next you will develop the frame onto which all other parts will be placed. Frames are made using the "Line" tool. You need only make one side of the frame. The opposite side is made by "Cloning" an "Instance".
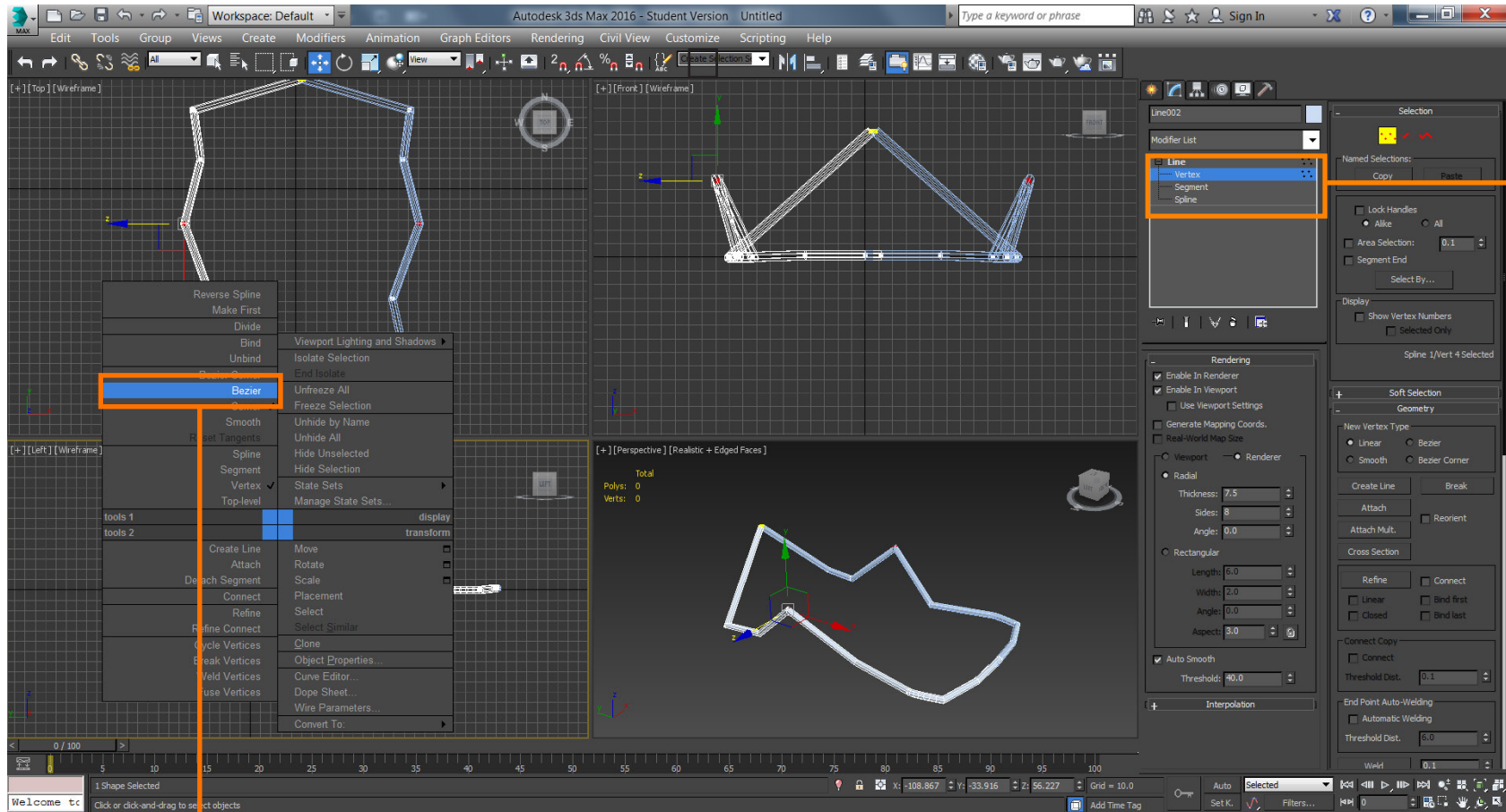
**6.** Reduce the sides to "8".

**5.** In the "Top" Viewport - Draw one side of the frame. (Turn these on)

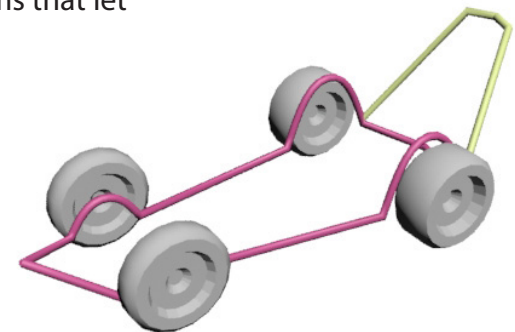**7.** Use the reflect tool to clone the other side.

