

# O | | | | \_Tutorials

## 3DS Max

Basic introduction to 3ds max

2016

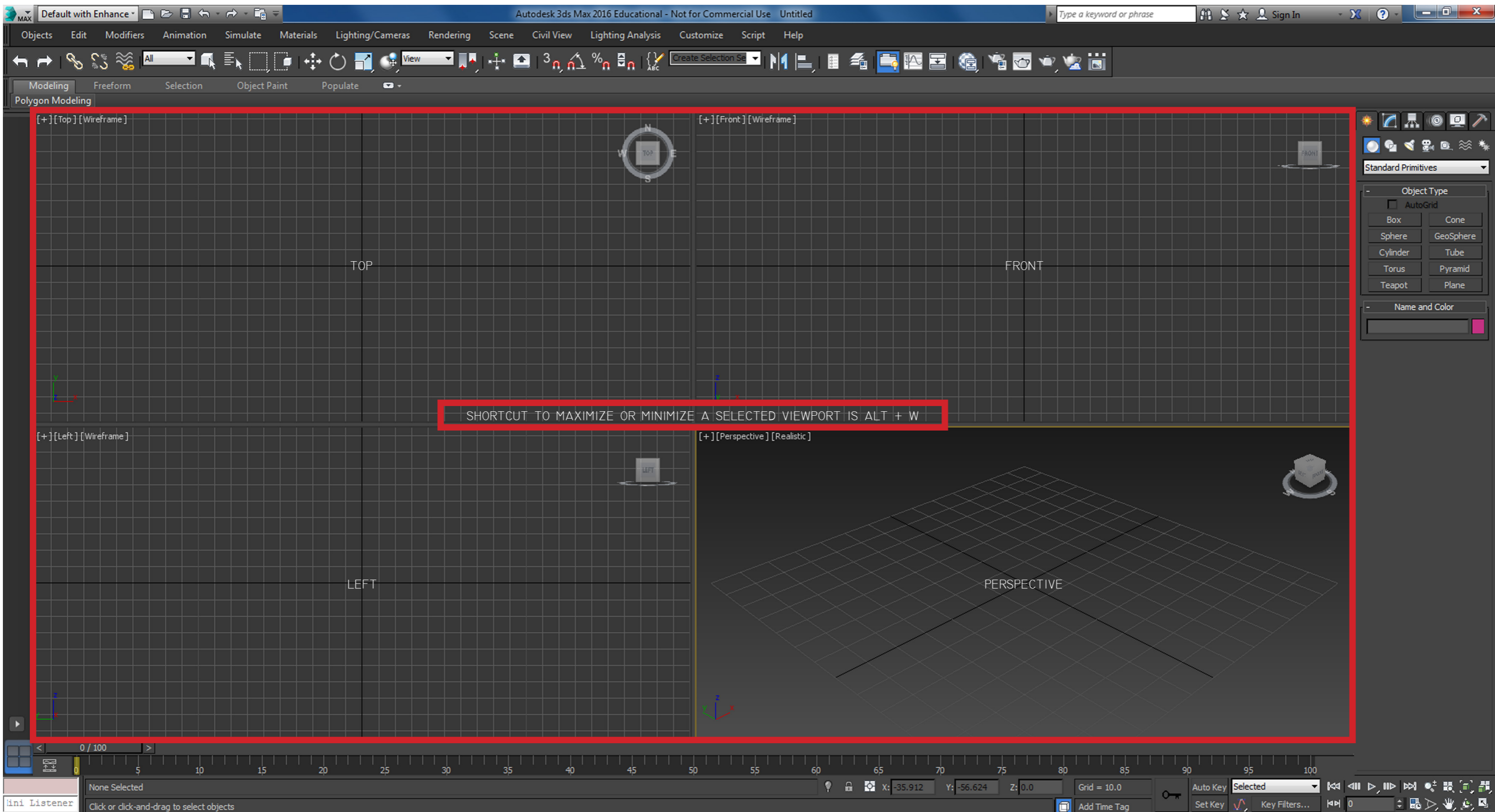


**3DS MAX**

*Here's what we do.*



INTERFACE



BASIC DEFAULT VIEWPORTS

SPECIFIC VIEWPORT OPTIONS WHICH ARE AVAILABLE FOR EACH VIEW

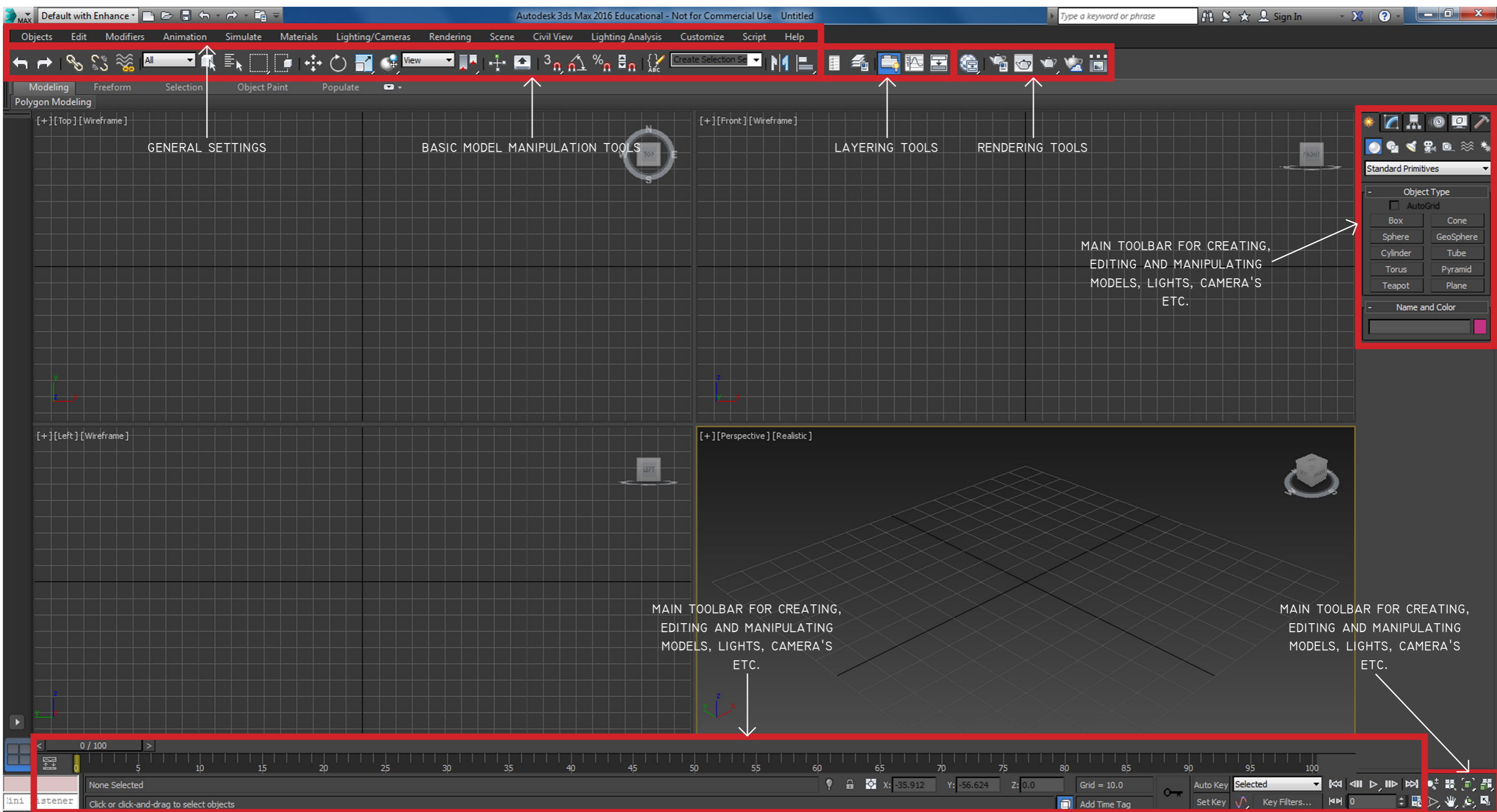
- [+] [Perspective] [Realistic]
- Maximize Viewport Alt+W
- Active Viewport ▶
- Disable Viewport D
- Show Grids G
- ViewCube ▶
- SteeringWheels ▶
- xView ▶
- Create Preview ▶
- Configure Viewports...
- 2D Pan Zoom Mode

