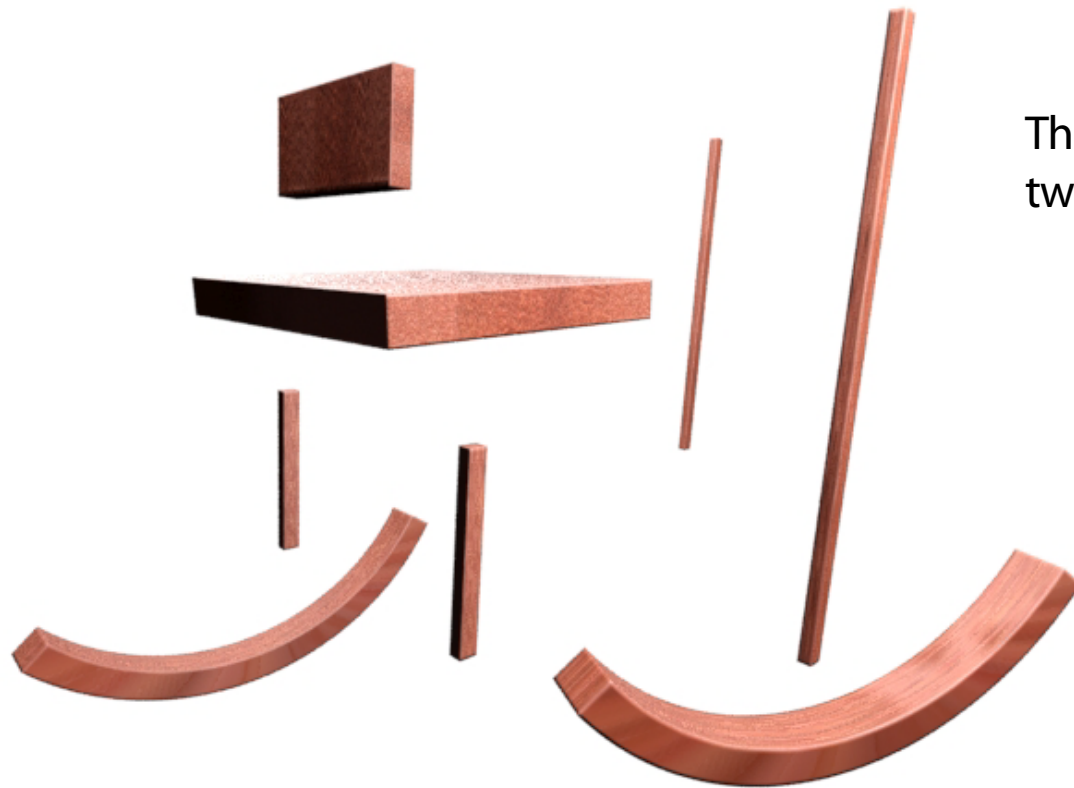# Assembling Primitives and Extended Primitives

