

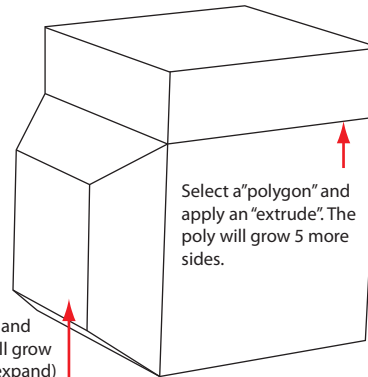
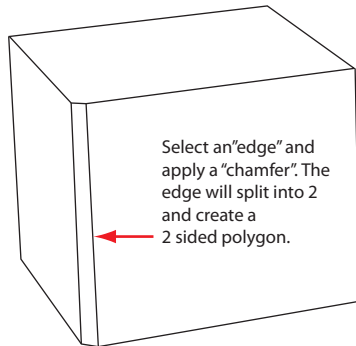
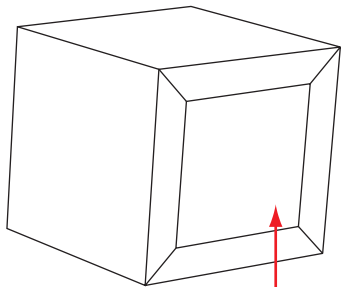
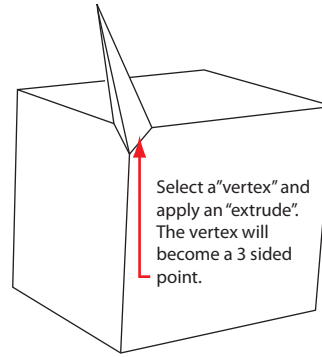
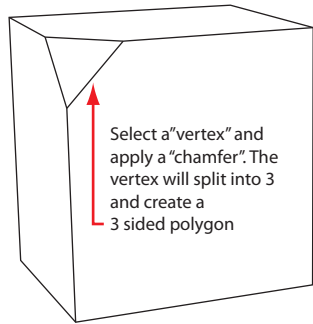
# Sub-Object Level

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

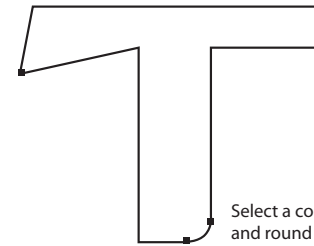


Select a "polygon" and apply an "extrude". The poly will grow 5 more sides.

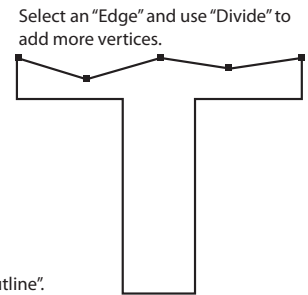
These are the Sub-Objects for the letter "T". A text shape found in the Shapes panel:

- 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".

