3DMax and Box Modeling

The interface of 3D Max is complex and confusing. Thankfully, there are only a handful of buttons and settings that you need to know to get started.

TWELVE COMMONLY USED COMMANDS, BUTTONS AND PROCEDURES

7. Undo & Redo

4. Modify Panel (Click to modify an object & to see Modify List (Bend, MeshSmooth etc.))

8. Reflect Tool

5. Material Editor add textures & colors

Autodesk 3ds Max 2010 Educational - Not for Commercial Use Untitled

Type a keyword or phrase

Edit Tools Group Views Create Modifiers Animation Graph Editors Rendering Customize MAXScript Help RealFlow

All

View

View

Top

Perspective

2. Transform Tools

Select & Move

Select & Rotate*

Select & Scale

*Use this tool only if you want rotate an object

1.Create Panel
Geometry
Shapes
Lights
Camera

Particle Systems

Object Type
AutoGrid
PF Source | Spray
Snow | Blizzard
PArray | PCloud
Super Spray

Name and Color

12. Quick Render

Front

Right

11. Make Key - Sets the timing of a modifier.

10. Auto Key - Turns on animation mode.

9. Key Filters

3. Zoom-Centers all objects into viewports.

100 / 100

0 5 10 15 20 25 30 35 40 45 50 55 60 65 70 75 80 85 90 95 100

None Selected

X: Y: Z: Grid = 120.0"

Auto Ke Selected

ini Listener

Rendering Time 0:00:01 Translation Time 0:03:09

Add Time Tag

Set Key Key Filters... 100

6. Arc Rotate - Spins viewer around object - Use this "only" in the perspective window.

MOUSE/KEYBOARD SKILLS

The mouse is a useful tool when using 3D Max

The Left button is for selecting and transforming (move, rotate, rescale) objects.

Holding down the Left mouse button on a parameter and moving the mouse forward or backward will quickly adjust that parameter.

The Center Roller will allow you move in closer to your scene.

Holding the Center Roller down will let you the veiwport frame.

~ ! @ # $
1 2 3 4
Tab Q W E
Caps Lock A S D
Shift Z X
Ctrl Alt

Holding the "Control" key allows you to select more than one object.