OVERALL VIEWPORT LAYOUT OPTIONS

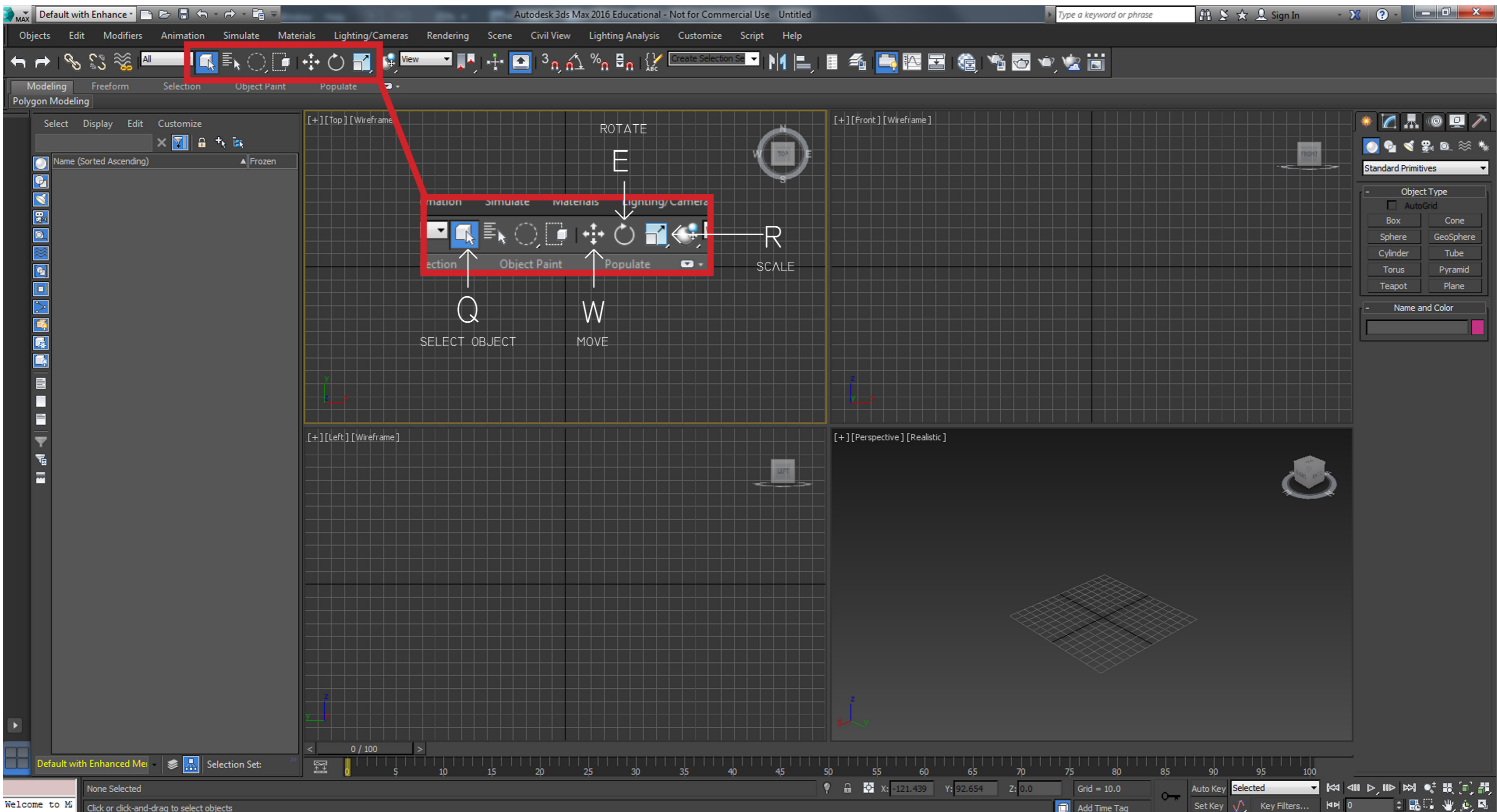
### Standard Viewport Layouts



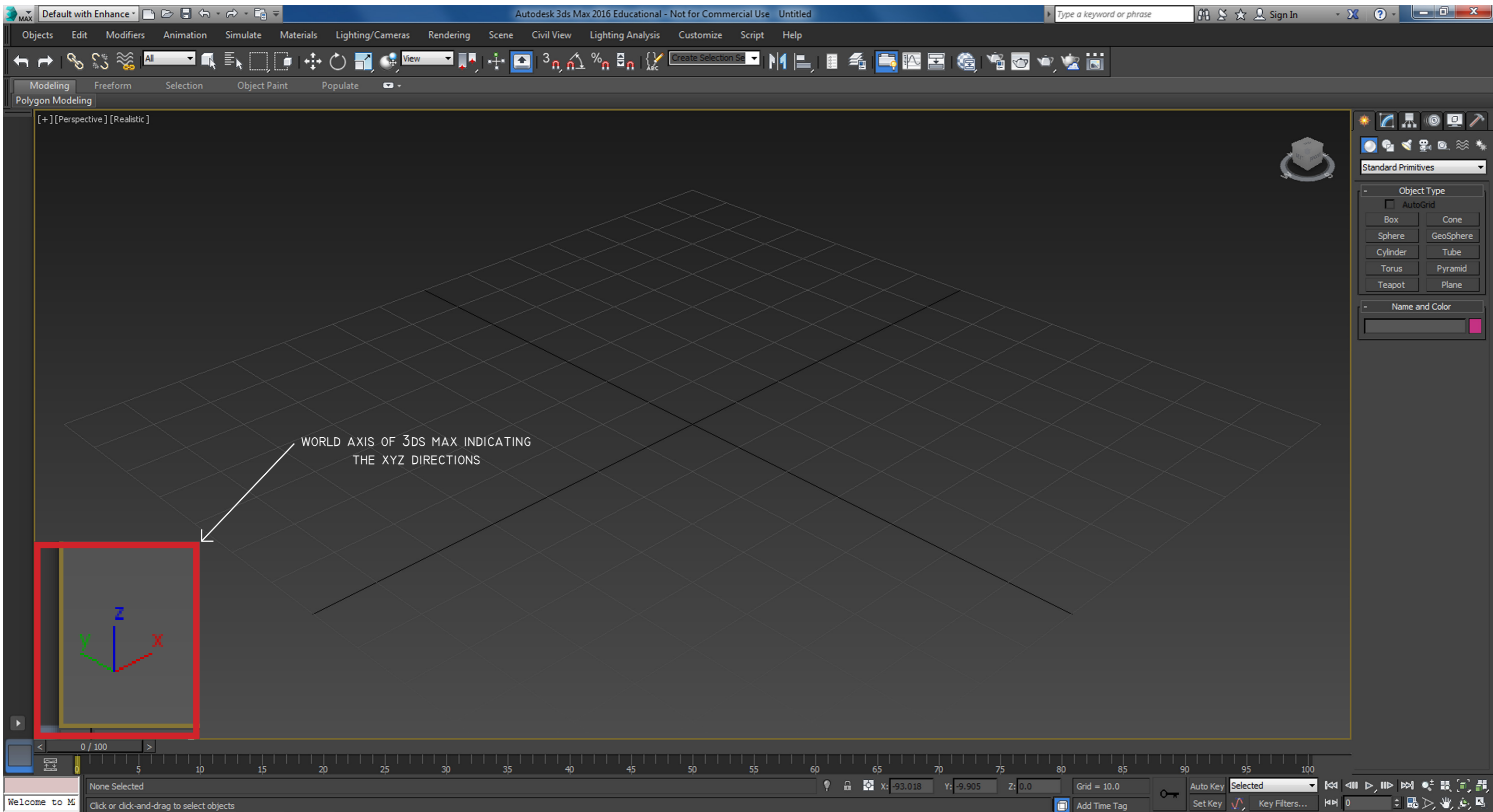
VIEWPORT ADJUSTMENTS/MANAGEMENTS



TOOLBAR FUNCTIONS

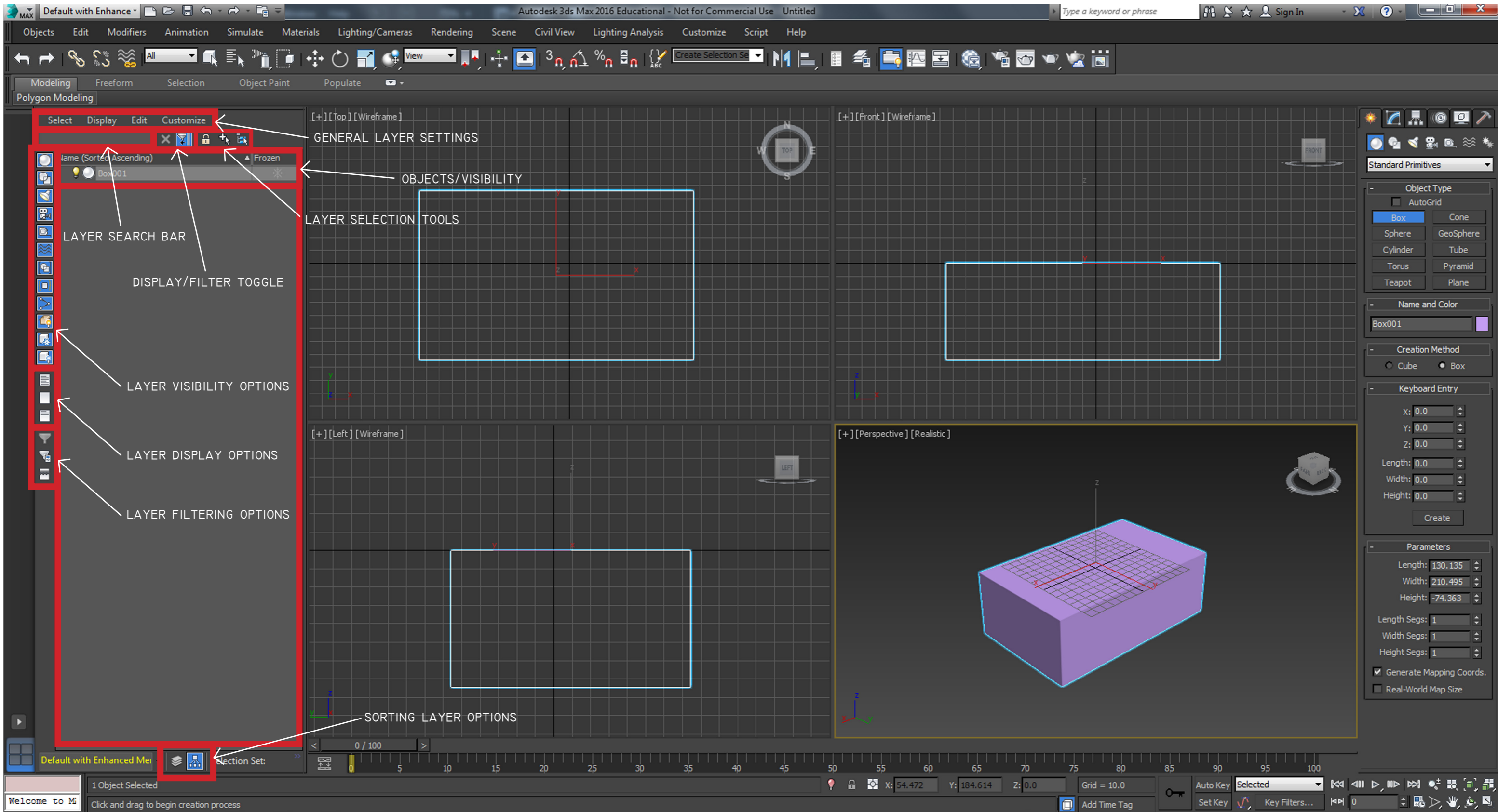


BASIC SHORTCUTS

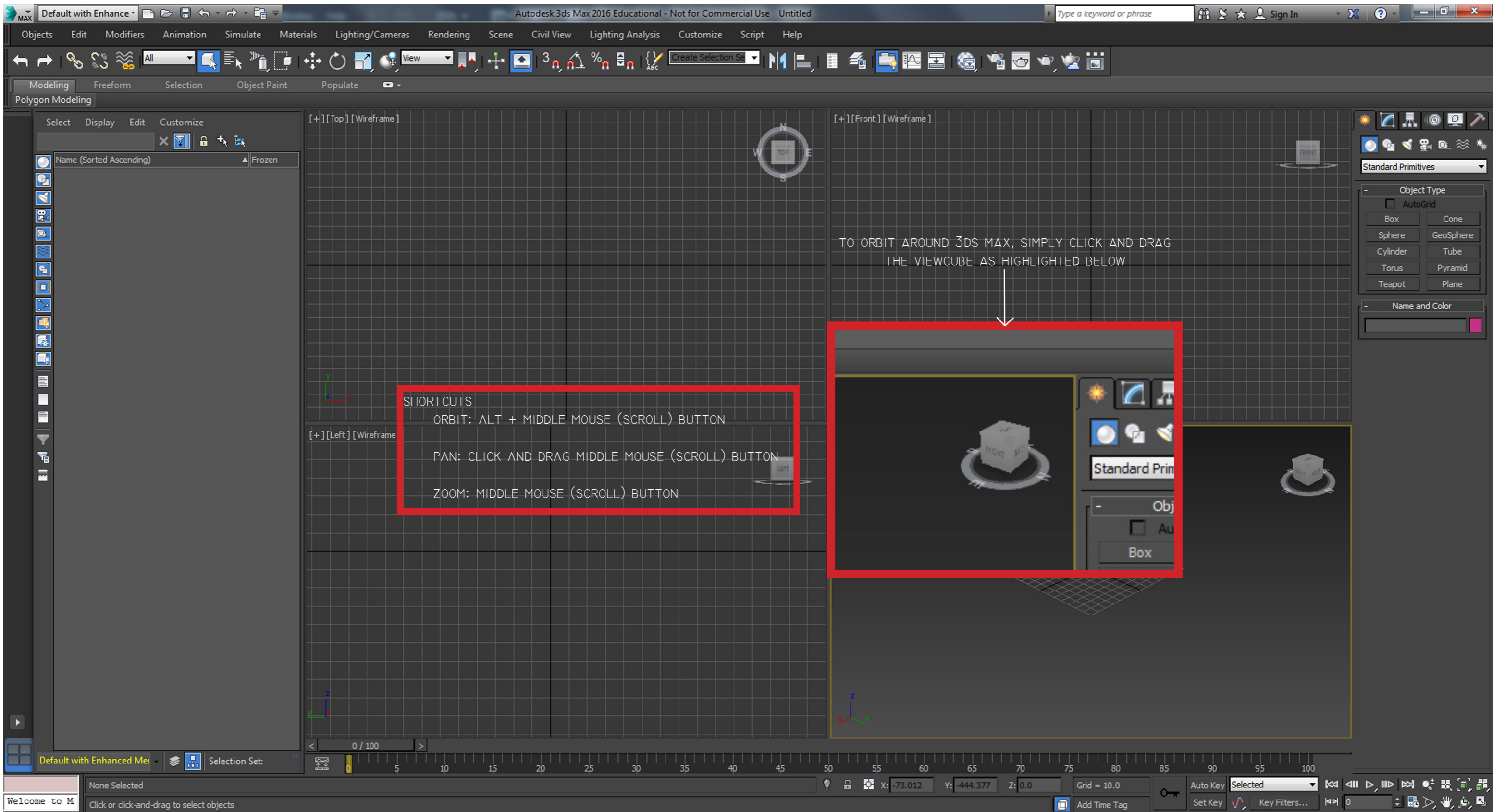


XYZ WORLDSPACE



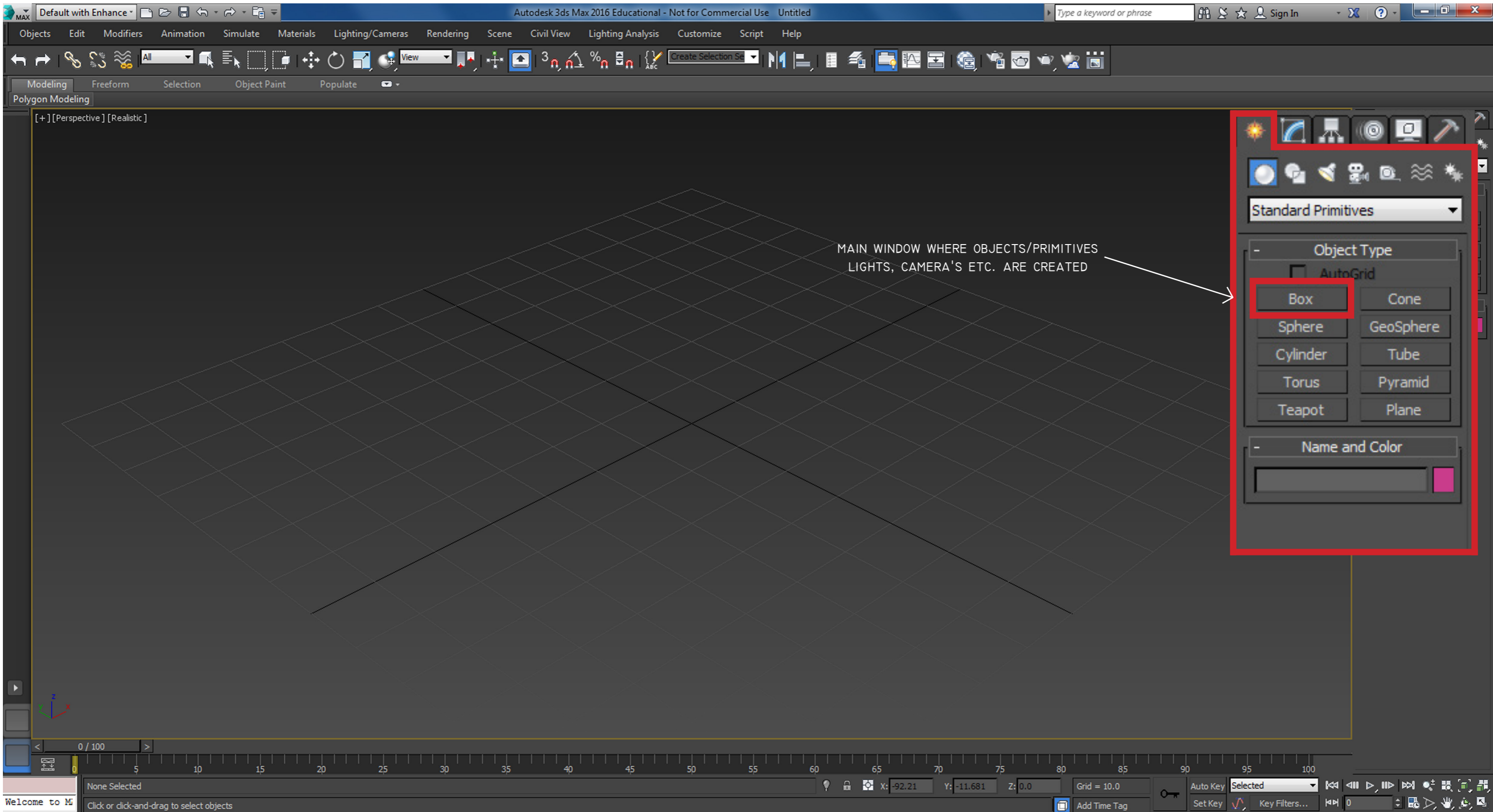


LAYERS

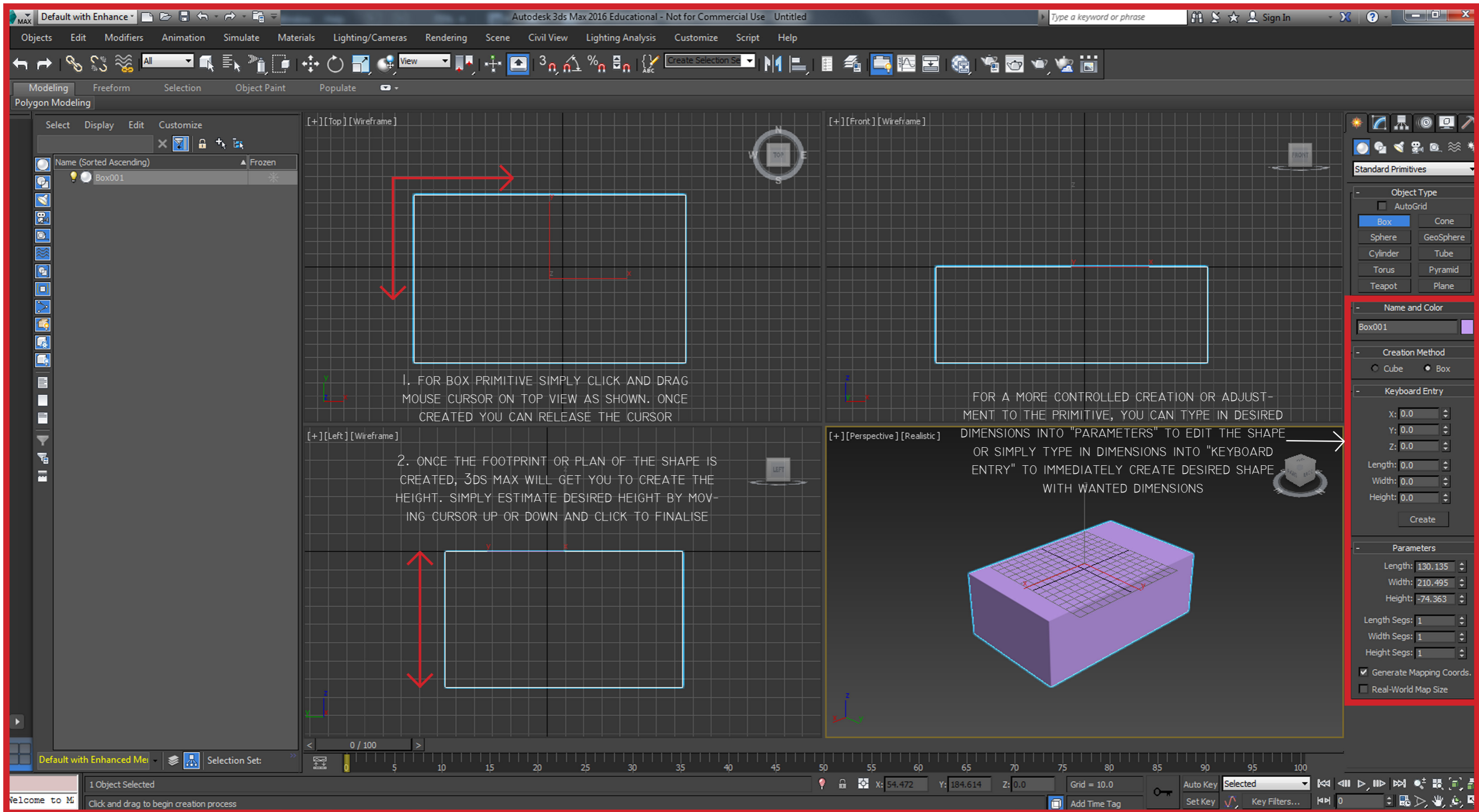


MANOEUVRING

# BASIC PRIMITIVES



BASIC PRIMITIVES



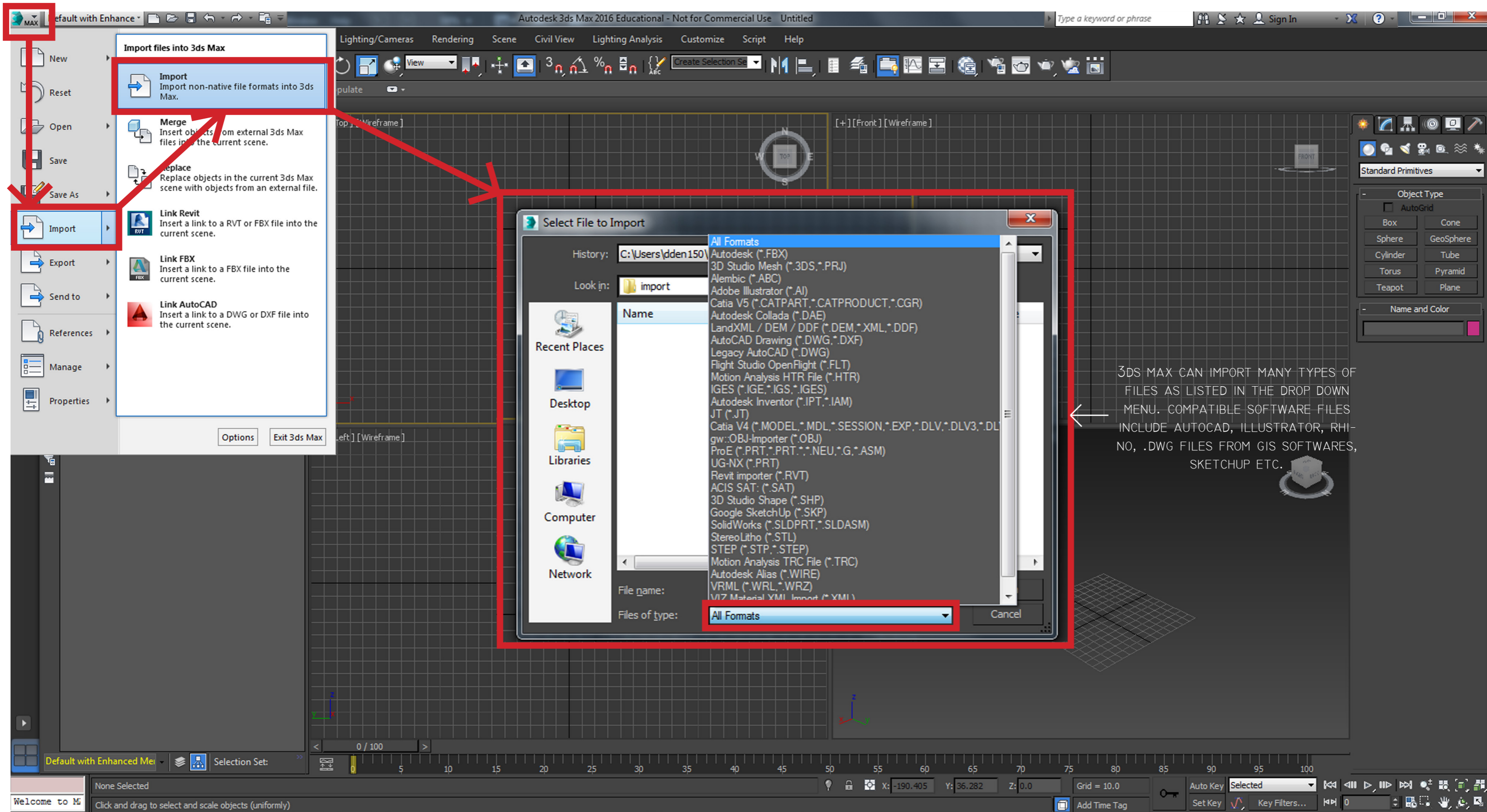
