–Tutorials

3DS Max

Basic introduction to 3ds max

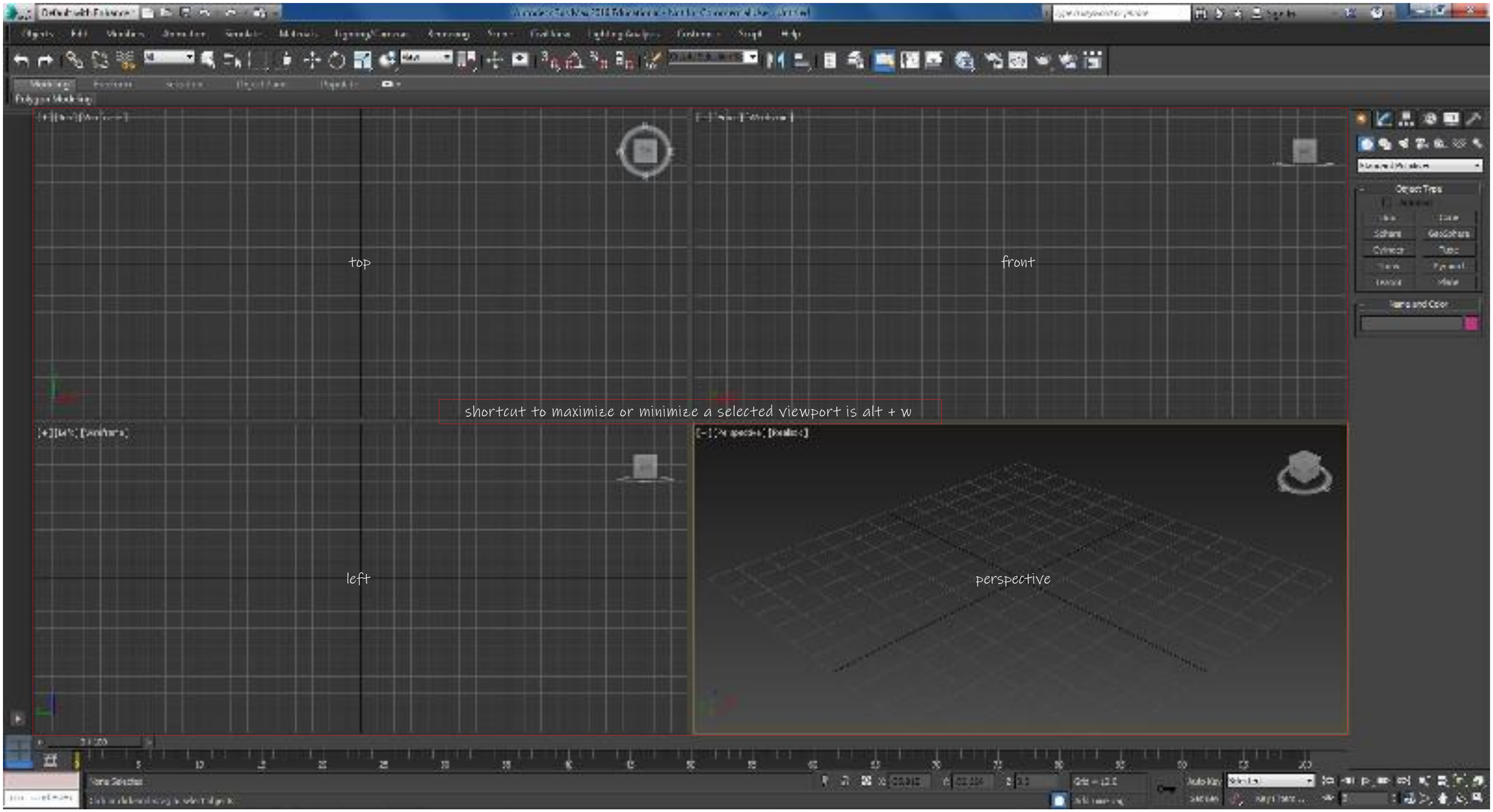
2016

AUTODESK®

