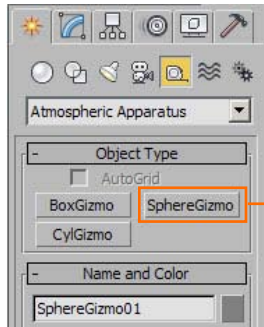


EXPLODING PLANET

Advanced Level
(Point Value - 1 to 15 points)

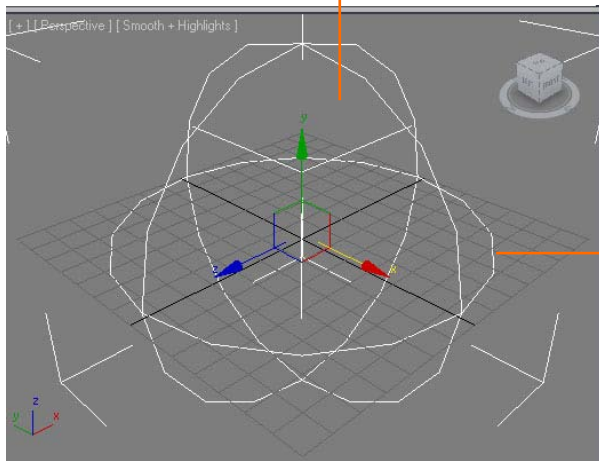


The exploding planet involves several 3D Max special effects: ,Fire, PArray & a Visibility Track as well as special lighting.

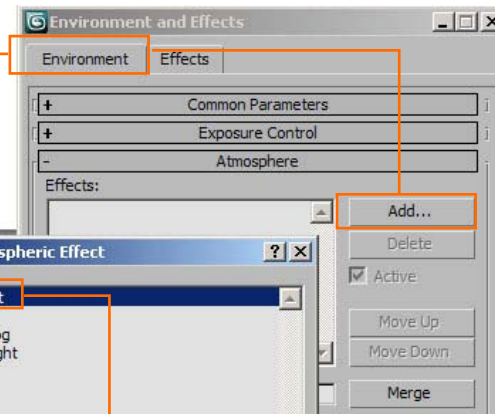


1. Open "Helpers", find Atmospheric Apparatus".

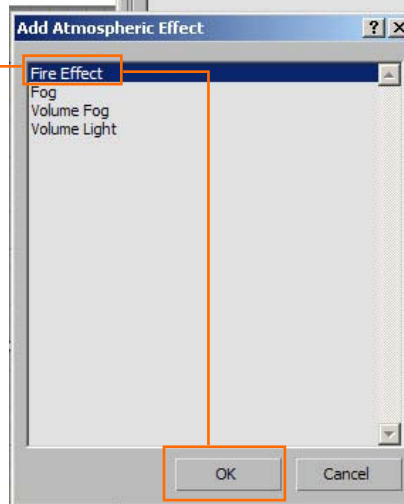
2. Select "Sphere Gizmo" and make a 100 unit sphere gizmo in the perspective viewport.



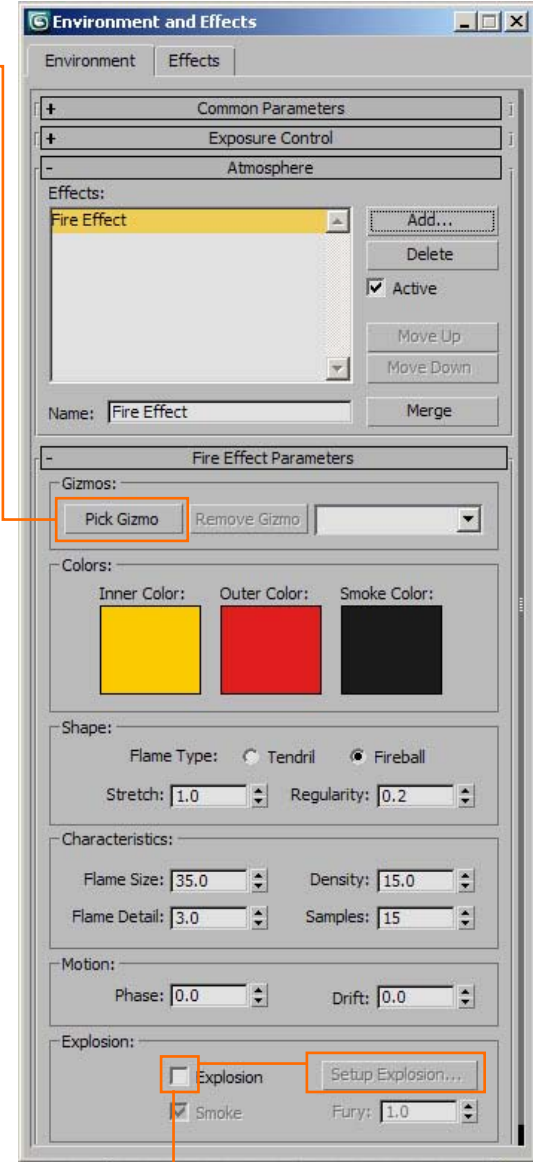
3. Open the "Environment" panel and select the "Add" button.



