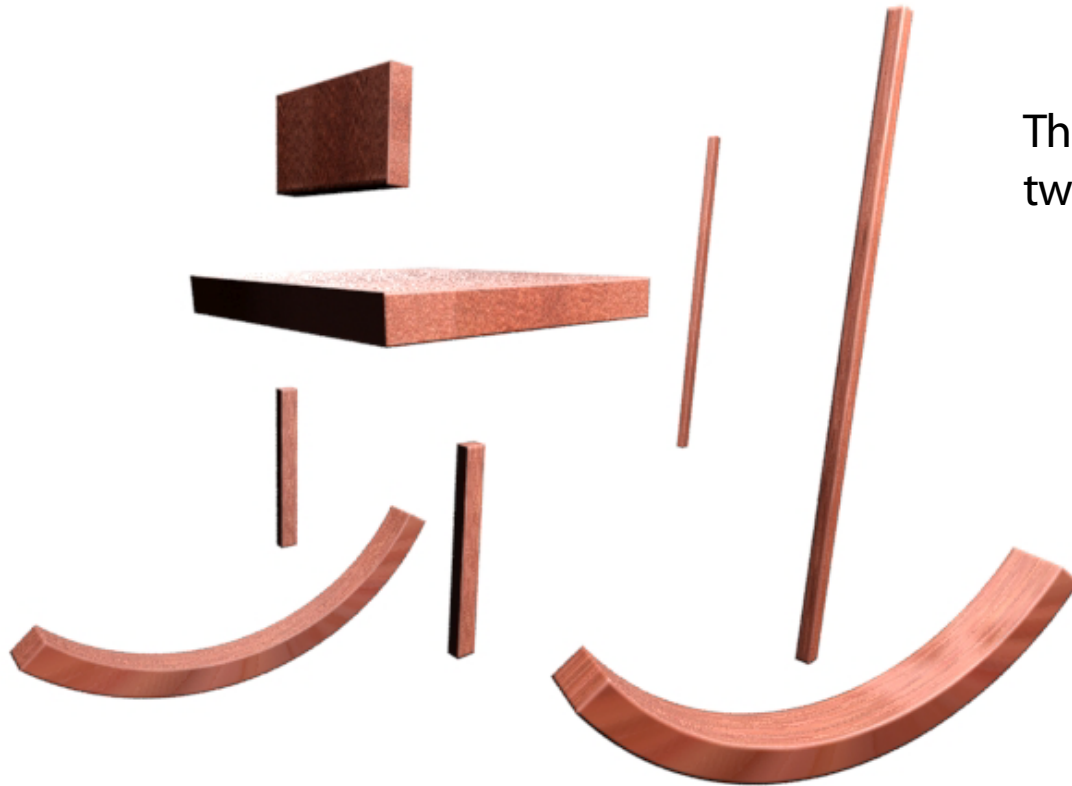# Assembling Primitives and Extended Primitives