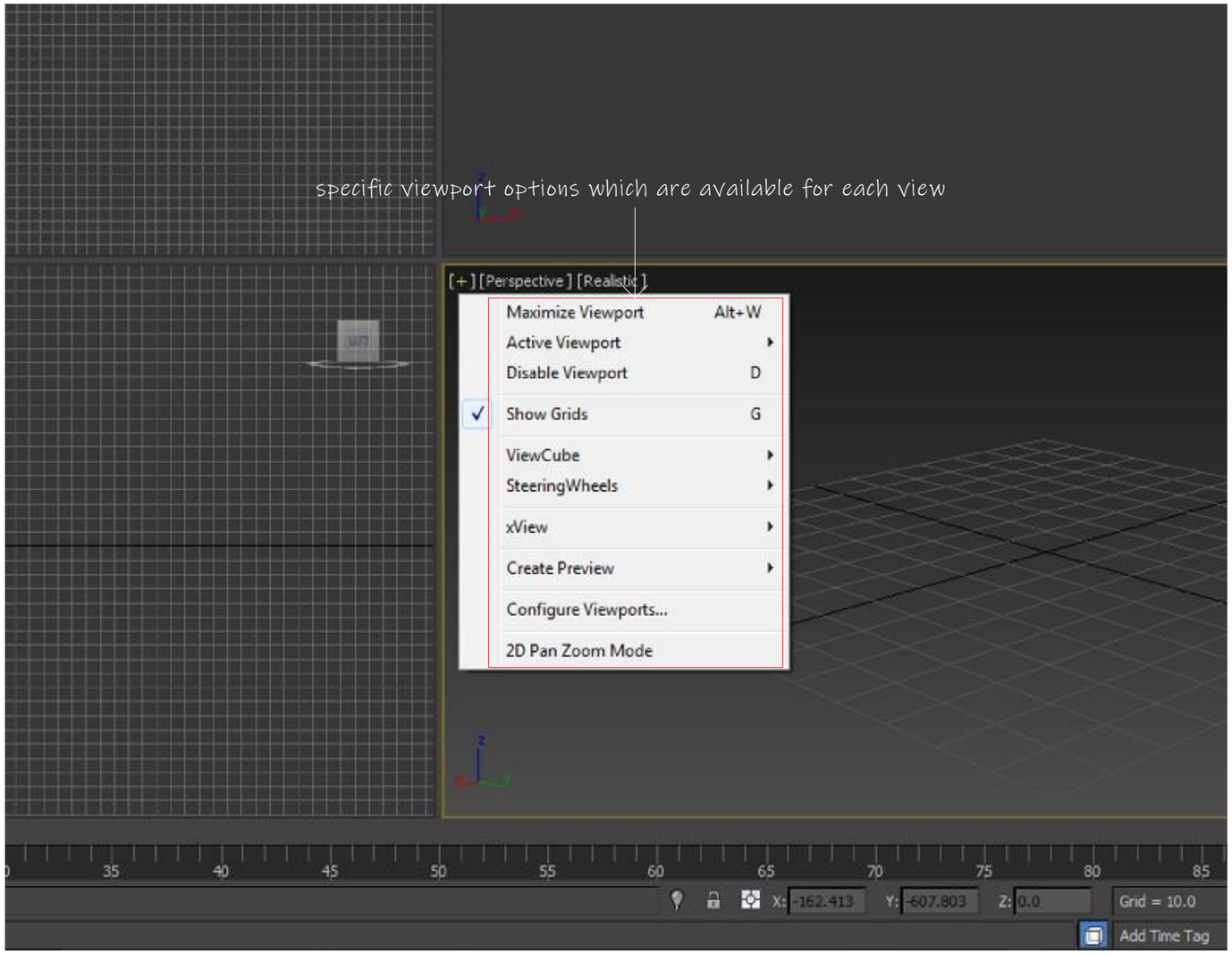
3DS MAX

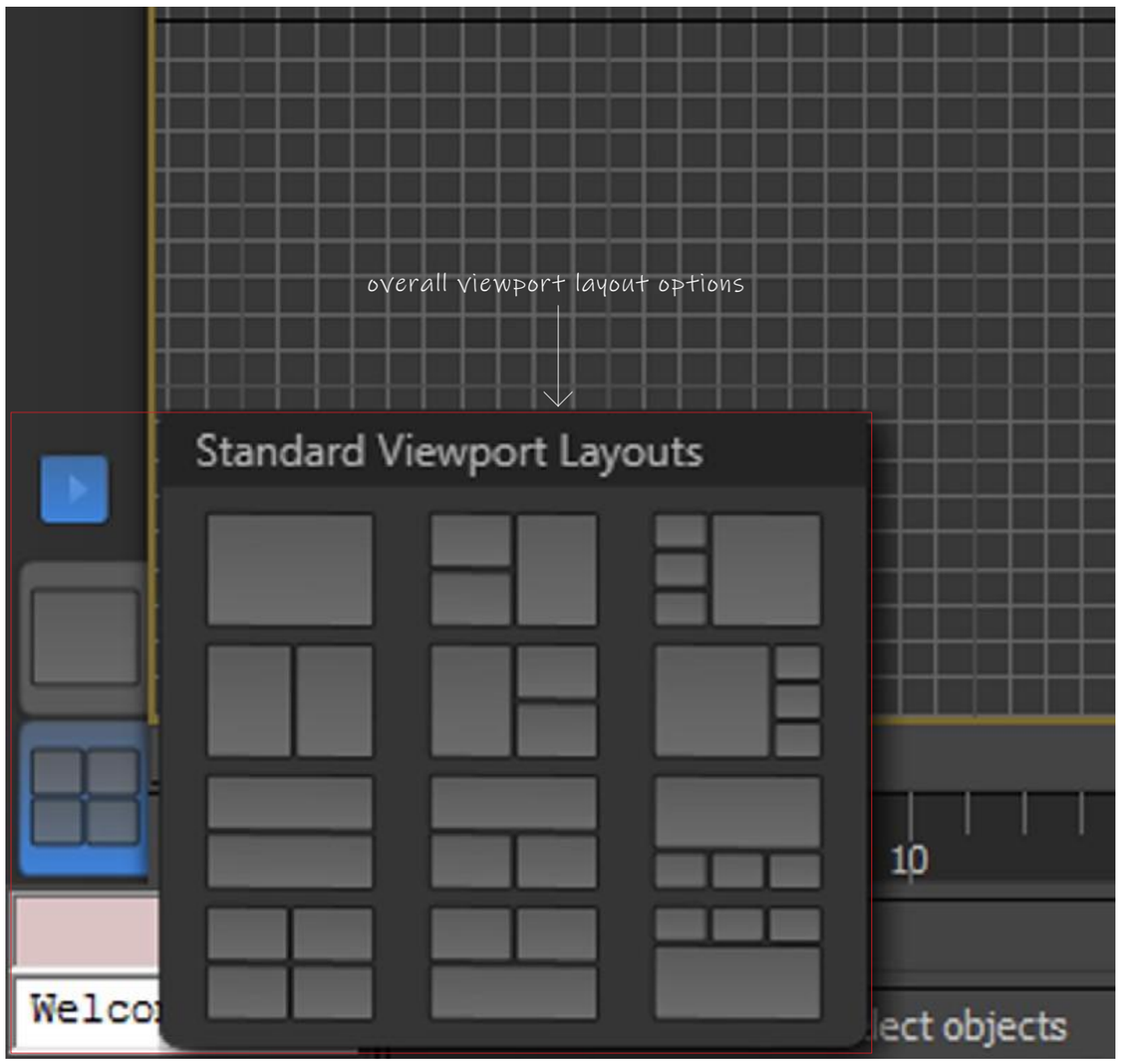
Here's what we do.