1. FOR BOX PRIMITIVE SIMPLY CLICK AND DRAG MOUSE CURSOR ON TOP VIEW AS SHOWN. ONCE CREATED YOU CAN RELEASE THE CURSOR

2. ONCE THE FOOTPRINT OR PLAN OF THE SHAPE IS CREATED, 3DS MAX WILL GET YOU TO CREATE THE HEIGHT. SIMPLY ESTIMATE DESIRED HEIGHT BY MOVING CURSOR UP OR DOWN AND CLICK TO FINALISE

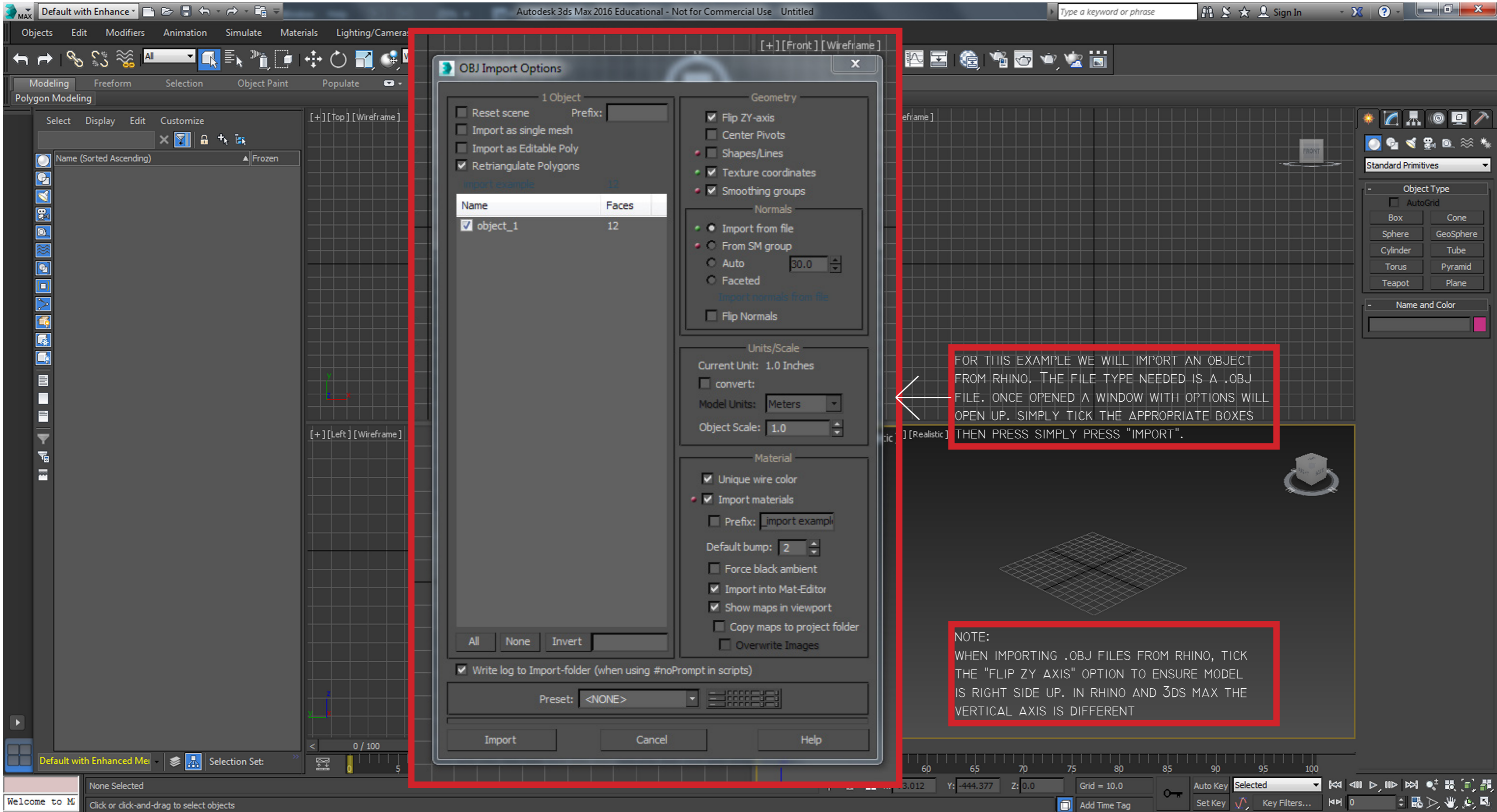
FOR A MORE CONTROLLED CREATION OR ADJUSTMENT TO THE PRIMITIVE, YOU CAN TYPE IN DESIRED DIMENSIONS INTO "PARAMETERS" TO EDIT THE SHAPE OR SIMPLY TYPE IN DIMENSIONS INTO "KEYBOARD ENTRY" TO IMMEDIATELY CREATE DESIRED SHAPE WITH WANTED DIMENSIONS