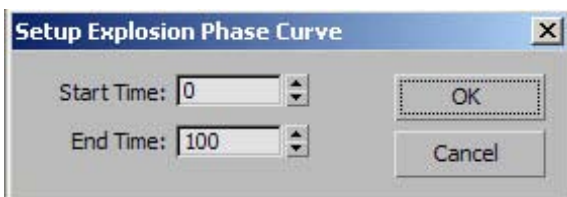
4. Choose "Fire".



4. Click the "Pick Gizmo" button and then click on the Gizmo that you made in the perspective viewport.



5. Select Explosion and Setup Explosion



6. Set the time you want your explosion to start and end.

EXPLODING PLANET

Advanced Level

(Point Value - 1 to 15 points)

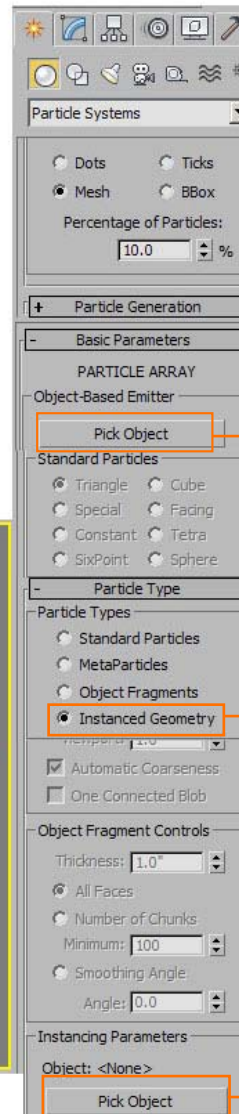
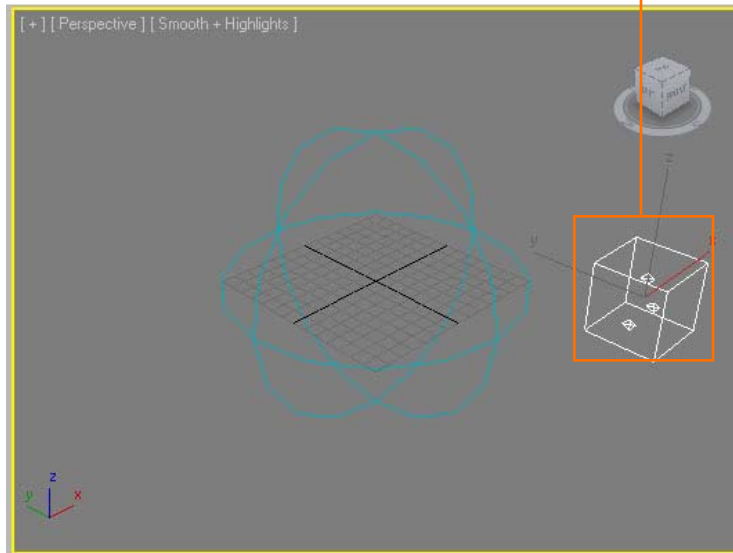