interface

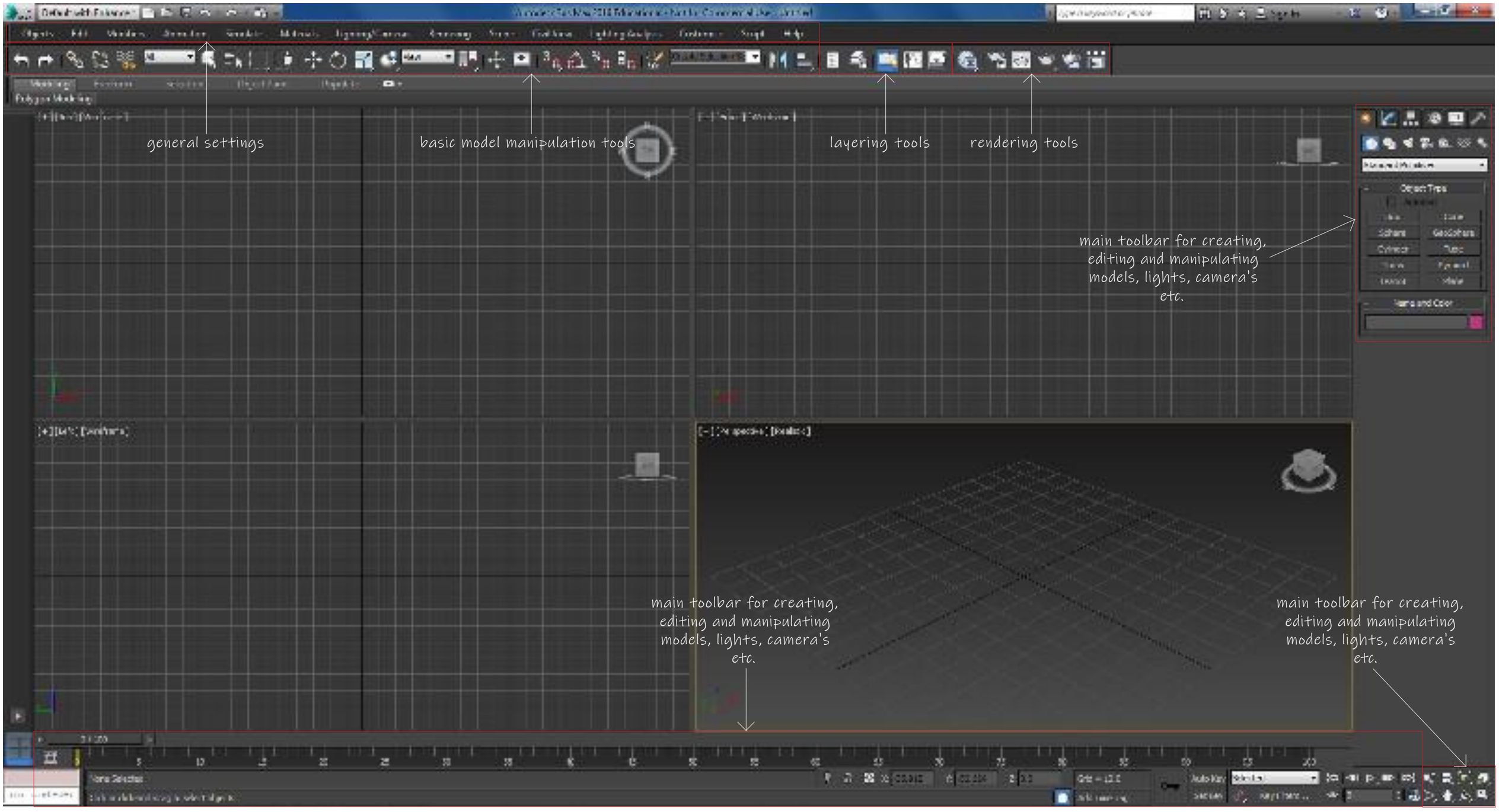


basic default viewports

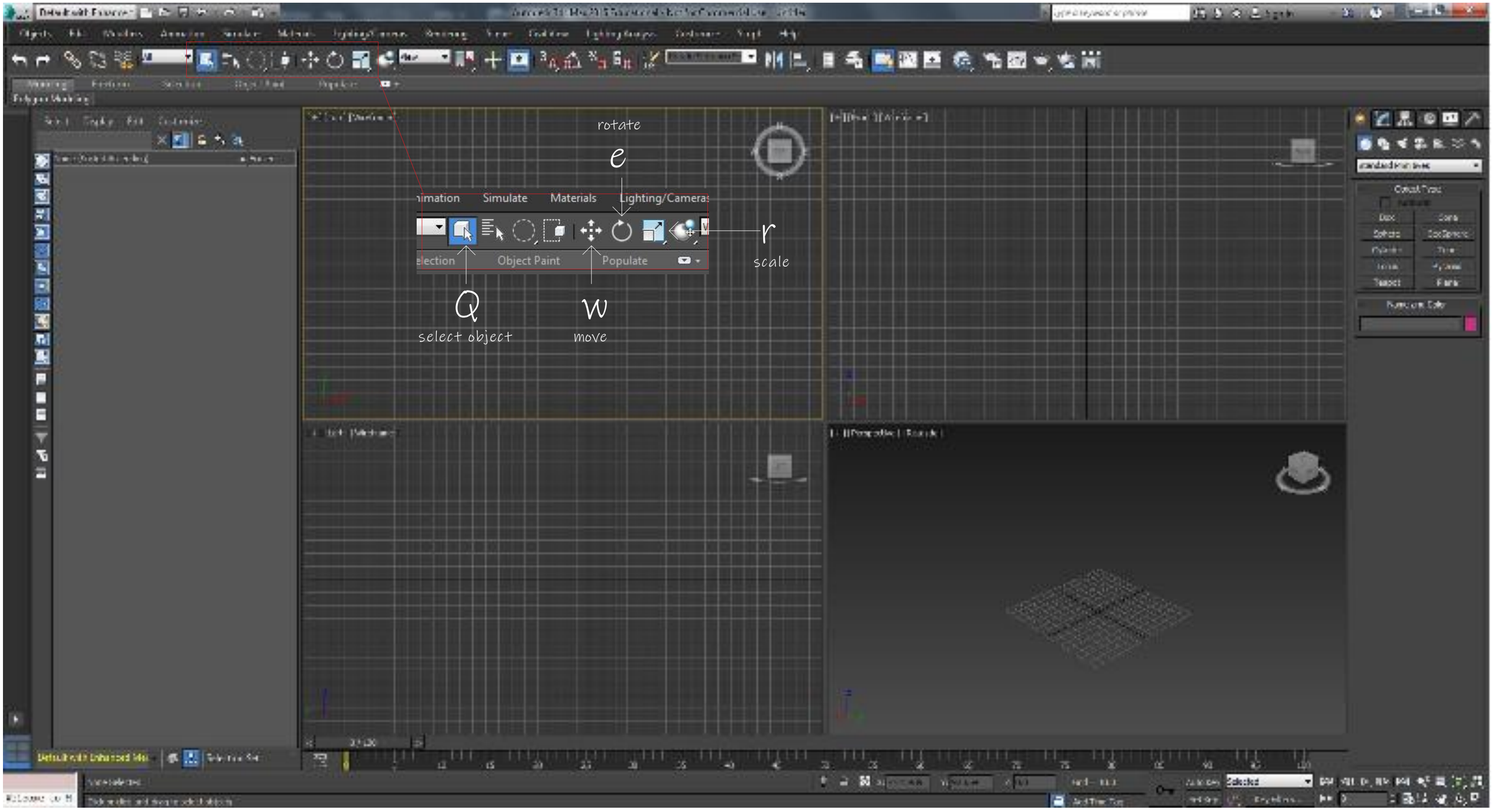




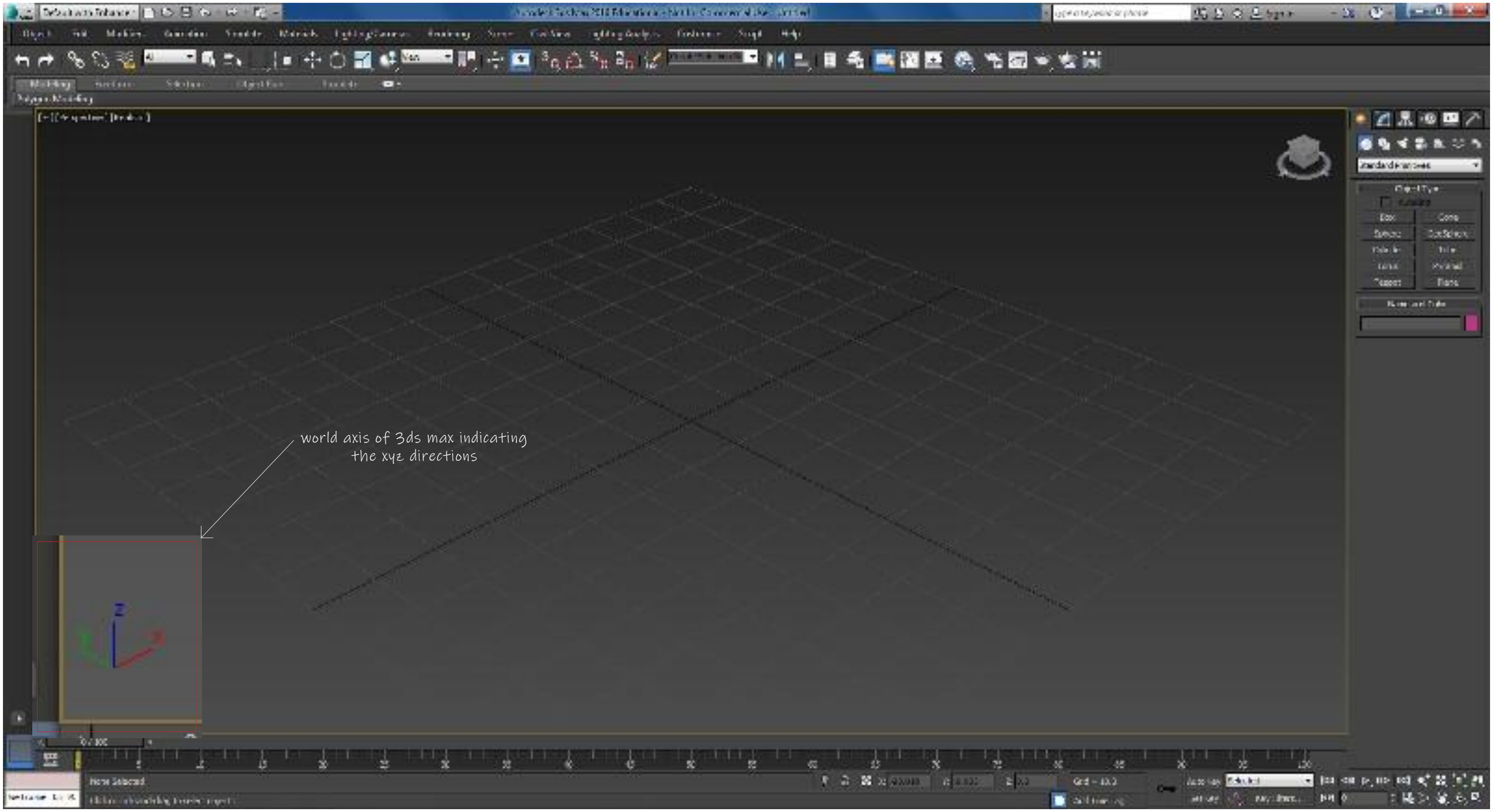
viewport adjustments/managements



