DESRIPTION OF INTERMEDIATE PROJECTS

Advanced Level
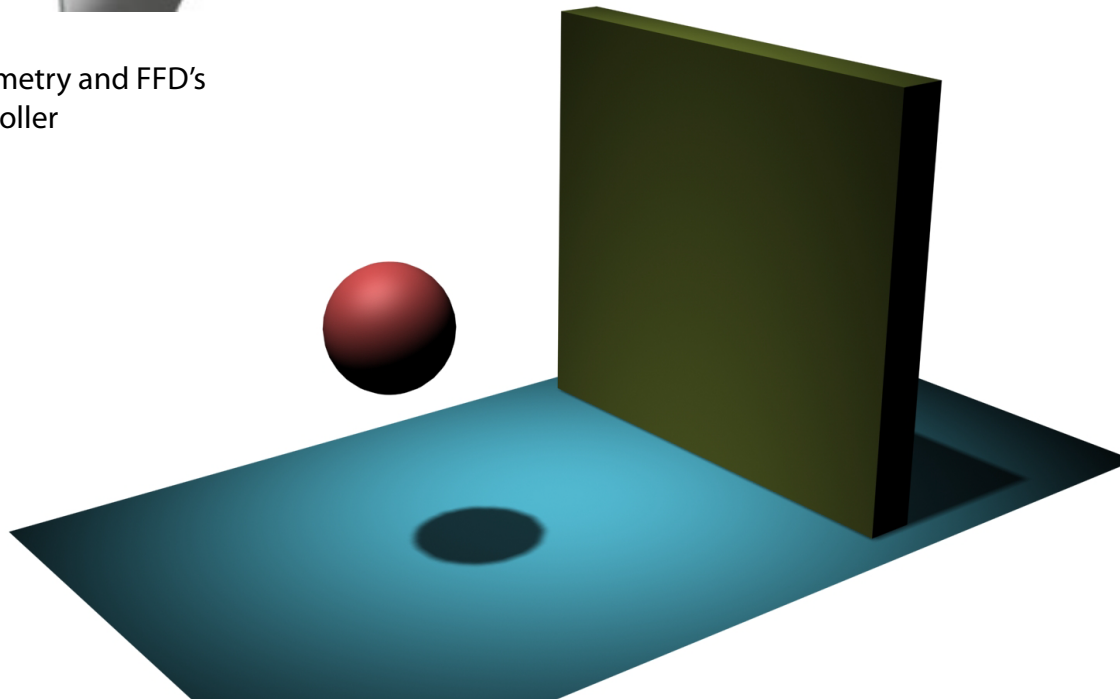**(Point Value - 1 to 10 points)**

Intermediate projects require more skill than the Beginning projects. They use more than one modifier (Game Controller), multi sub-objects texture and/or special effects.

Booleans, symmetry and FFD's create the Cotroller

The Spacewarp called "Wave" is used in the Swimming Weenie project.

The Bouncing Ball animation requires that you deeper into 3D Max and use its'"Curve Editor".