EXAMPLE (BOX) PRIMITIVE

IMPORTING/EXPORTING

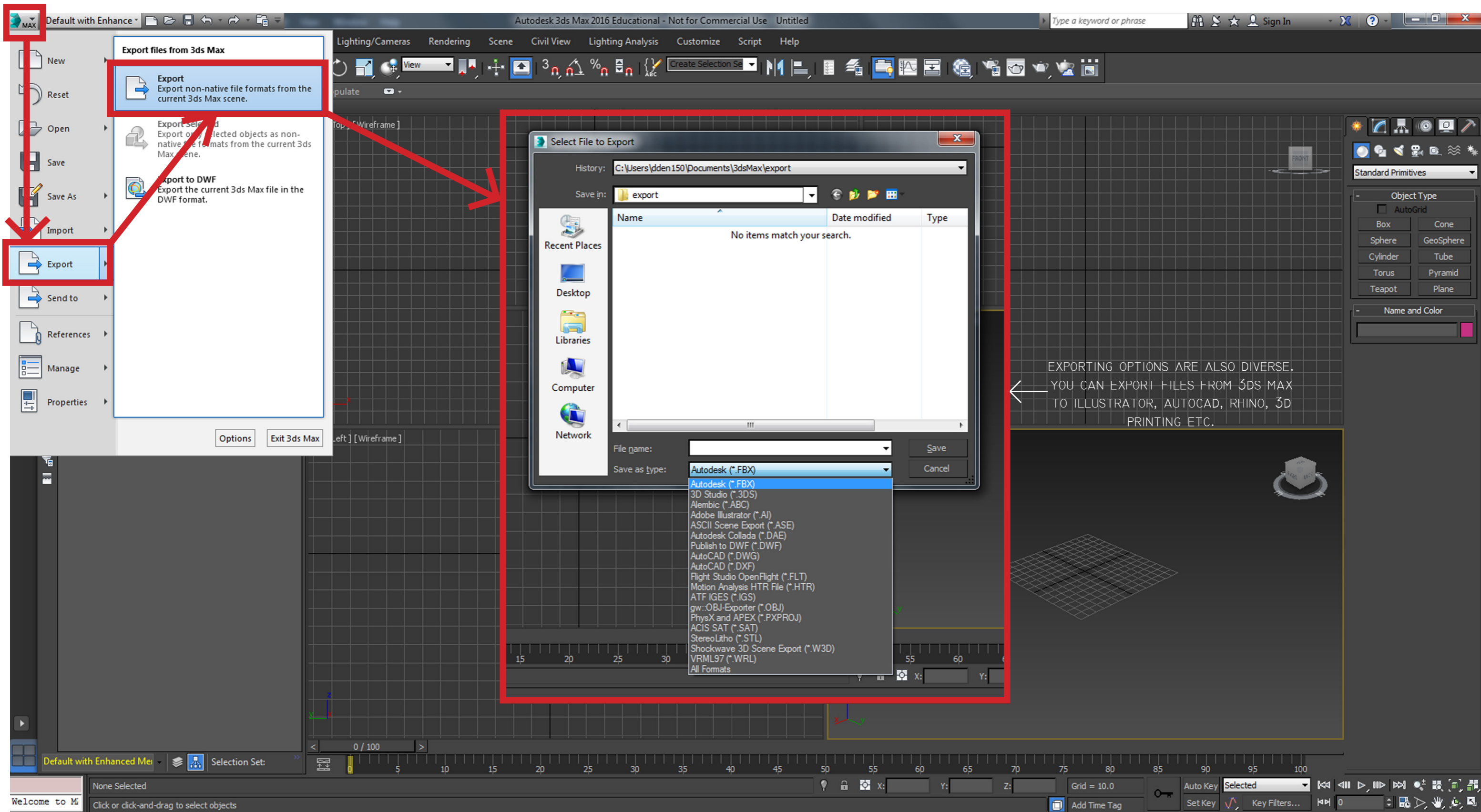


## IMPORTING

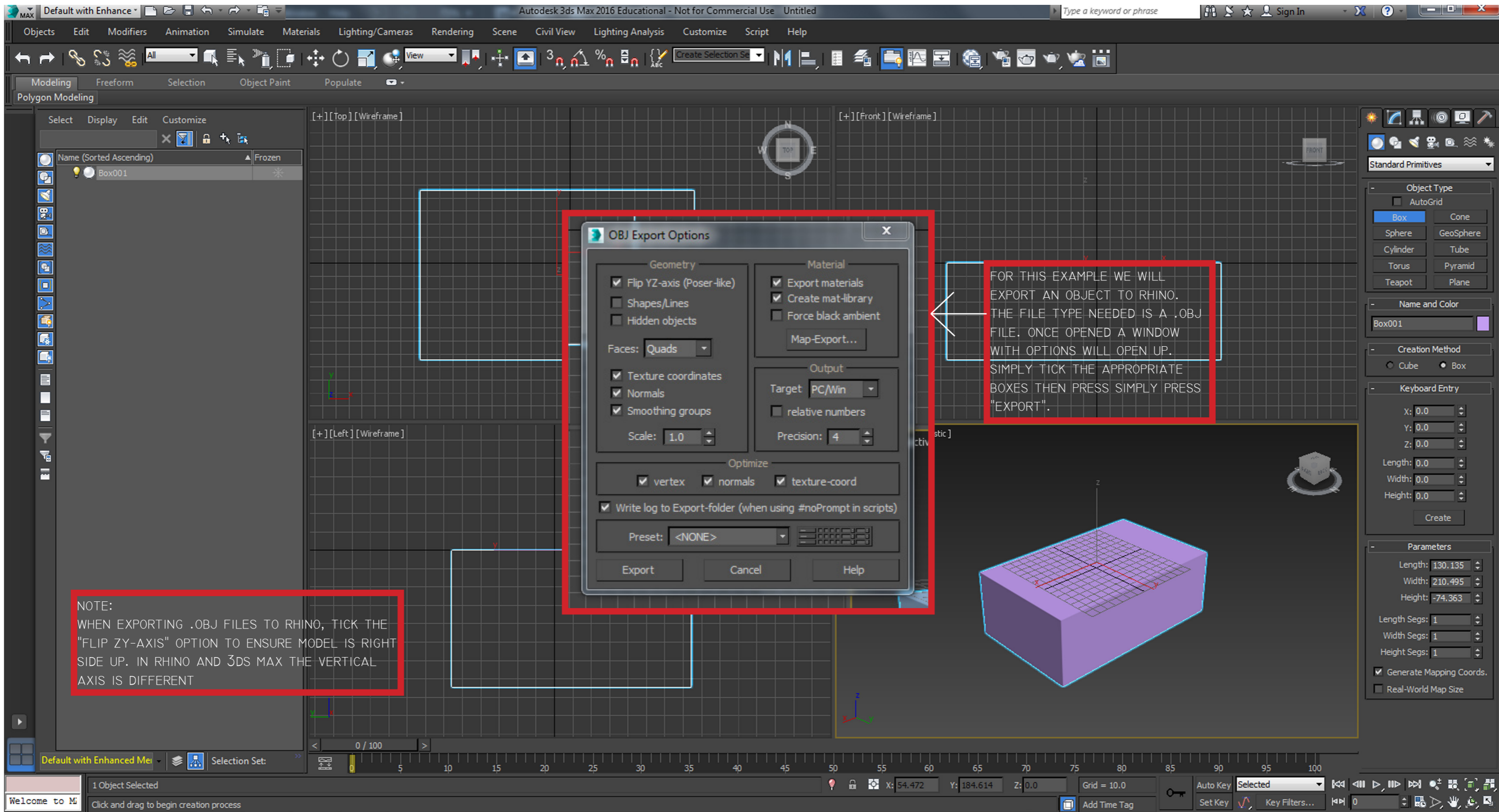


IMPORTING EXAMPLE



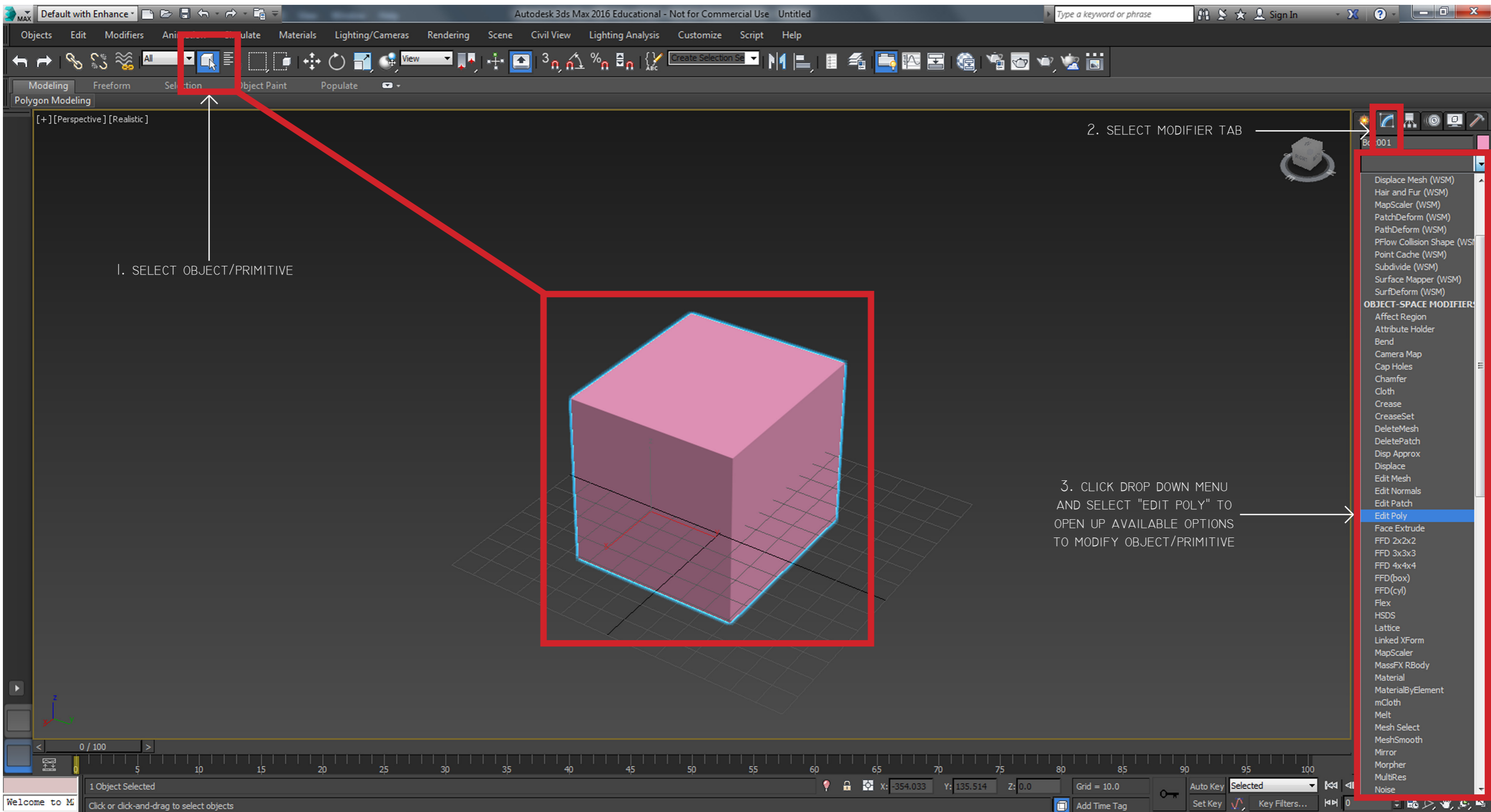


EXPORTING

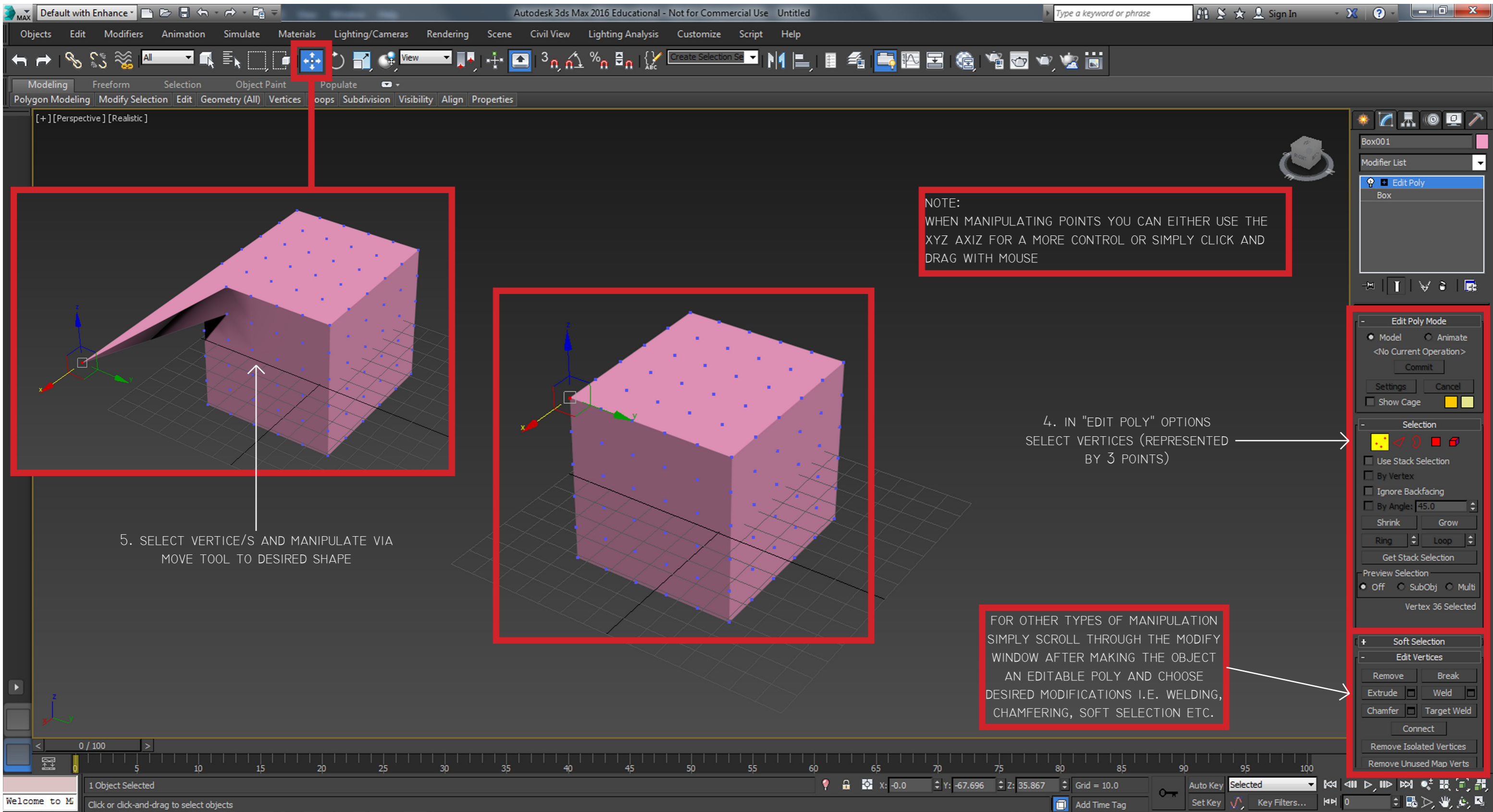


EXPORTING EXAMPLE

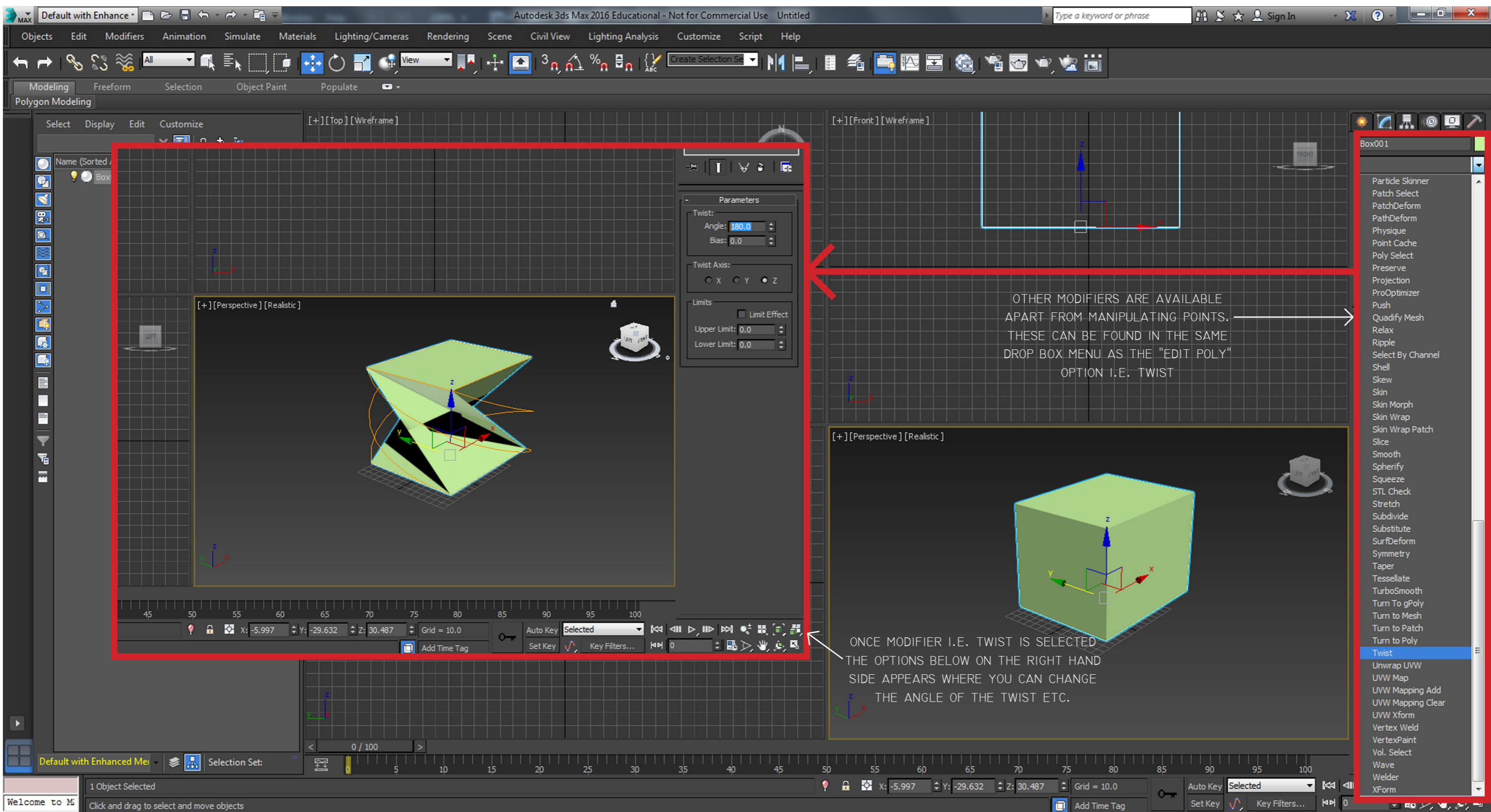
# BASIC MODIFIERS



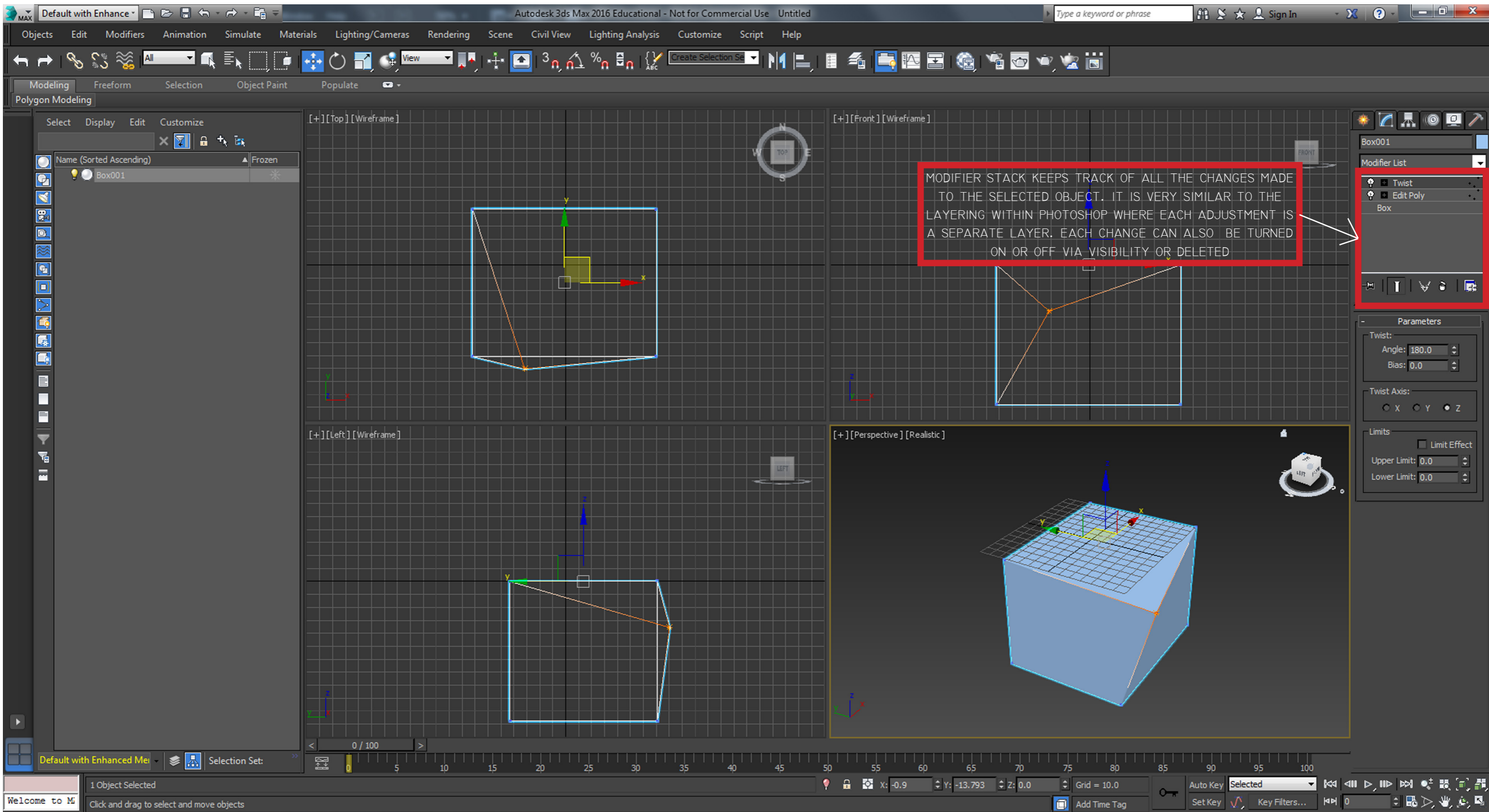