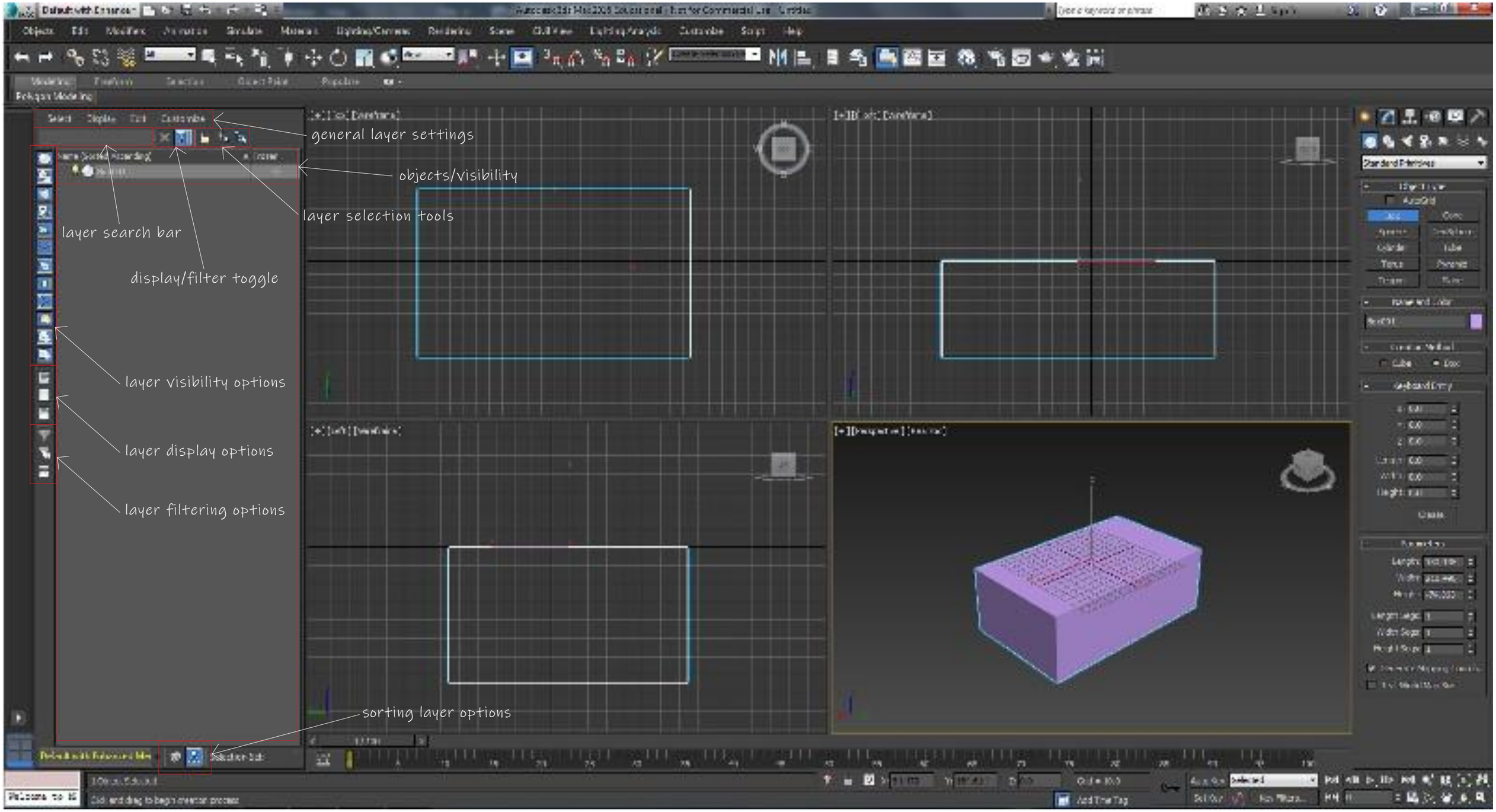
toolbar functions



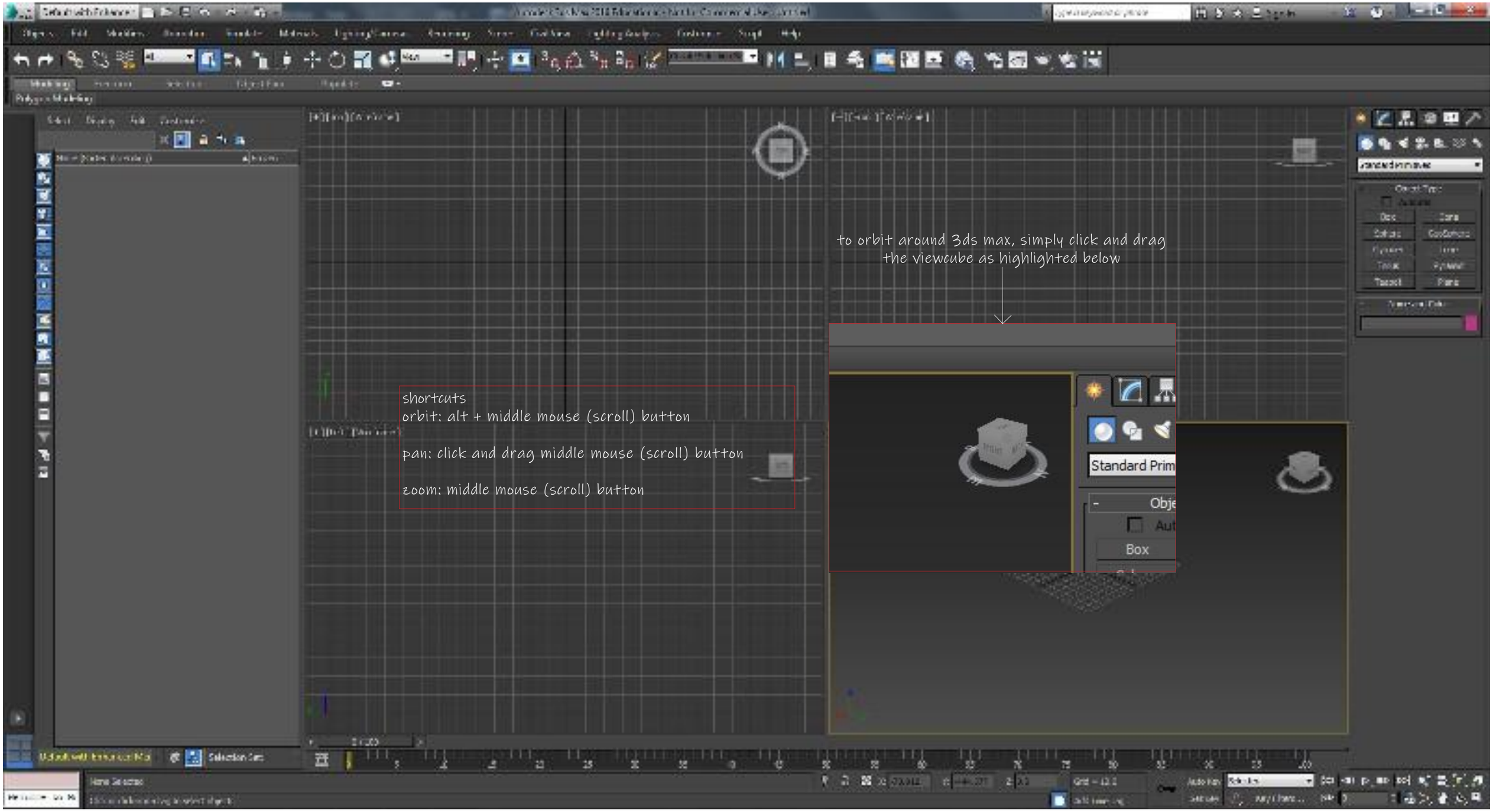
basic shortcuts



xyz worldspace

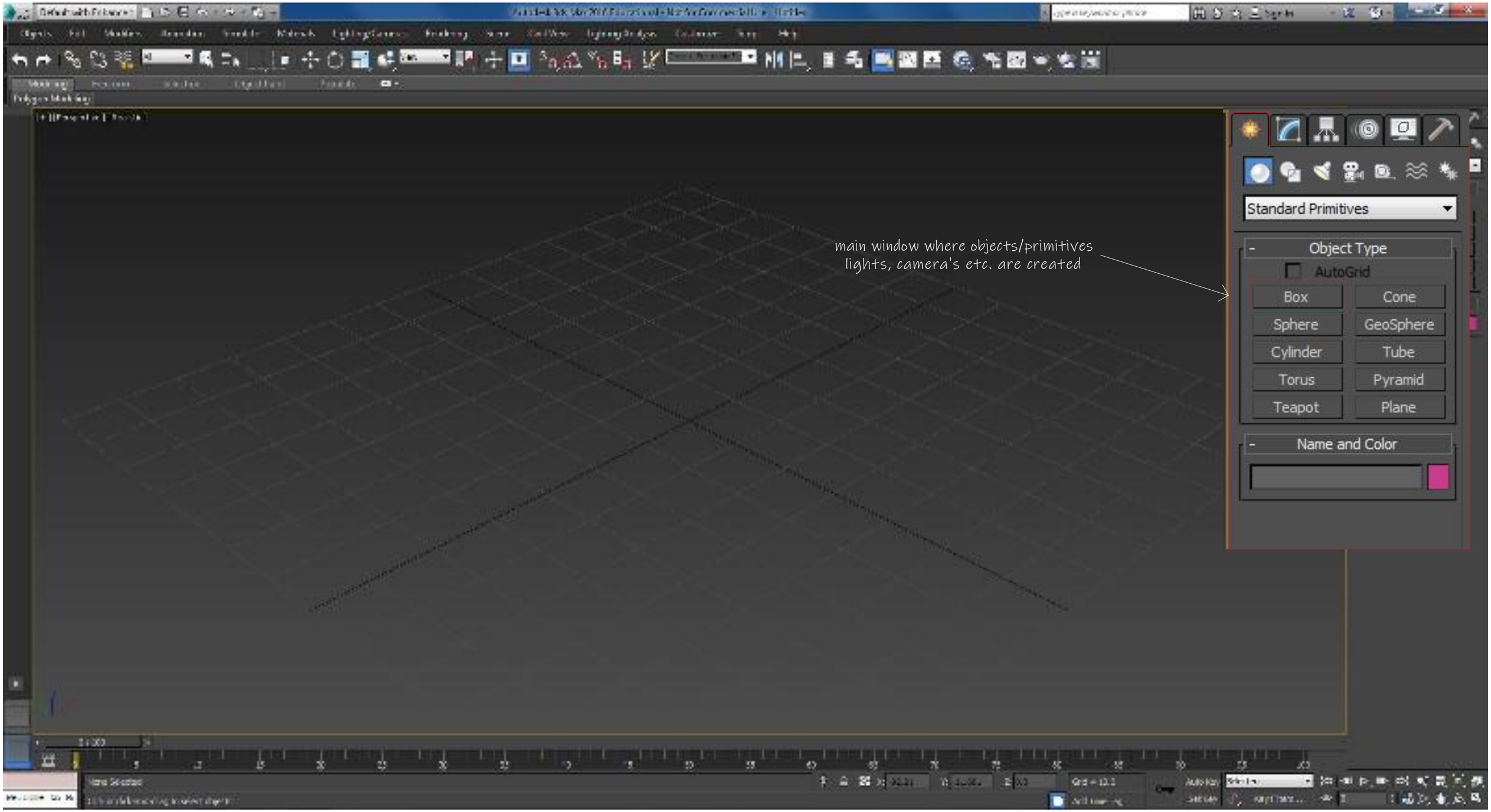

general layer settings
objects/visibility
layer selection tools
layer search bar
display/filter toggle
layer visibility options
layer display options
layer filtering options
sorting layer options

