

SUB-OBJECT LEVEL

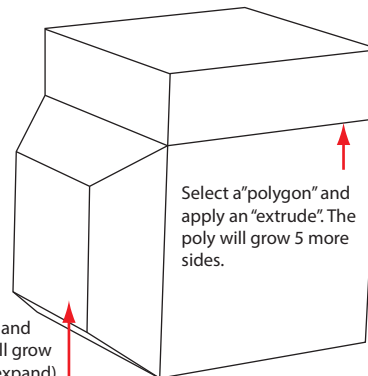
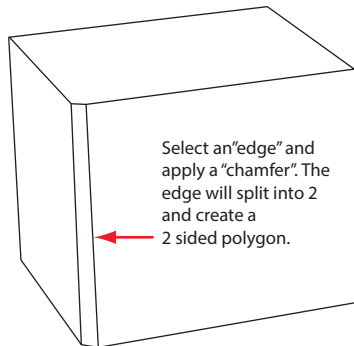
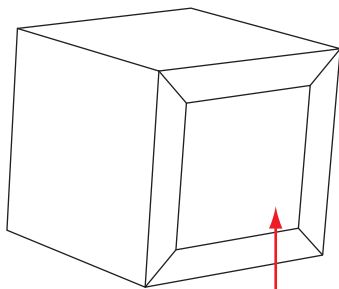
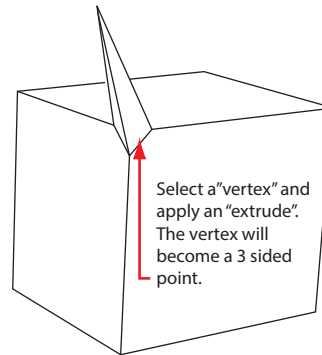
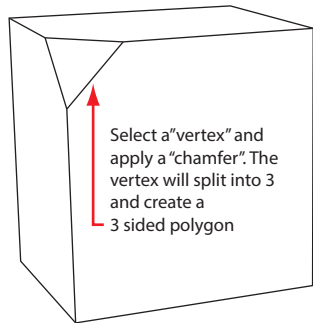
3D ANIMATION & MODELING

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:

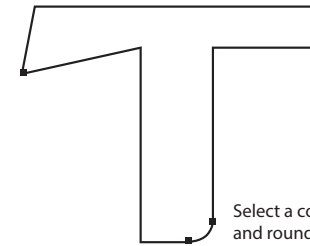
- Vertex
- Edge
- Border
- Polygon
- Element



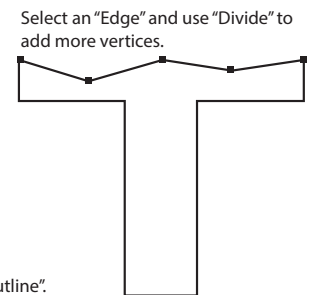
These are the Sub-Objects for the letter "T". A text shape found in the Shapes panel:

- Vertex
- Segment
- Spline

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



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



Select the "Spline" and click "Outline".