page 2

3D Modeling & Animation

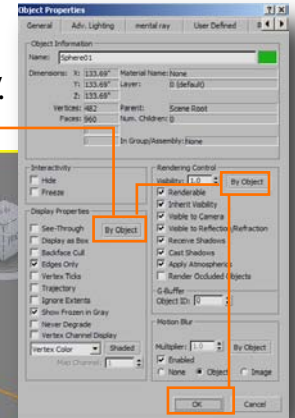
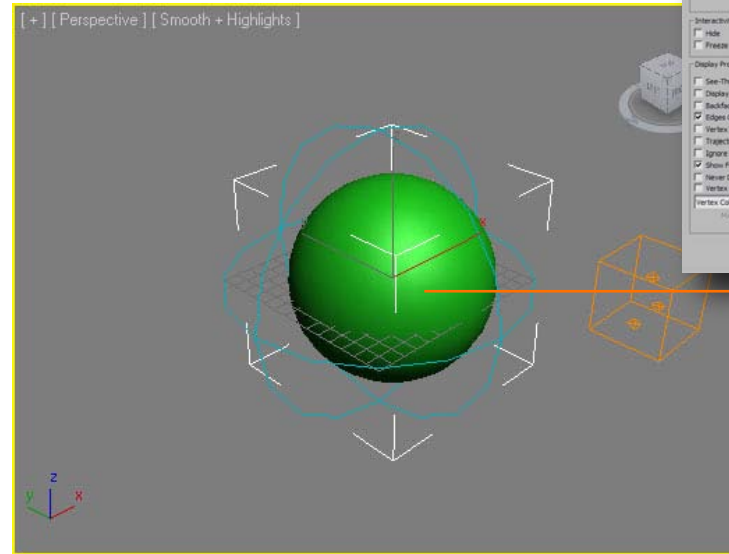
From this point onward, you will make a lot of your own choices as to the settings of the explosion and how you want it to look.

7. Find the "PArray and drag a PArray icon next to the fire gizmo.



8. Create a sphere inside your fire gizmo.

Right click on the sphere & open "Object Properties". Check these boxes and click OK



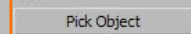
9. Connect the new sphere to the PArray by clicking this button on the PArray Modify Panel and then selecting the sphere.

10. Next you'll make a jaggedy rock shape. Probably you might use a small geosphere.



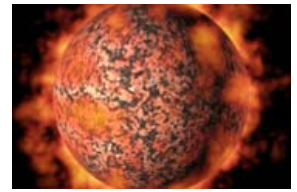
11. On the PArray modify panel select "Instanced Geometry"

12. Click this button and then click on the rocky mesh that you just made.



EXPLODING PLANET

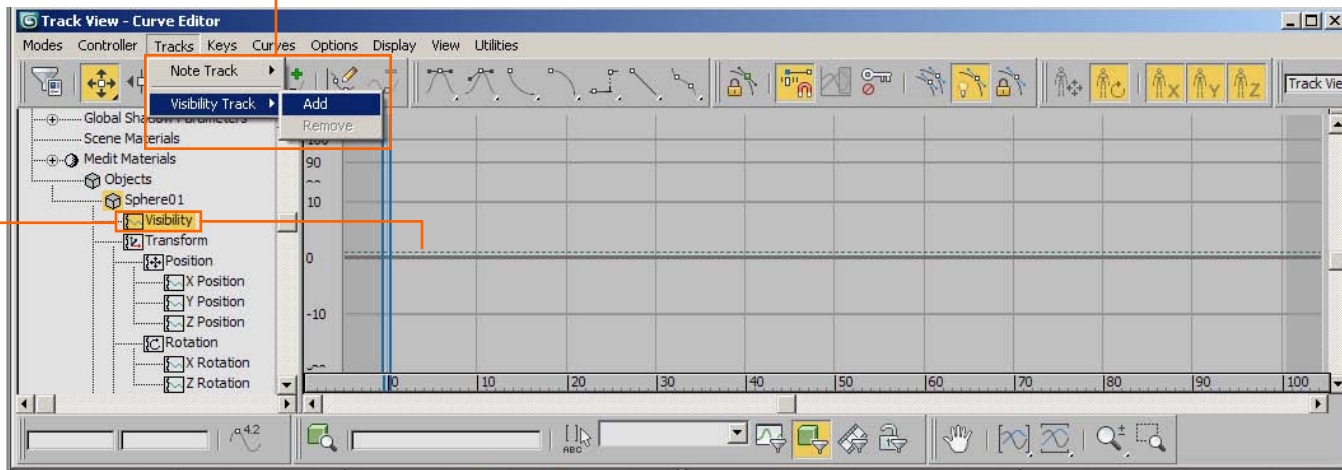
Advanced Level
(Point Value - 1 to 15 points)



You may noticed that your planet explodes but it still remains??? You need a “Visibility” track for your planet!

13. Right click on your planet and open the “Curve Editor”.

14. Select “Track - Visibility - Add.”



15. The “Visibility Track” will appear as a faint dotted line.

16. Add 2 keys to the visibility track and adjust the dotted line to dip below the dark gray line. Your planet will disappear at that point on the timeline.