layers

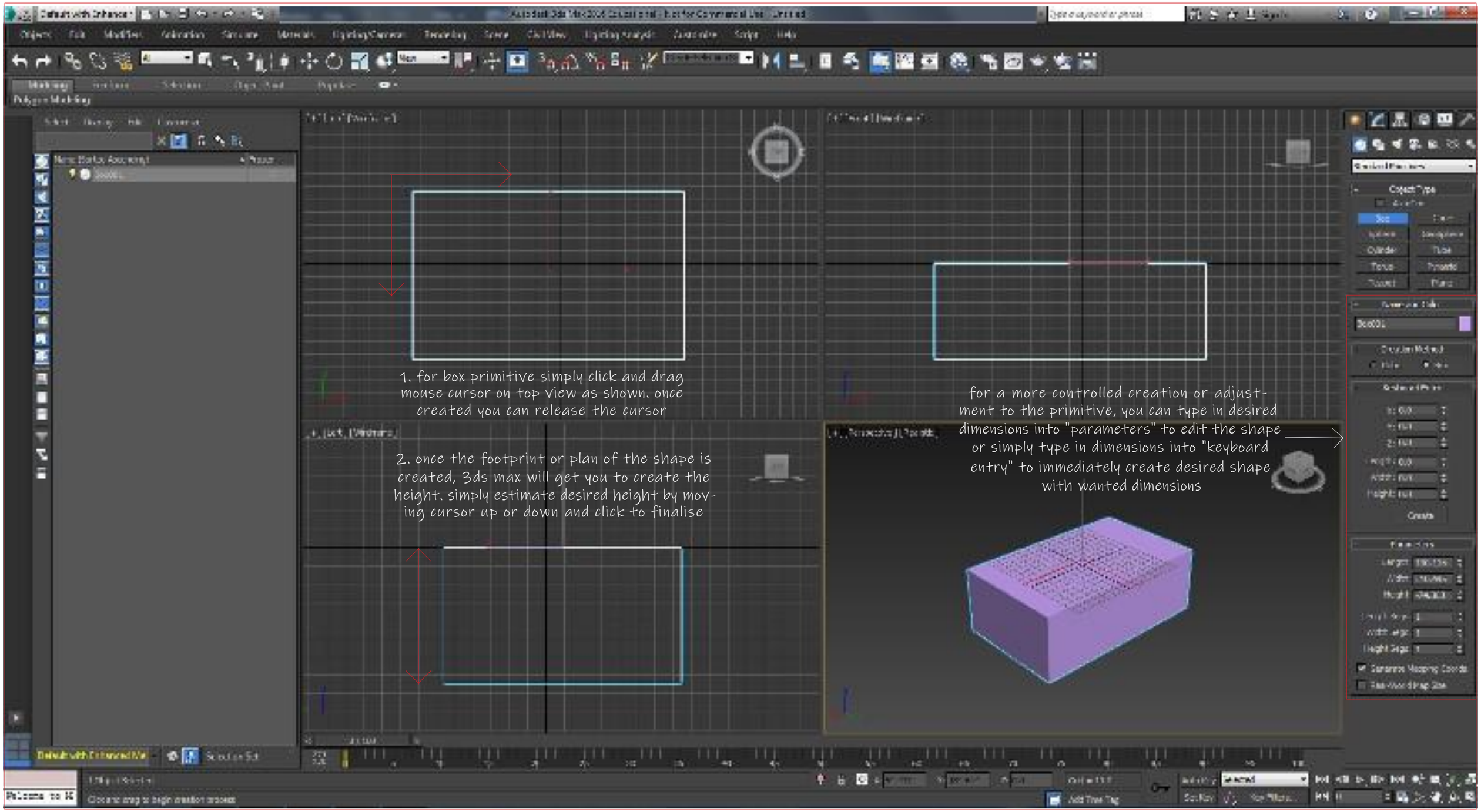


manoeuvring

basic primitives

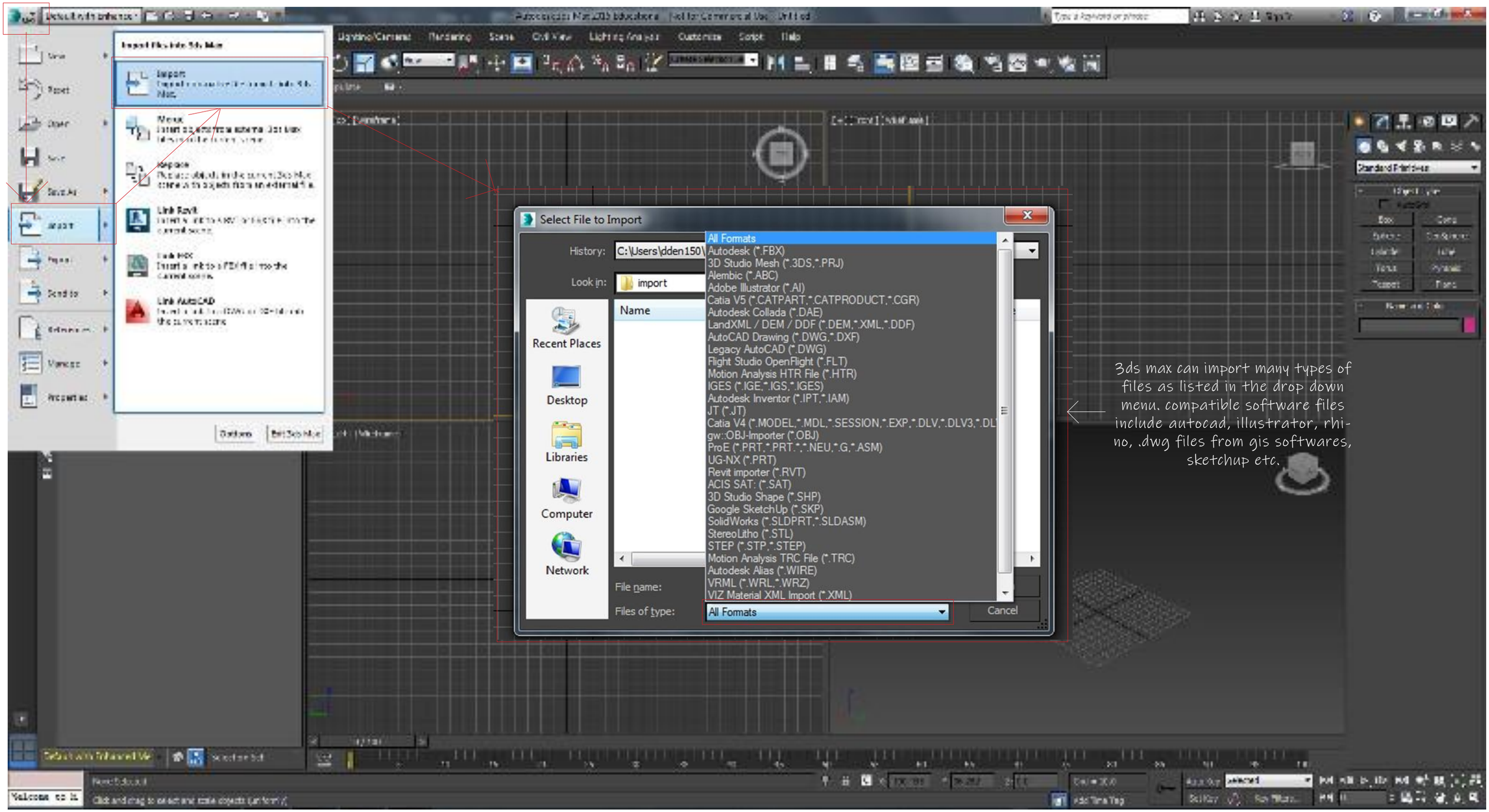


basic primitives

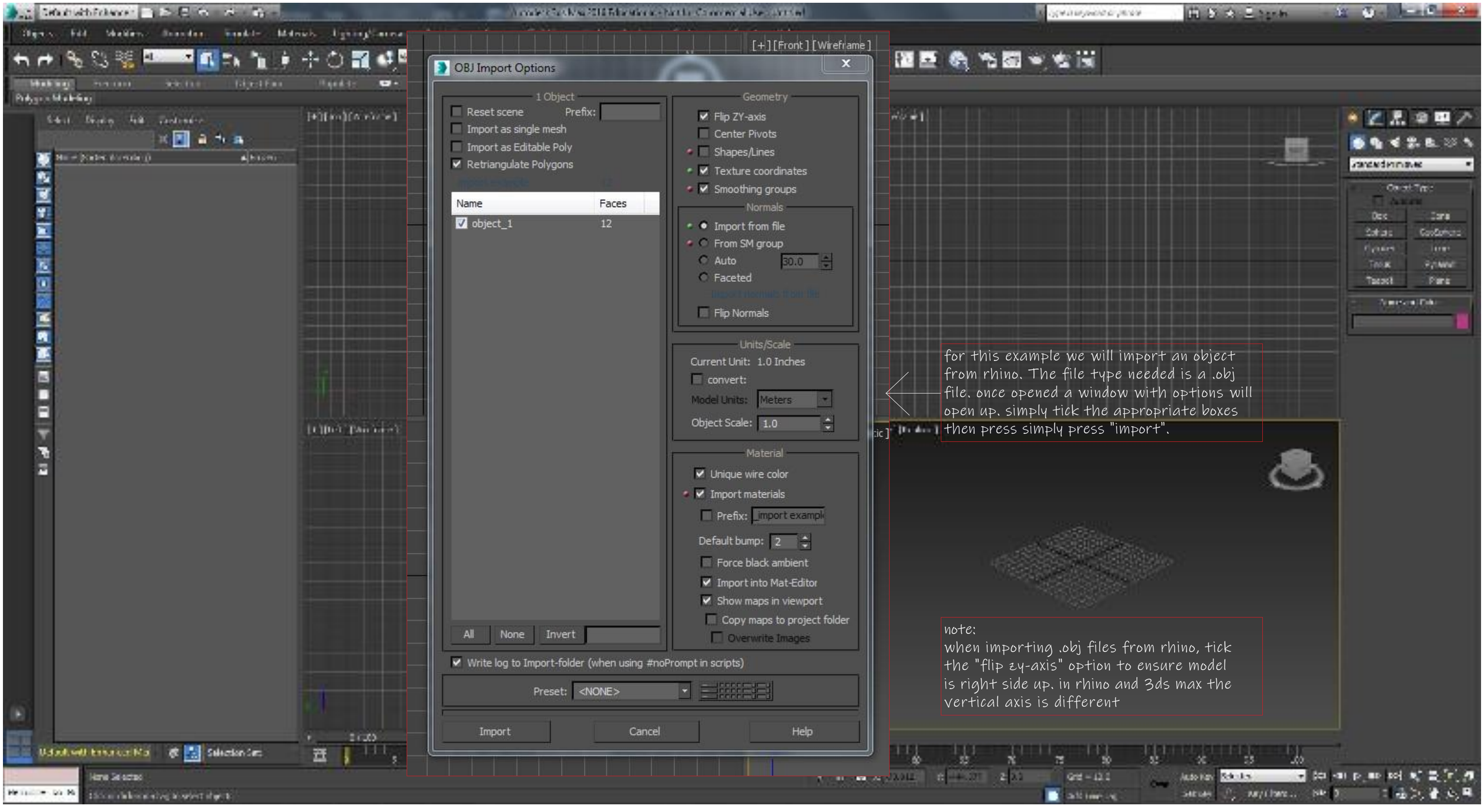


example (box) primitive

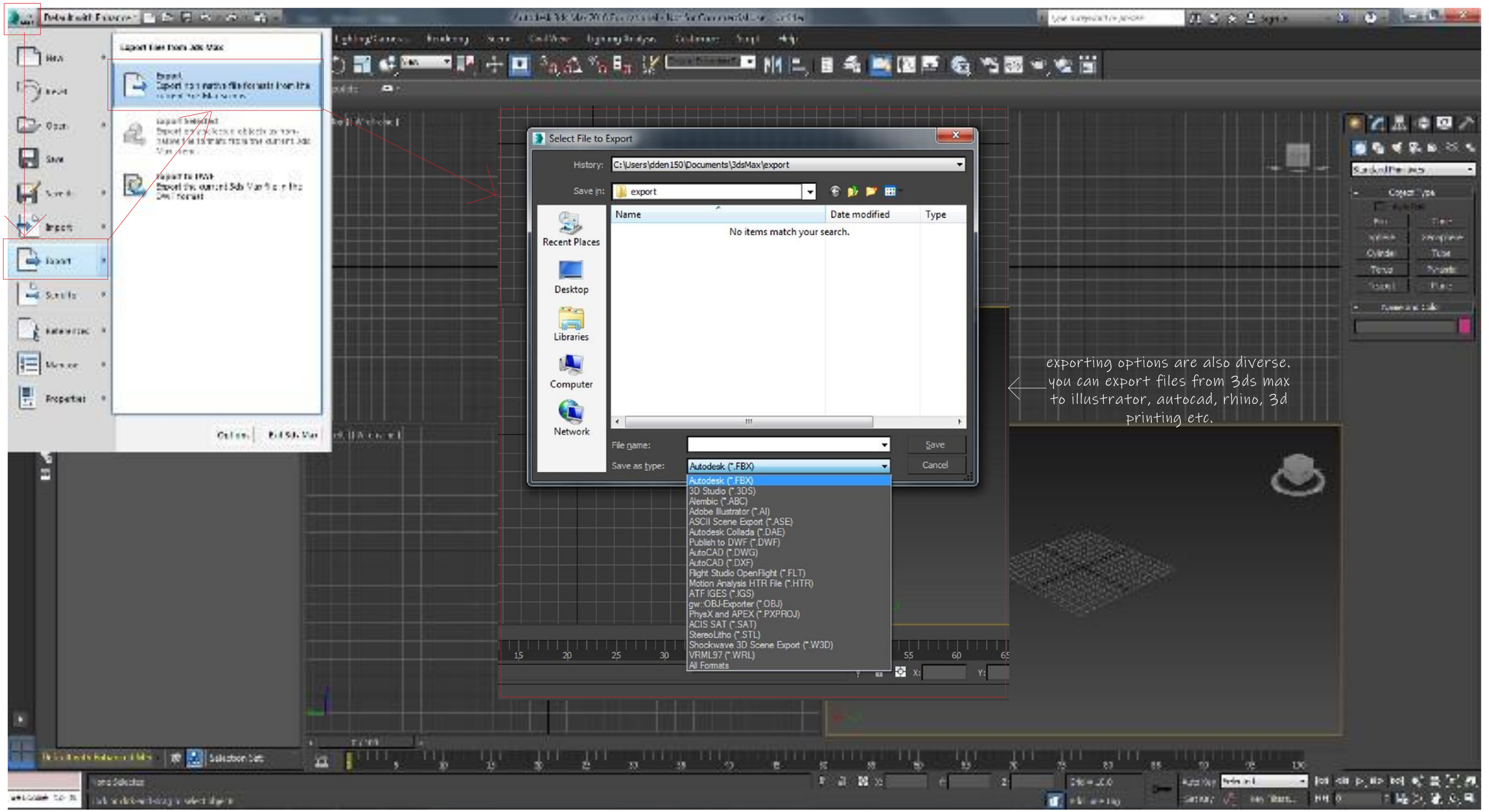
importing/exporting


Select File to Import
History:
C:\Users\dden150\
Look in:
import
Name
Recent Places
Desktop
Libraries
Computer
Network
File name:
Files of type:
All Formats
Cancel
All Formats
Autodesk (*.FBX)
3D Studio Mesh (*.3DS,*.PRJ)