EDITING POLY/PRIMITIVE



BASIC VERTICE EDITING/MANIPULATION



OTHER MODIFIERS

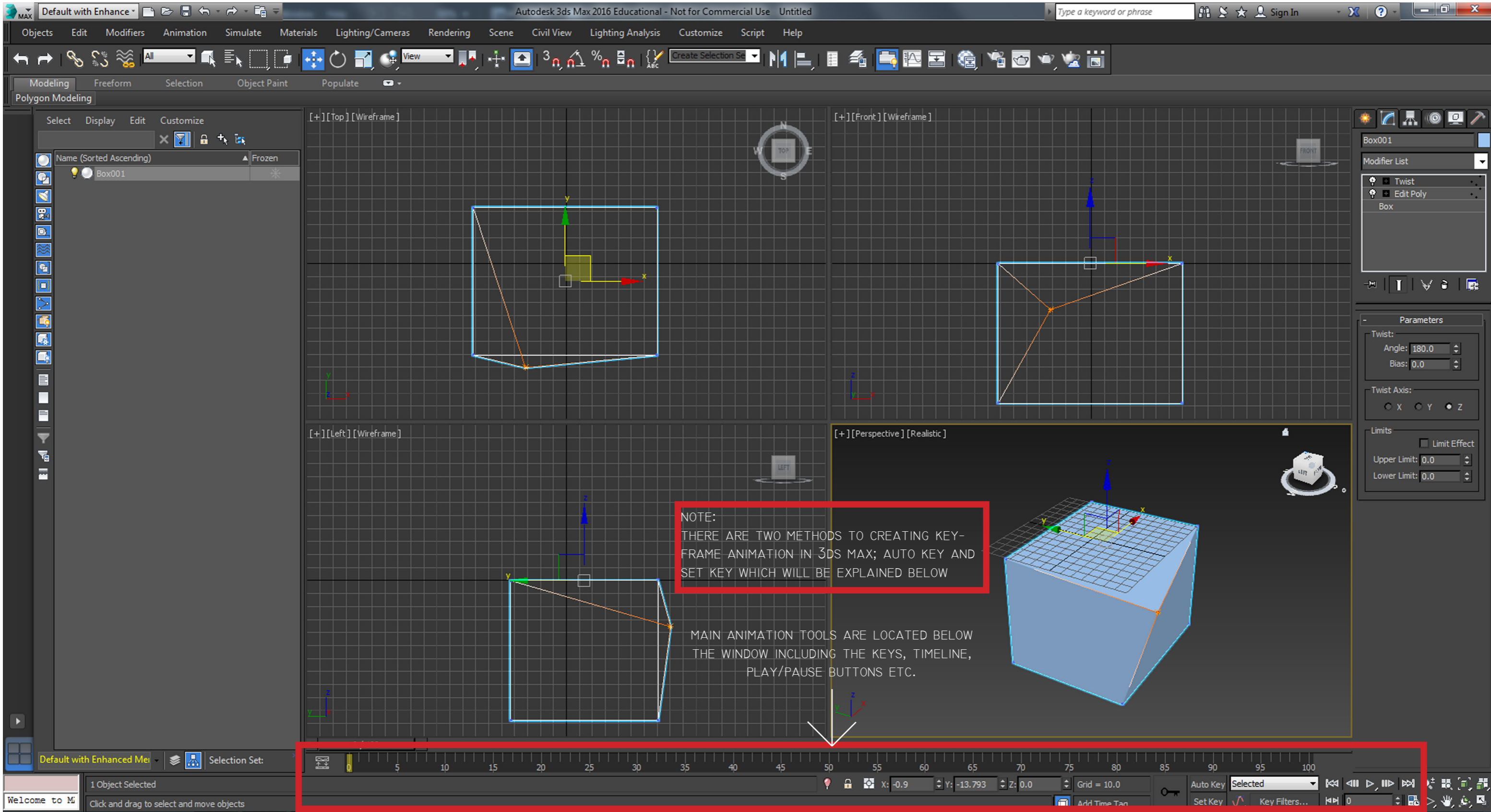


MODIFIER STACK KEEPS TRACK OF ALL THE CHANGES MADE TO THE SELECTED OBJECT. IT IS VERY SIMILAR TO THE LAYERING WITHIN PHOTOSHOP WHERE EACH ADJUSTMENT IS A SEPARATE LAYER. EACH CHANGE CAN ALSO BE TURNED ON OR OFF VIA VISIBILITY OR DELETED