3D Modeling requires nurturing the ability to look at an object, say simple chair, and disassemble it into its' component parts.
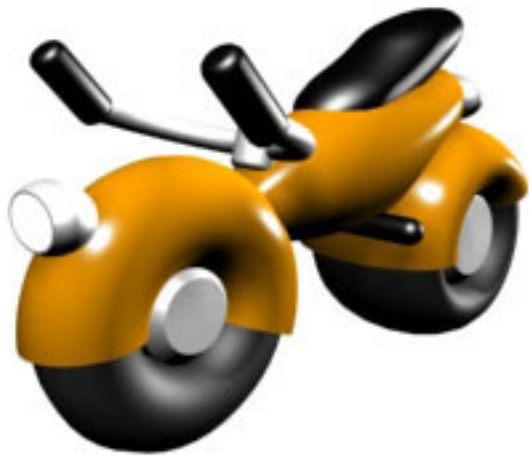
This rocking chair was modeled using only two types of "primitives".-Boxes and Tubes.
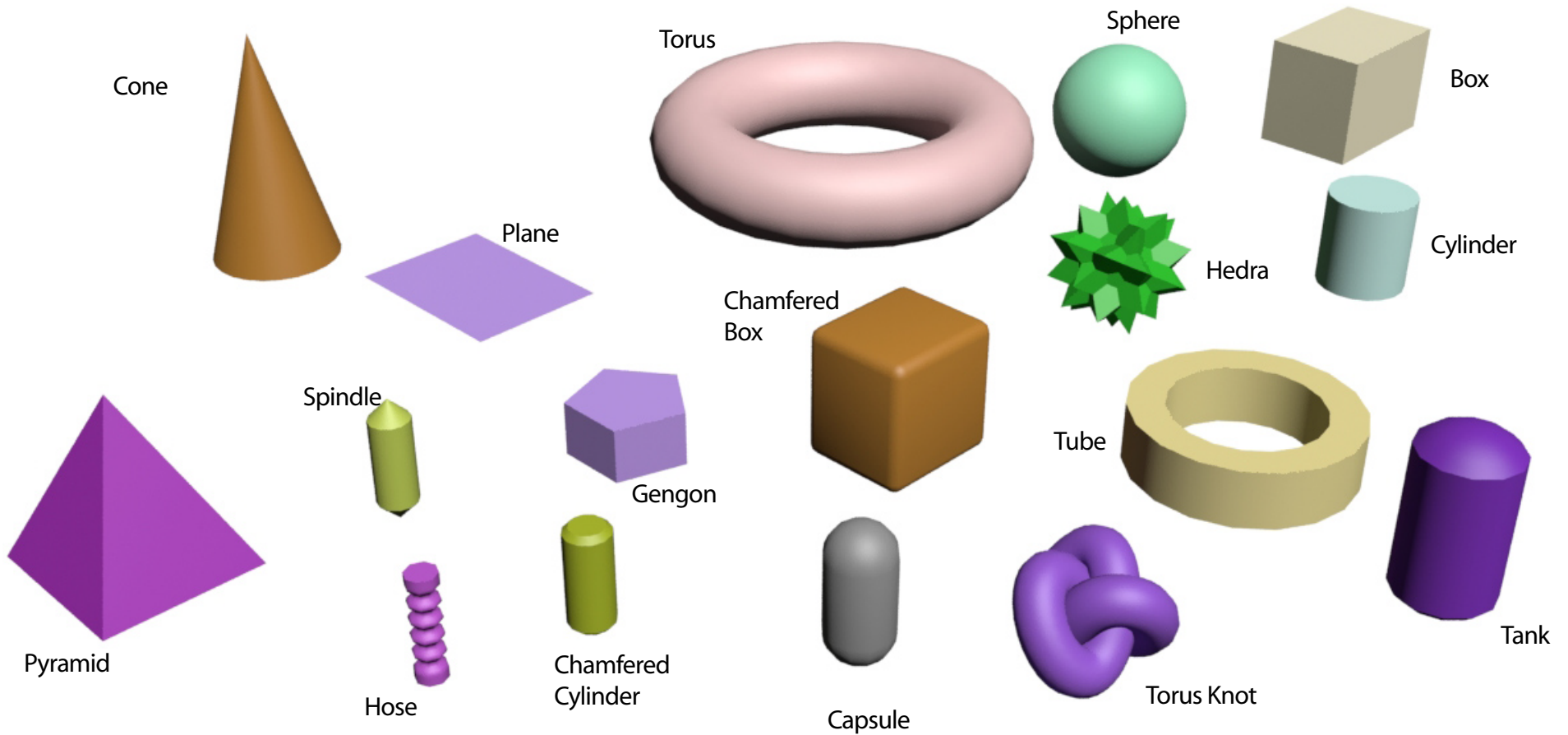
Primitives can also be used to design custom objects like this motorcycle

