Sub-Object Level
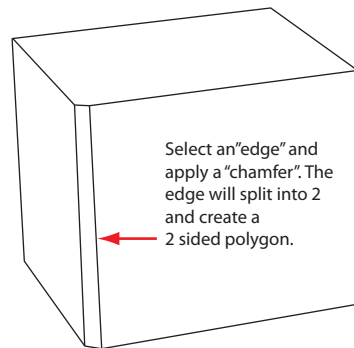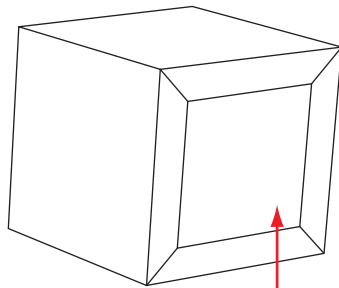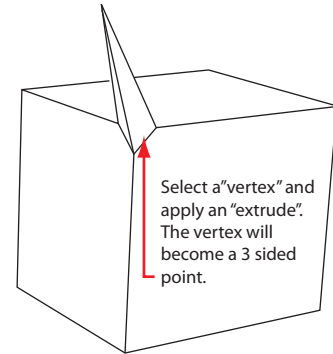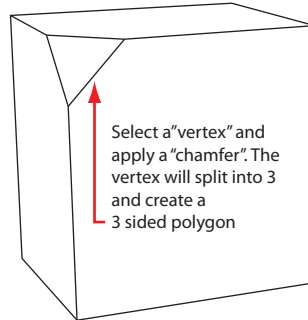
All "Geometry" and "Shapes" (Objects) in 3D Max are made of a combination of sub-object parts. You can place the "Edit Poly" modifier on 3D objects or the "Edit Spline" modifier on 2D objects and access their sub-objects. You may then select and move them to develop your models.

Here are some Sub-Object modeling techniques.

These are the Sub-Objects for a box:
- •Vertex
- •Edge
- •Border
- •Polygon
- •Element

Select a "vertex" and apply a "chamfer". The vertex will split into 3 and create a 3 sided polygon

Select a "vertex" and apply an "extrude". The vertex will become a 3 sided point.

Select a "polygon" and apply an "inset" and a second polygon is made inside the first.

Select an "edge" and apply a "chamfer". The edge will split into 2 and create a 2 sided polygon.

Select a "polygon" and apply an "extrude". The poly will grow 5 more sides.

Apply a "Bevel" and the polygon will grow and shrink (or expand) depending on how you move the mouse!

These are the Sub-Objects for the letter "T". A text shape found in the Shapes panel:
- • Vertex
- • Segment
- • Spline

Select a "Vertex" and reshape the 2D shape.

Select an "Edge" and use "Divide" to add more vertices.

Select the "Spline" and click "Outline".

Select a corner "Vertex" and round the corner of with the "Fillet" tool.