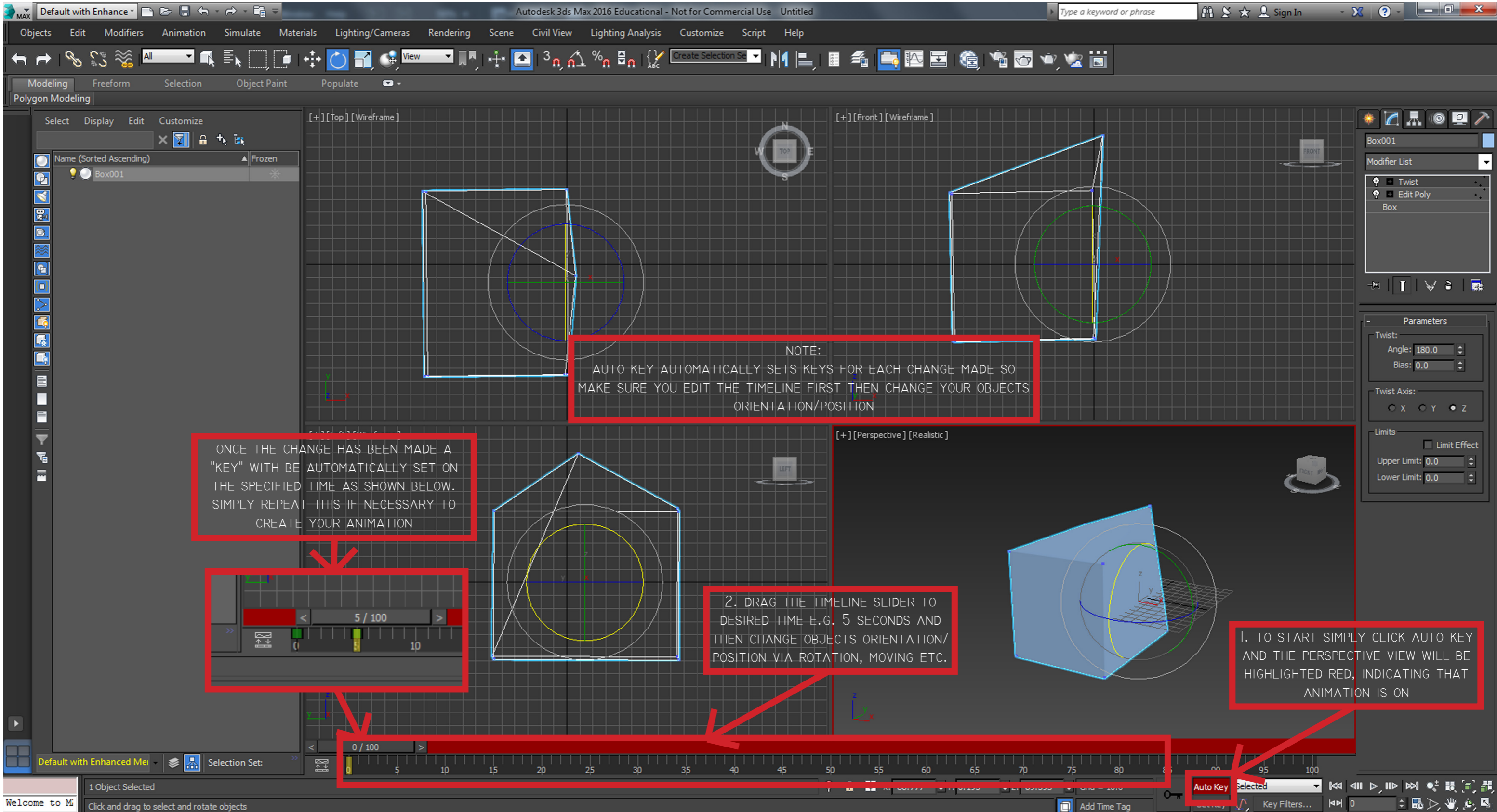
MODIFIER STACK

# ANIMATION AND RENDERING





## KEYFRAME ANIMATION



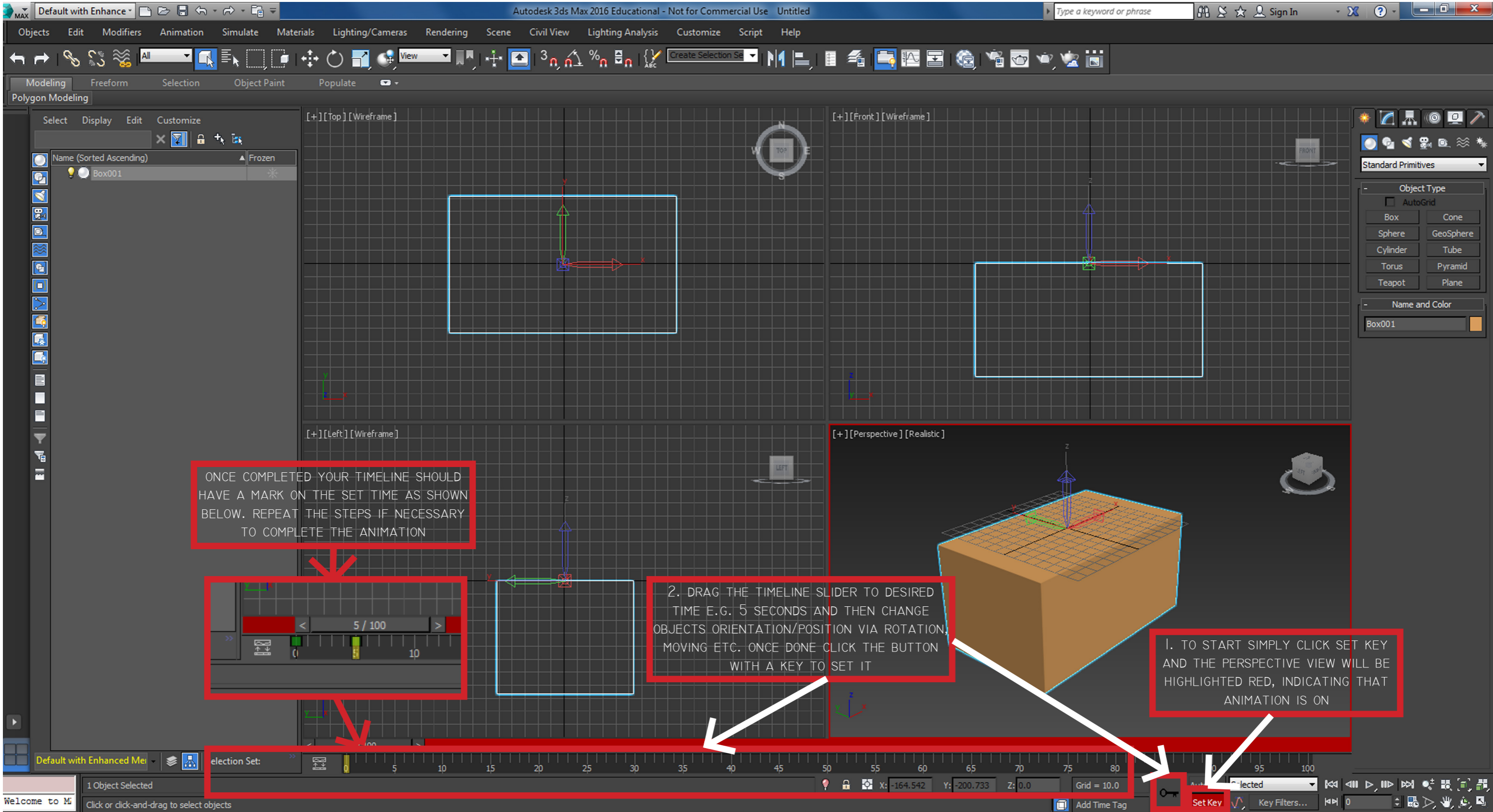
NOTE:  
AUTO KEY AUTOMATICALLY SETS KEYS FOR EACH CHANGE MADE SO  
MAKE SURE YOU EDIT THE TIMELINE FIRST THEN CHANGE YOUR OBJECTS  
ORIENTATION/POSITION

ONCE THE CHANGE HAS BEEN MADE A  
"KEY" WILL BE AUTOMATICALLY SET ON  
THE SPECIFIED TIME AS SHOWN BELOW.  
SIMPLY REPEAT THIS IF NECESSARY TO  
CREATE YOUR ANIMATION

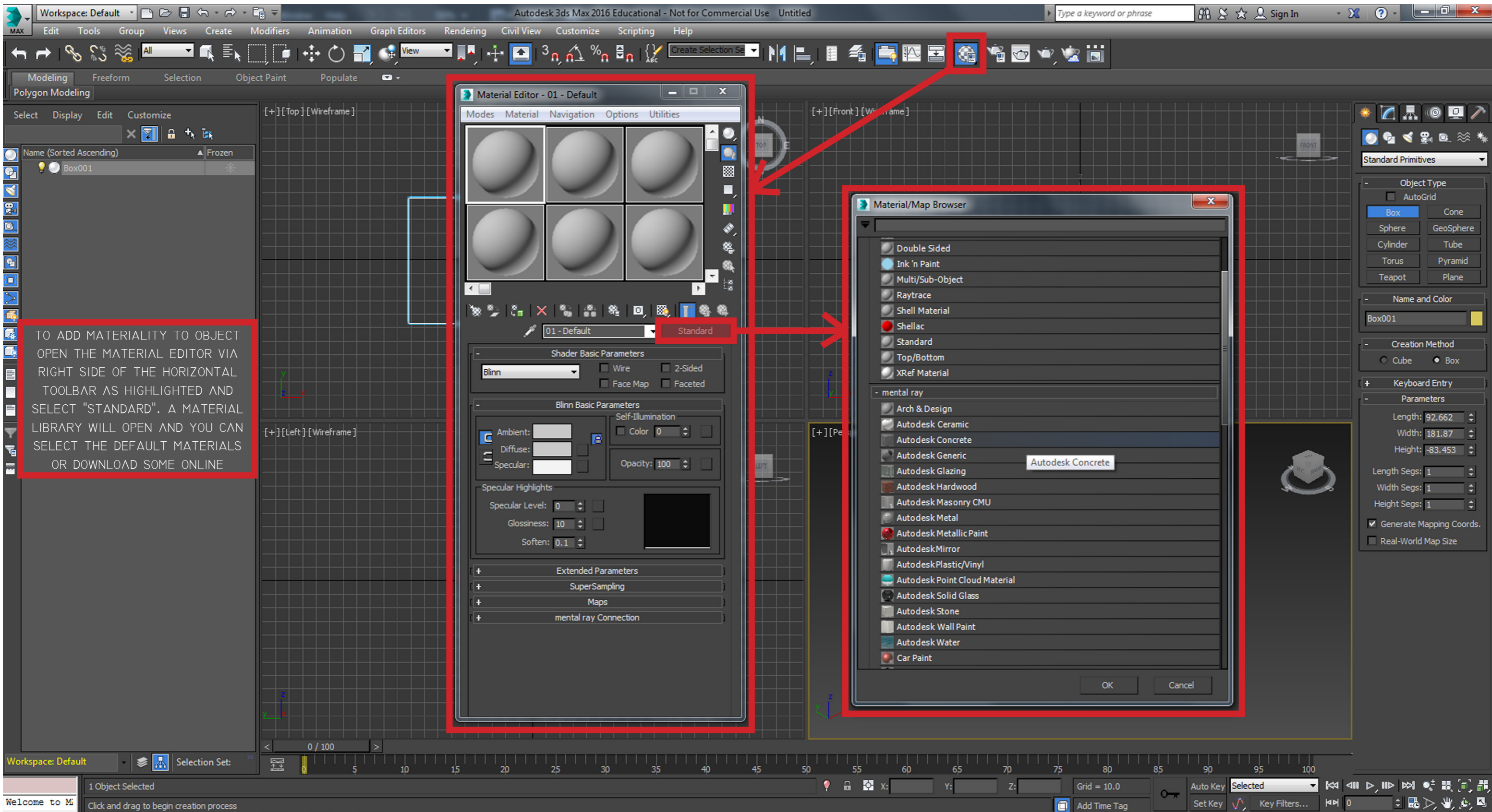
2. DRAG THE TIMELINE SLIDER TO  
DESIRED TIME E.G. 5 SECONDS AND  
THEN CHANGE OBJECTS ORIENTATION/  
POSITION VIA ROTATION, MOVING ETC.

1. TO START SIMPLY CLICK AUTO KEY  
AND THE PERSPECTIVE VIEW WILL BE  
HIGHLIGHTED RED, INDICATING THAT  
ANIMATION IS ON