This motorcycle uses torus', tubes, spheres, and chamfered cylinders,

Assembling Primitives and Extended Primitives
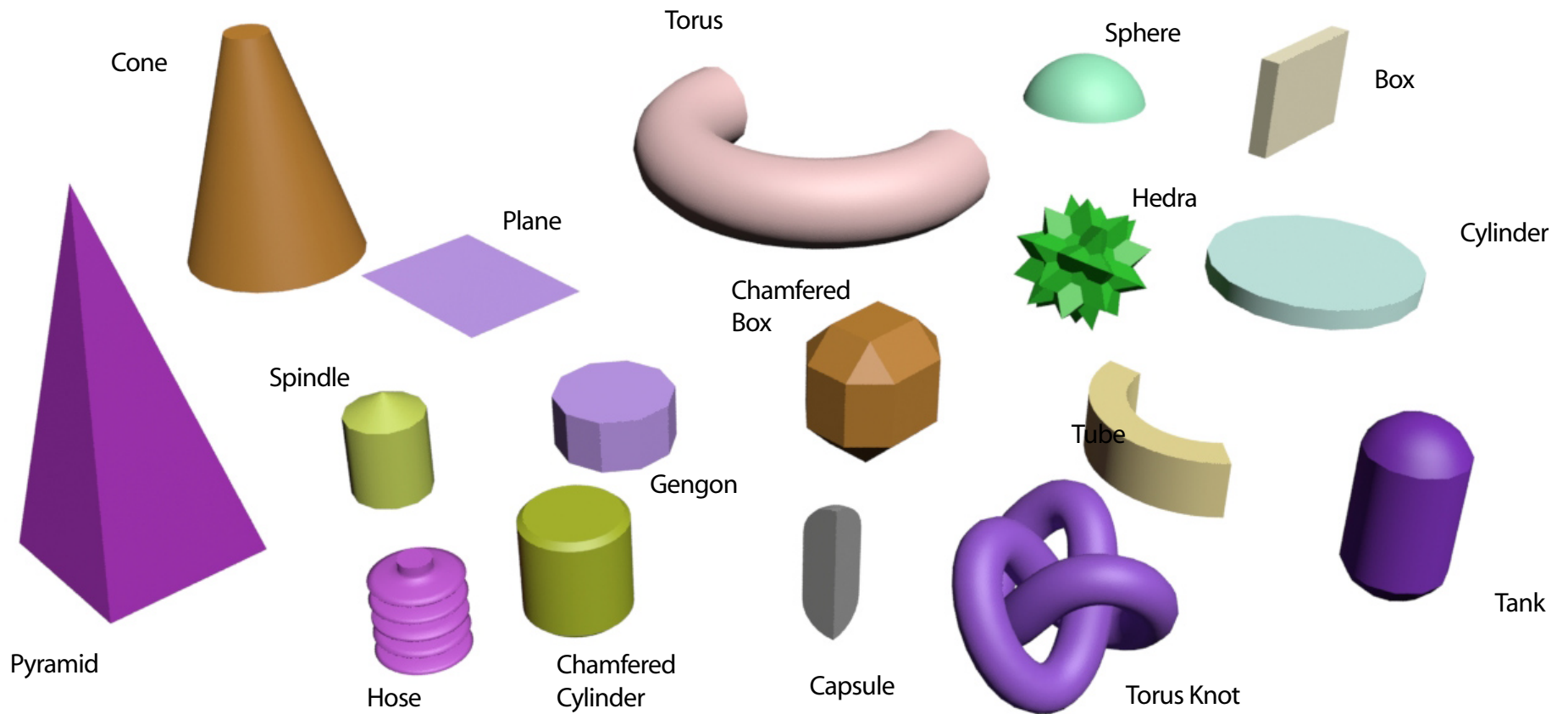
3D Max has around two dozen useful primitives and extended primitives

Cone

Torus

Sphere

Box

Plane

Cylinder

Hedra

Chamfered
Box

Spindle

Gengon

Tube

Pyramid

Chamfered
Cylinder

Capsule

Torus Knot

Tank

Hose

Assembling Primitives and Extended Primitives

Here are the same primitives with their parameters adjusted.

Cone

Torus

Sphere

Box

Plane

Cylinder

Hedra

Chamfered Box

Spindle

Pyramid

Gengon

Tube

Tank

Hose

Chamfered Cylinder

Capsule

Torus Knot

ASSIGNMENT:

Choose 3 of the following objects (or choose three of your own) and using the primitives and extended primitives model them as accurately as possible.