## Shape the frame using the Sub Object Level



**1.** Right click on a vertex and choose "Bezier" This gives you control arms that let you shape the frame.

**Fill-in the rest of your buggy with more lines to make a stable and believable structure. Be creative. Make your buggy look different.**

**More parts for your vehicle can be found on the Create Panel/Sub-Panel "Extended Primitives" and "Dynamic Objects".**

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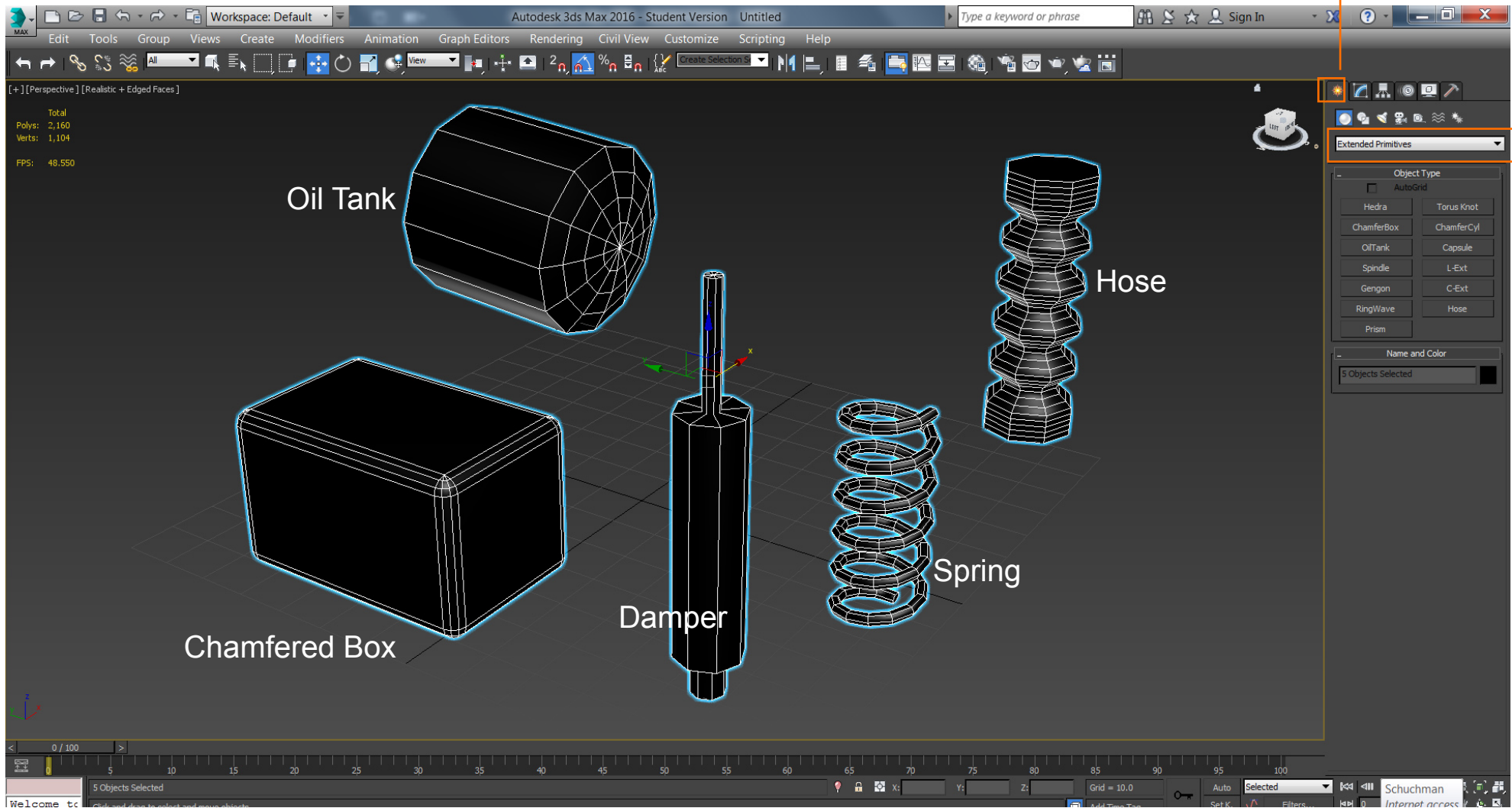
In addition to the parts you build in 3D Max, there are a few body parts (fenders, hoods etc.) on the "I" drive in folder called Max's Junkyard.

You can make a copy of this folder and paste it into your own folder.

Use the "Import" command in 3D Max to bring the various parts into your Mad Max file.

You can enter your Mad Max Vehicle into the class contest at the end of the semester. The winner receives a $25 gift certificate.

1ST PLACE AWARD
JANUARY 23, 2018

MAD MAX ASSAULT VEHICLE
3D MODELING CONTEST*

KEANU MIYASHIRO

Career Technical Education
SoCal ROC

David Turner

Judge - David Turner

Instructor - Robert Schuchman

*Original Parts