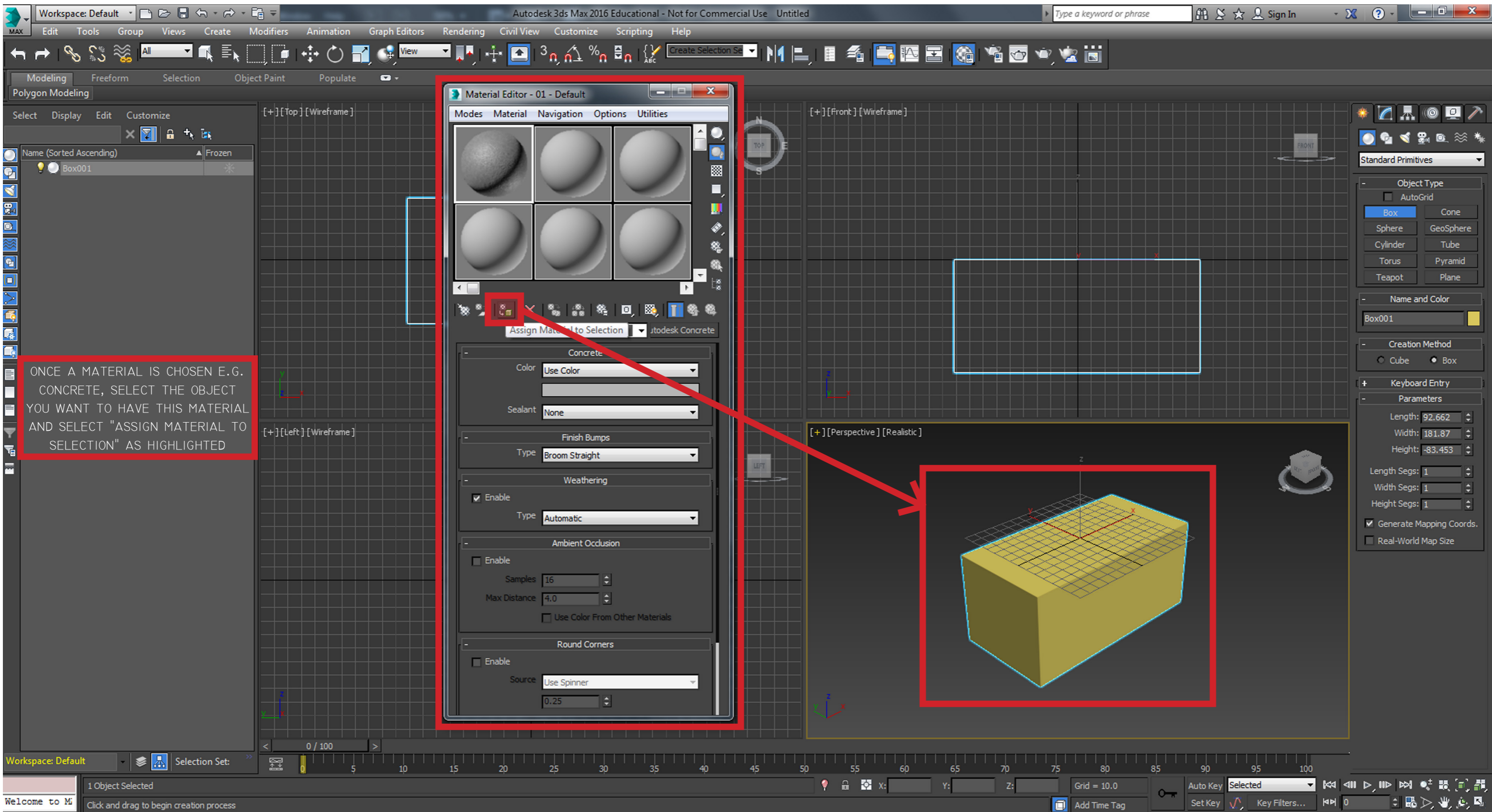
KEYFRAME ANIMATION VIA AUTO KEY



KEYFRAME ANIMATION VIA SET KEY

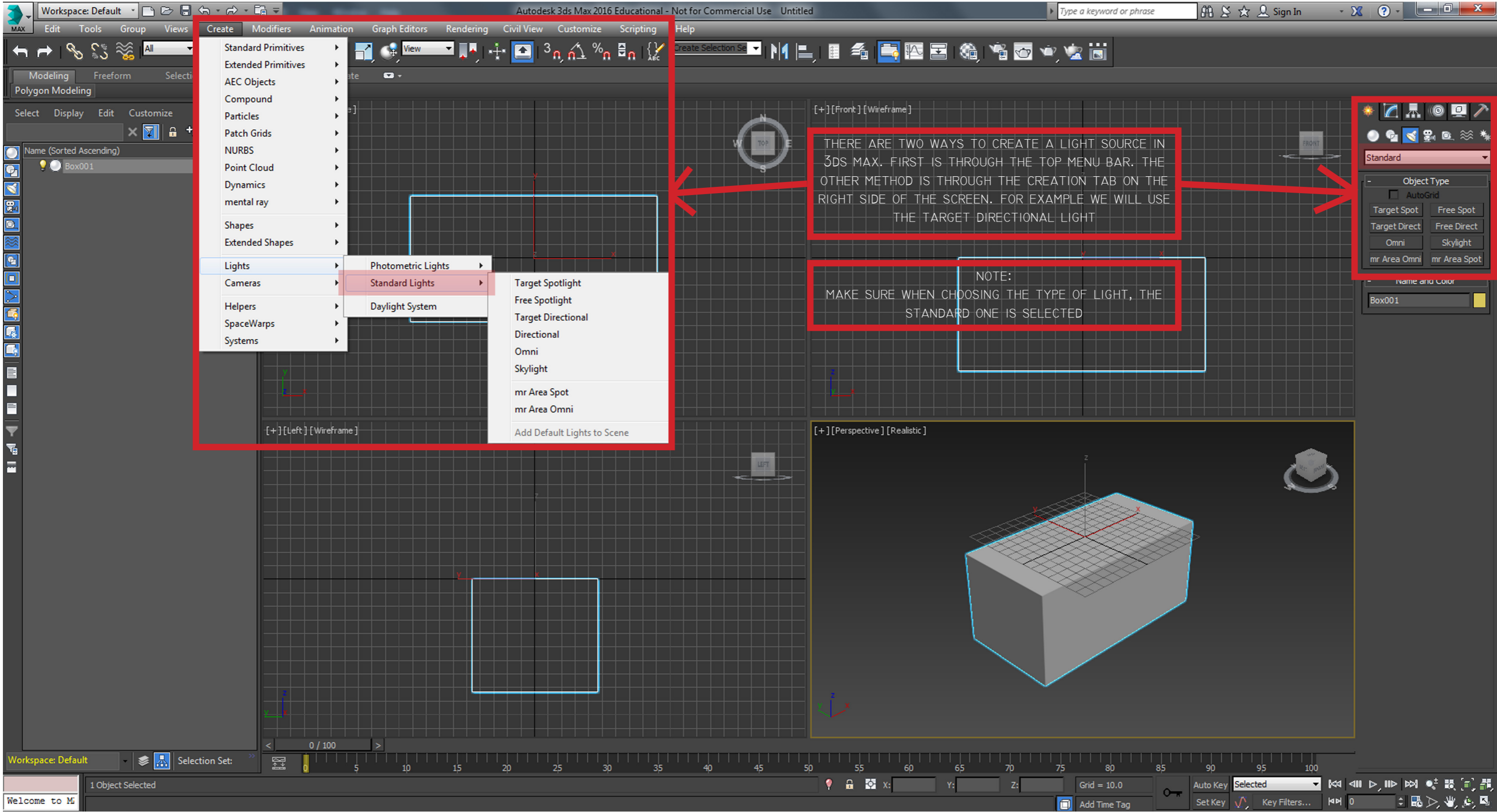


# MATERIALITY

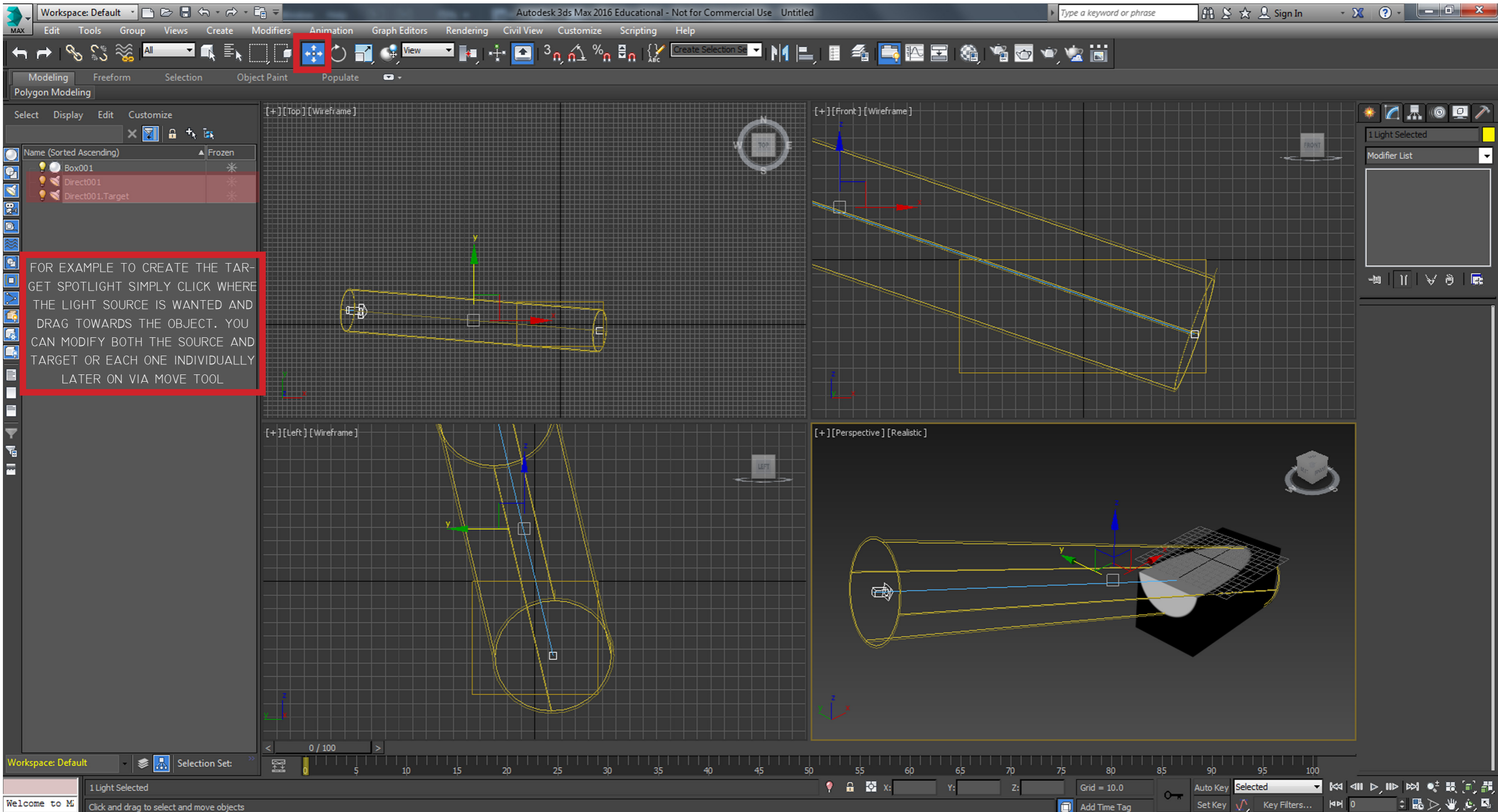


ONCE A MATERIAL IS CHOSEN E.G. CONCRETE, SELECT THE OBJECT YOU WANT TO HAVE THIS MATERIAL AND SELECT "ASSIGN MATERIAL TO SELECTION" AS HIGHLIGHTED

