SoCal ROC Intro to Video Game Design
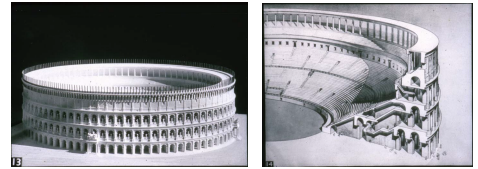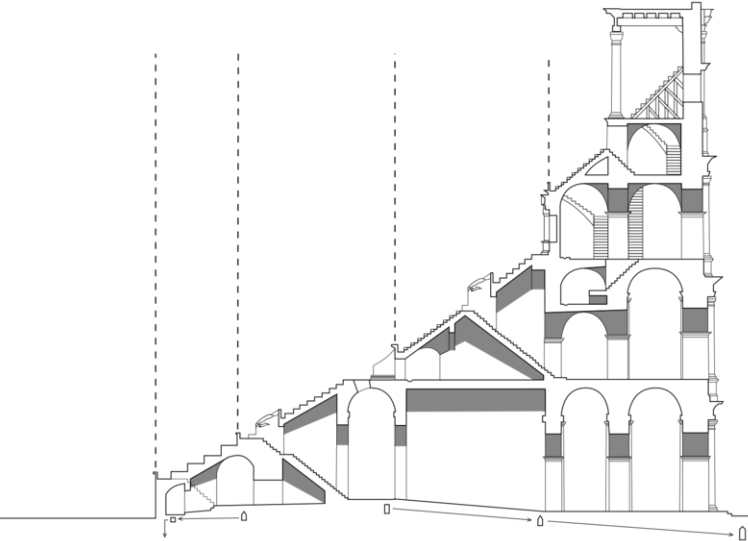Career Technical Education

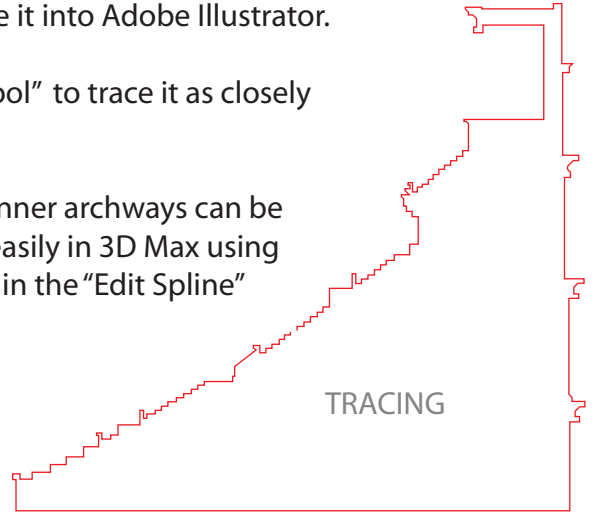# Level - Colosseum

This is one of most complex models we will build.

New Skills: Adobe Illustrator Pen Tool, Edit Spline & Fillet,

1. There is a copy of this image on the class website. Copy and paste it into Adobe Illustrator.
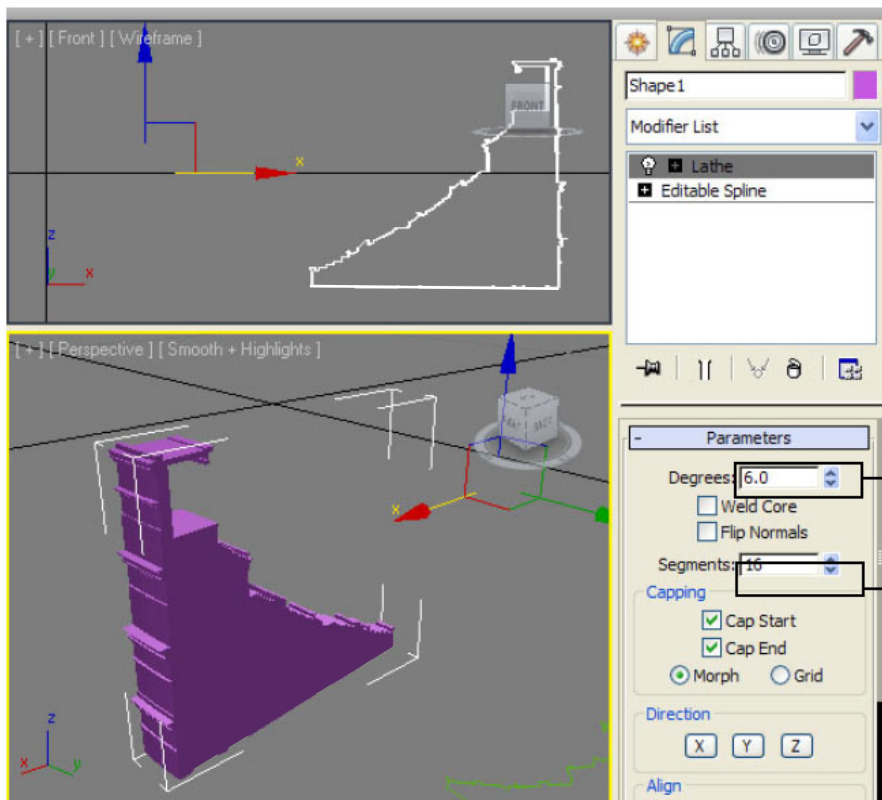
Use the "Pen Tool" to trace it as closely as possible.

Note that the inner archways can be shaped more easily in 3D Max using the "Fillet" tool in the "Edit Spline" modifier.

TRACING

2. Delete the image and save the drawing as an Adobe Illustrator 8.0 file.

3. Open 3D Max and "Import" this file.

4. Set the "Pivot Point" and "Lath" the spline 6 degrees with 6 segments as shown.

5. Make the arched shapes and ProBoolean the entrance tunnels.

[+] [Front] [Wireframe]

[+] [Perspective] [Smooth + Highlights]

Shape1

Modifier List

Lathe
Editable Spline

Parameters

Degrees: 6.0
Weld Core
Flip Normals
Segments: 16
Capping
Cap Start
Cap End
Morph   Grid
Direction
X   Y   Z
Align