3D Modeling requires nurturing the ability to look at an object, say simple chair, and disassemble it into its' component parts.
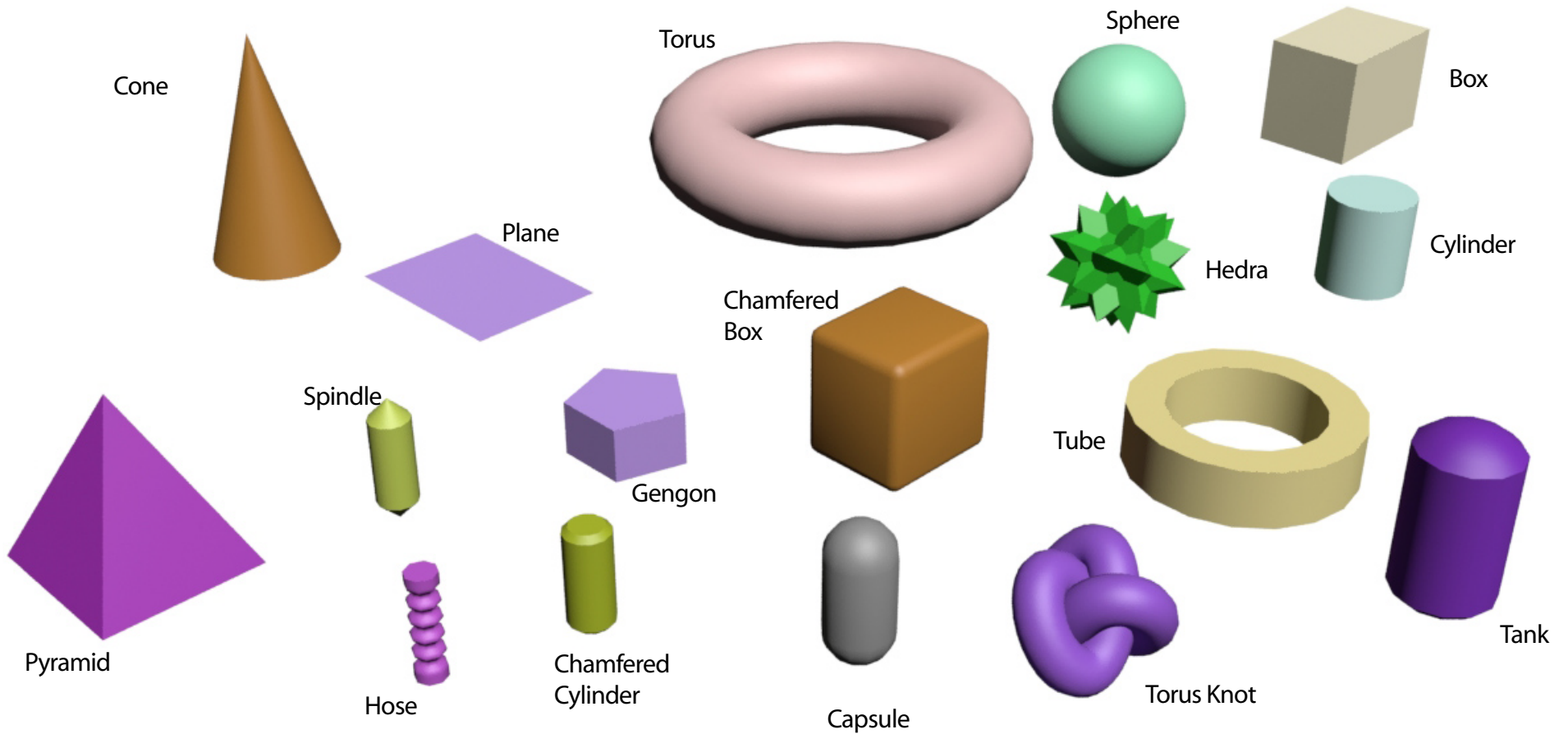
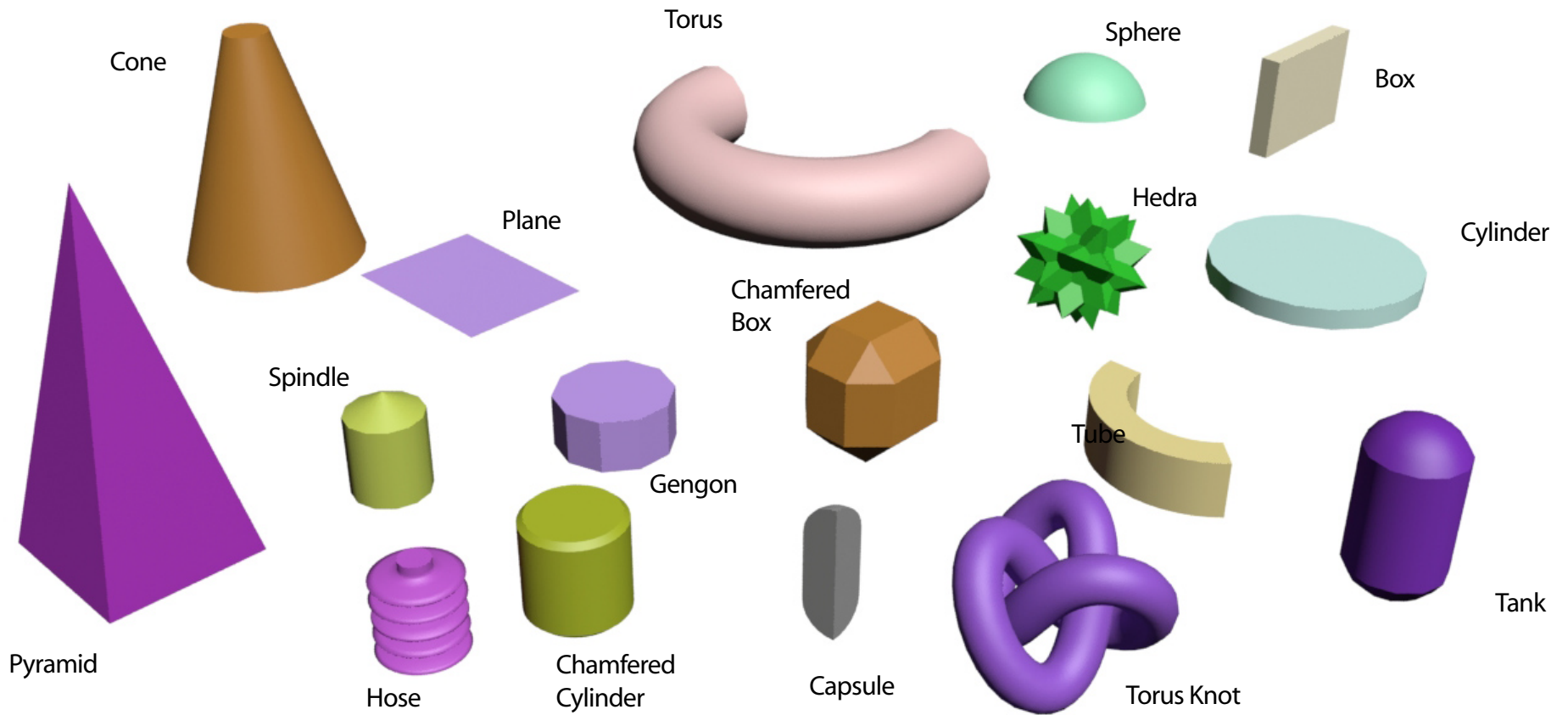This rocking chair was modeled using only two types of "primitives".-Boxes and Tubes.

Assembling Primitives and Extended Primitives

3D Max has around two dozen useful primitives and extended primitives

Cone

Plane

Torus

Sphere

Box

Cylinder

Hedra

Chamfered Box

Spindle

Gengon

Tube

Tank

Pyramid

Hose

Chamfered Cylinder

Capsule

Torus Knot

Here are the same primitives with their parameters adjusted.

Cone

Torus

Sphere

Box

Plane

Hedra

Cylinder

Chamfered Box

Spindle

Gengon

Tube

Pyramid

Capsule

Tank

Hose

Chamfered Cylinder

Torus Knot

Practice: Worth 10 points

Choose 1 of the following objects and using the primitives and extended primitives model them as accurately as possible. Don't worry about the "materials" (wood, glass), we'll cover that later.

Skills you will need:

1. Creating box's, tubes, & cylinders.
2. Adjusting the "parameters" of the above geometry. (segments)
3. Cloning geometry.
4. Transforming:
   Move
   Rotate
5. Modifiers - Bend, FFD, Stretch etc.

Project: Worth 50 points

Design a custom rocking chair. Your grade is based on the beauty and originality of the design.

Examples of custom design rocking chairs.