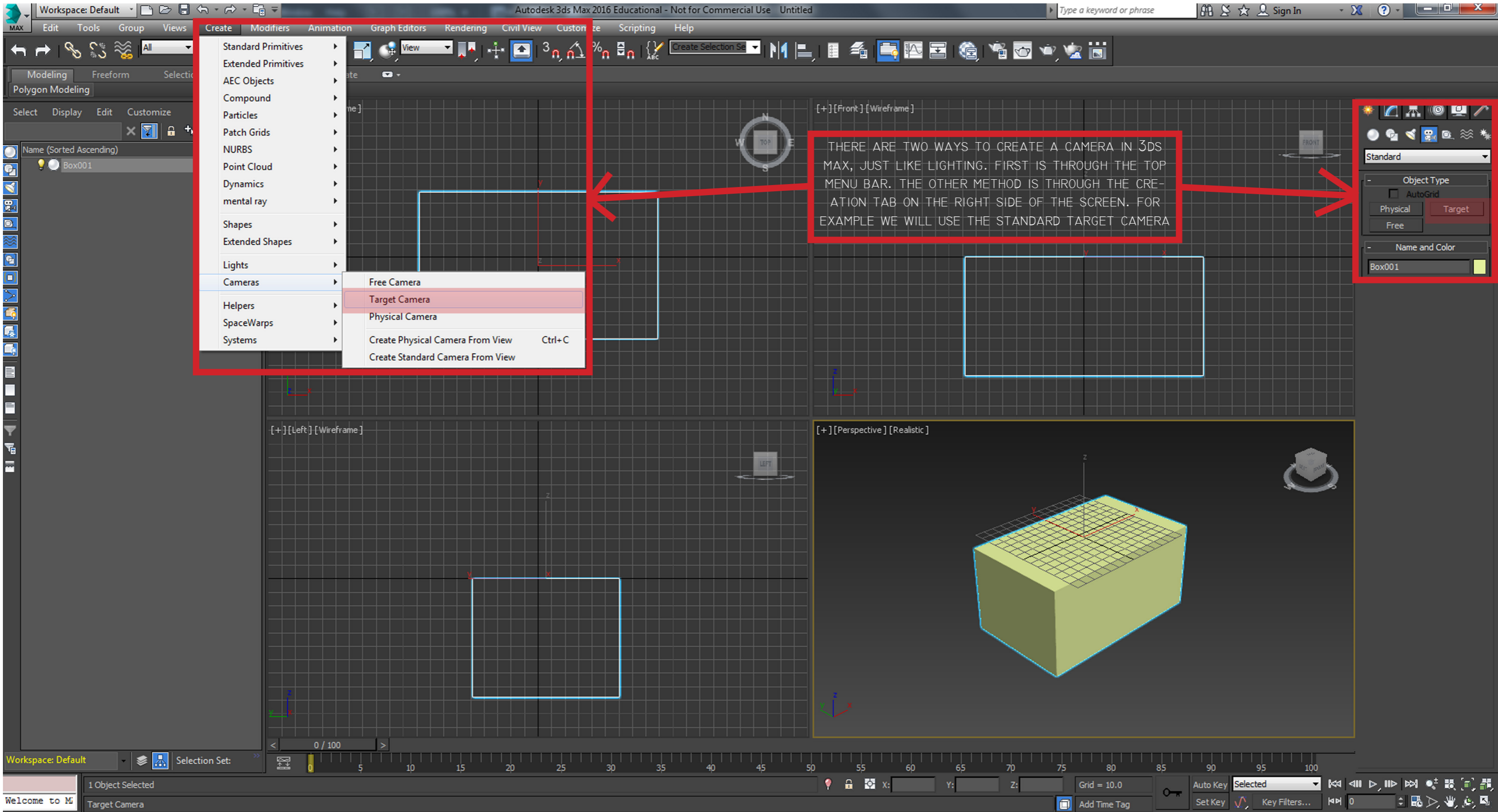
MATERIALITY



## LIGHTING

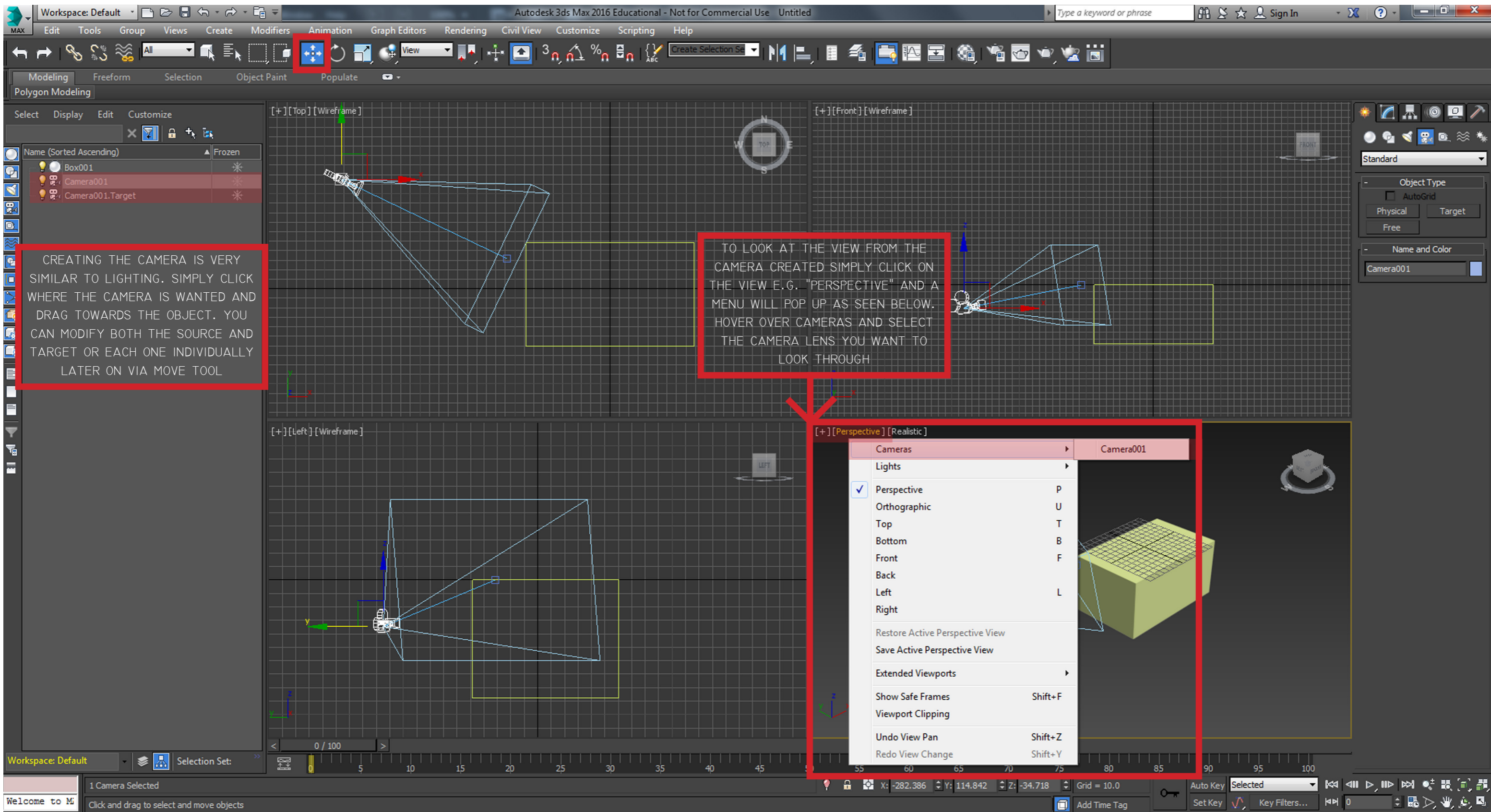


LIGHTING

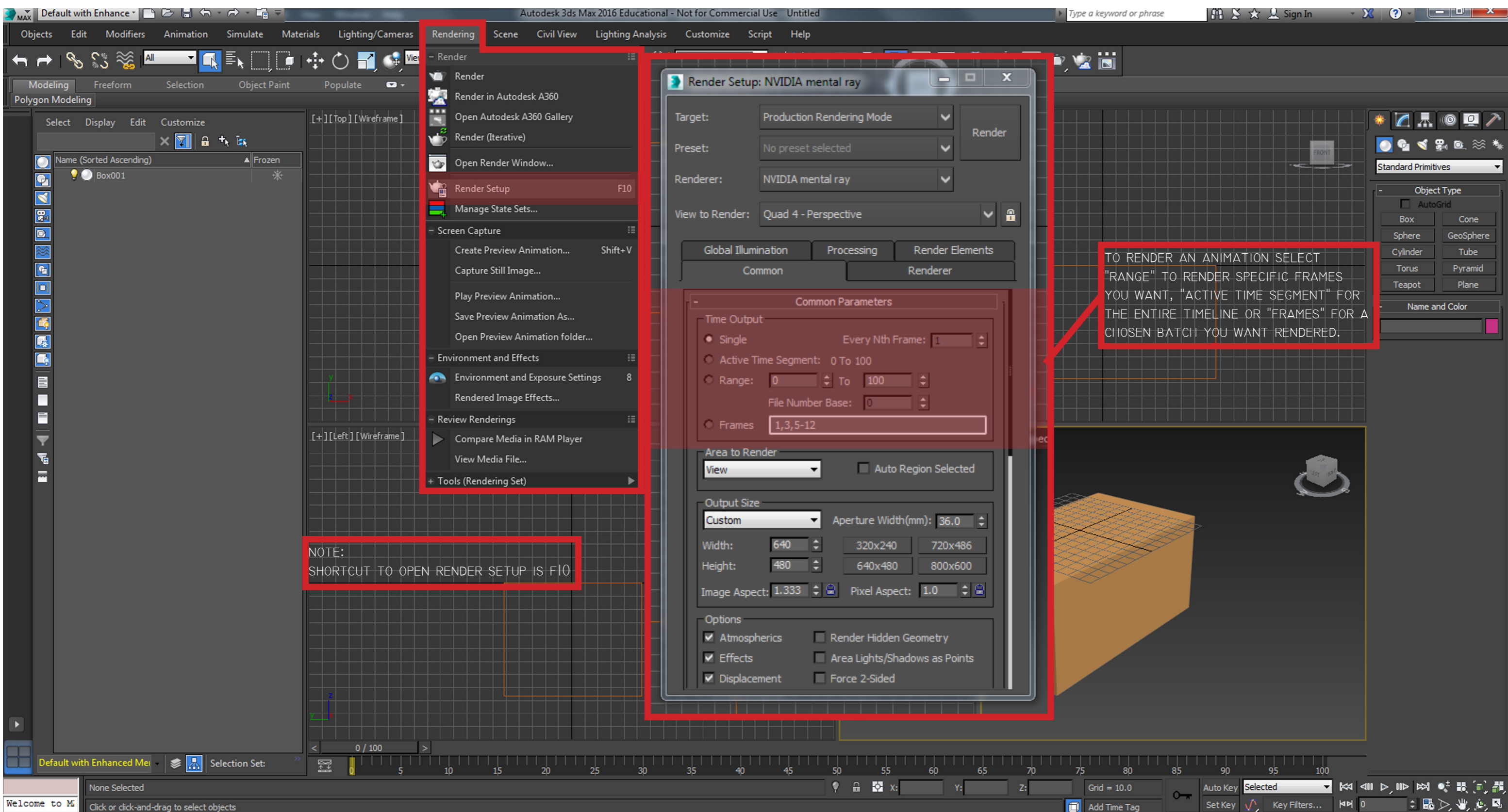


CAMERA

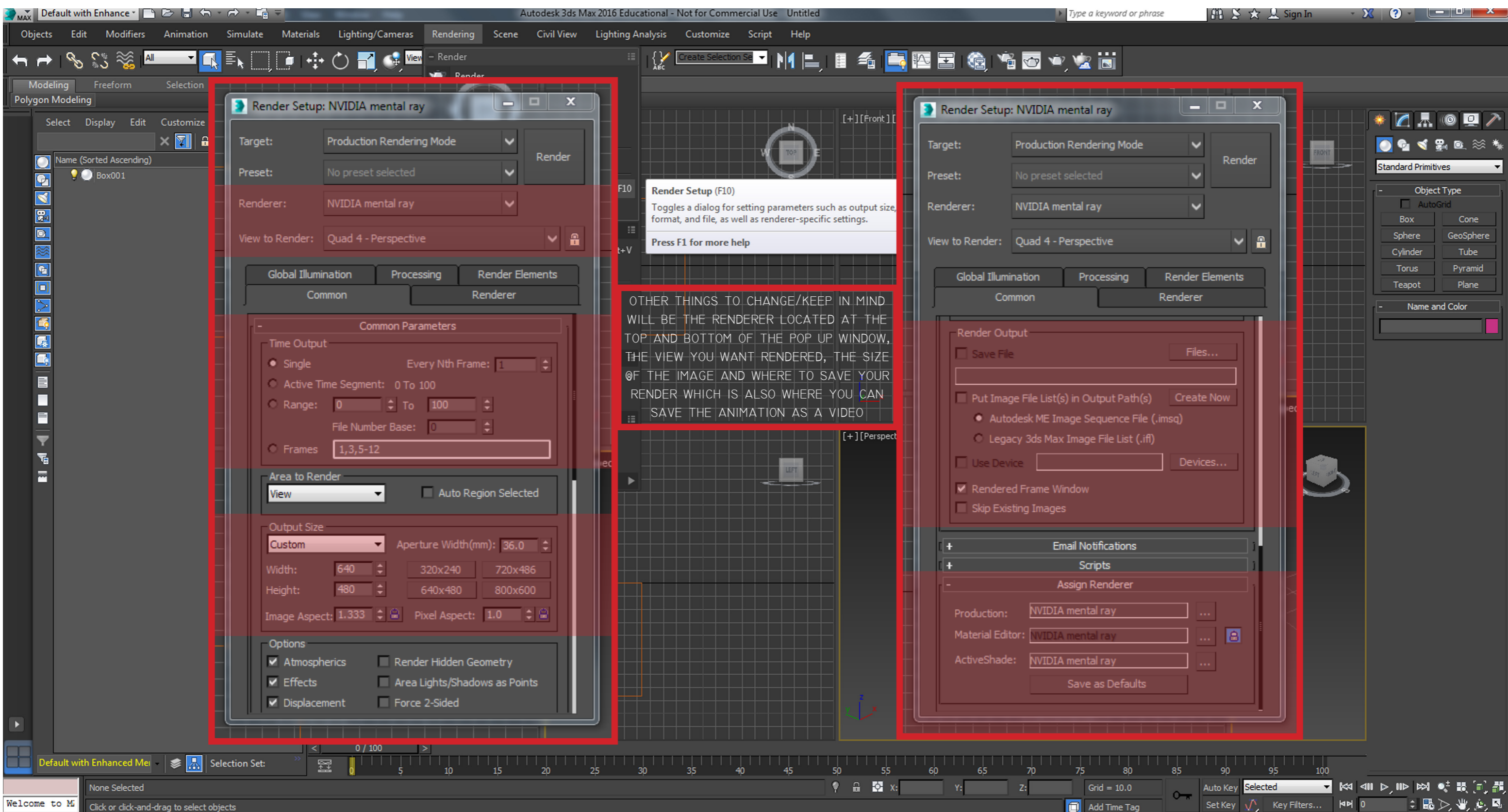




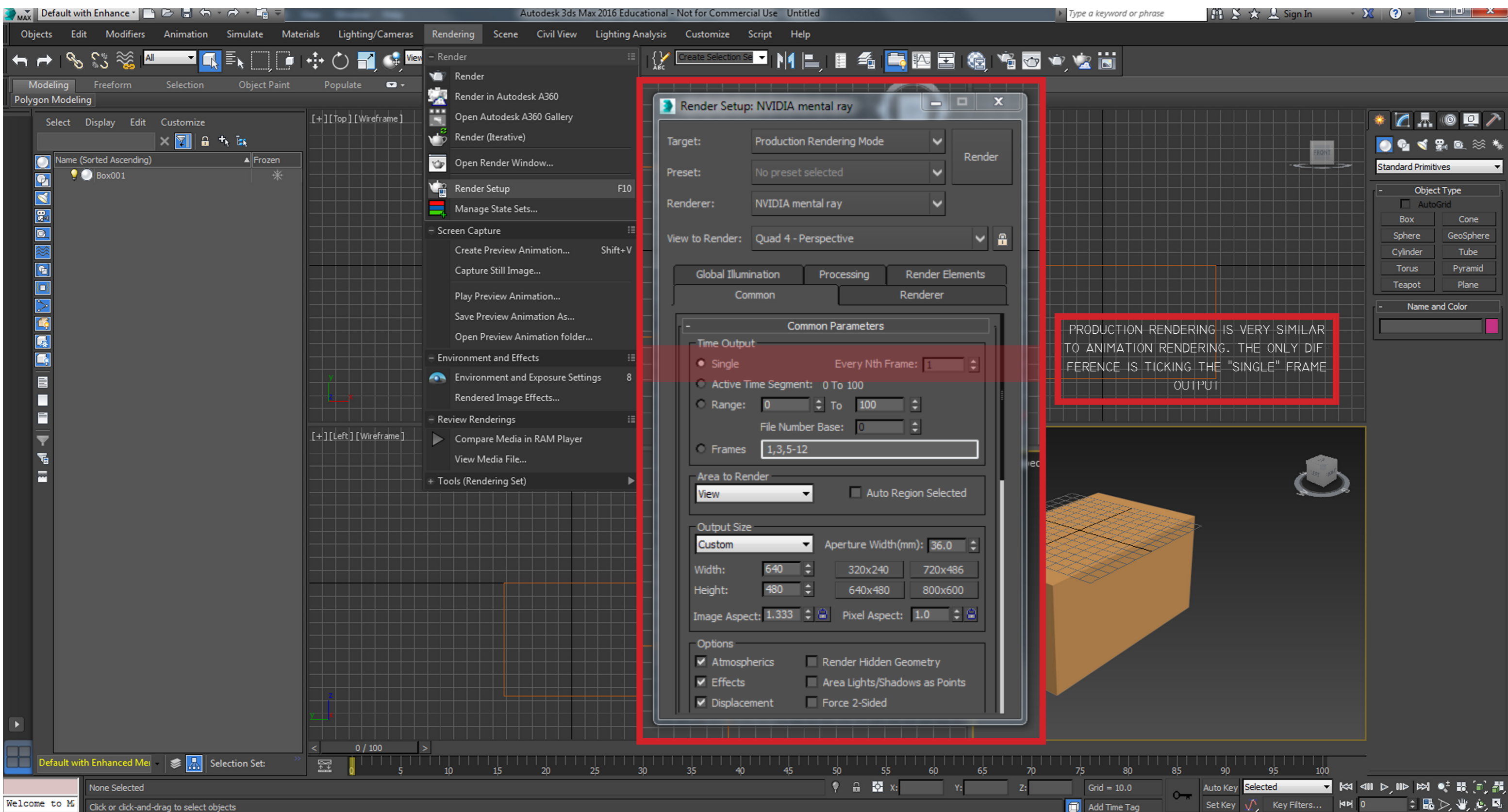
CAMERA



RENDERING ANIMATION



## RENDERING ANIMATION



PRODUCTION RENDERING