Alembic (*.ABC)
Adobe Illustrator (*.AI)
Catia V5 (*.CATPART,*.CATPRODUCT,*.CGR)
Autodesk Collada (*.DAE)
LandXML / DEM / DDF (*.DEM,*.XML,*.DDF)
AutoCAD Drawing (*.DWG,*.DXF)
Legacy AutoCAD (*.DWG)
Flight Studio OpenFlight (*.FLT)
Motion Analysis HTR File (*.HTR)
IGES (*.IGE,*.IGS,*.IGES)
Autodesk Inventor (*.IPT,*.IAM)
JT (*.JT)
Catia V4 (*.MODEL,*.MDL,*.SESSION,*.EXP,*.DLV,*.DLV3,*.DL
gw::OBJ-Importer (*.OBJ)
ProE (*.PRT,*.PRT.*,*.NEU,*.G,*.ASM)
UG-NX (*.PRT)
Revit importer (*.RVT)
ACIS SAT: (*.SAT)
3D Studio Shape (*.SHP)
Google SketchUp (*.SKP)
SolidWorks (*.SLDPRT,*.SLDASM)
StereoLitho (*.STL)
STEP (*.STP,*.STEP)
Motion Analysis TRC File (*.TRC)
Autodesk Alias (*.WIRE)
VRML (*.WRL,*.WRZ)
VIZ Material XML Import (*.XML)
3ds max can import many types of files as listed in the drop down menu. compatible software files include autocad, illustrator, rhino, .dwg files from gis softwares, sketchup etc.

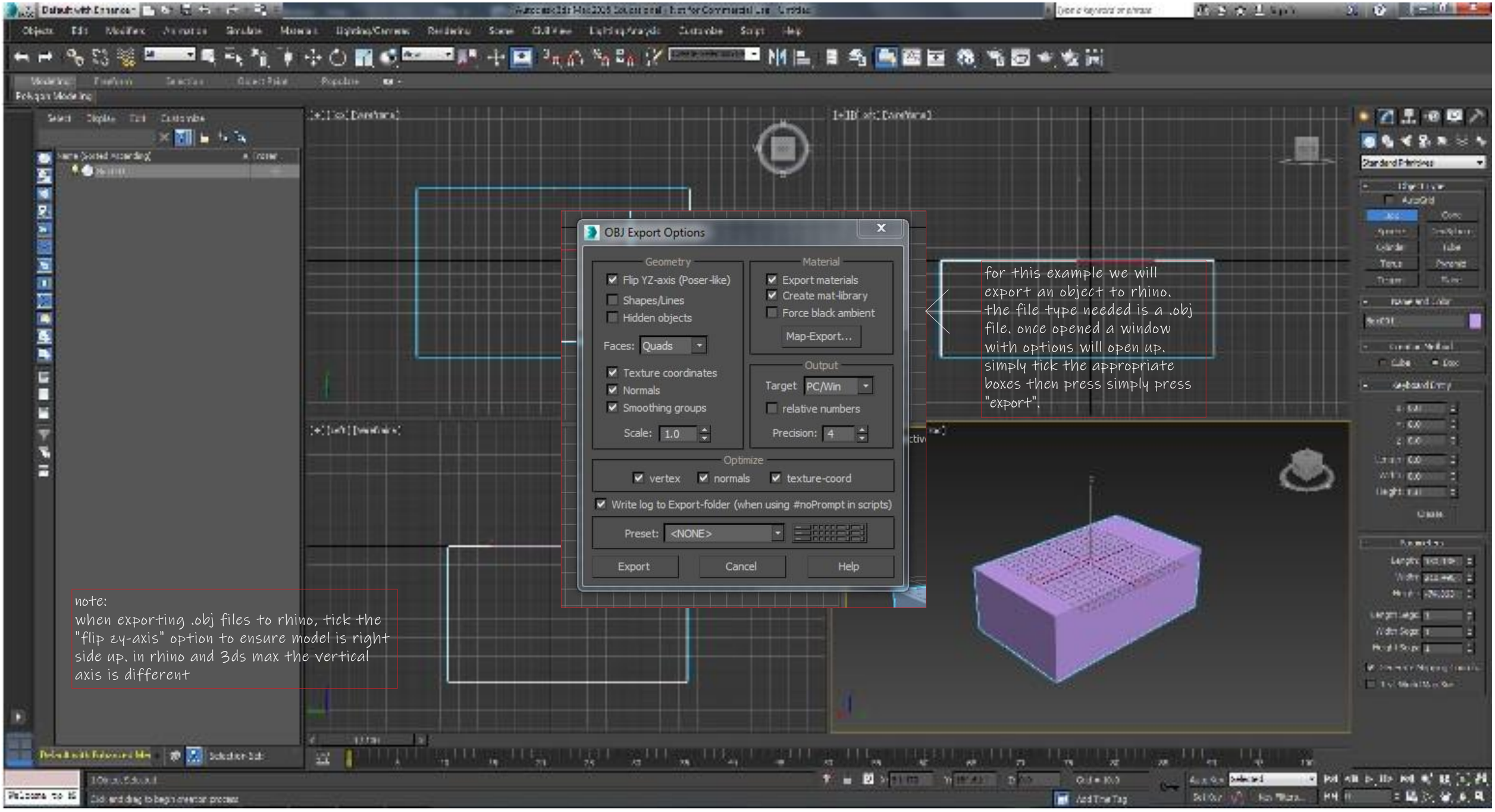
importing



importing example

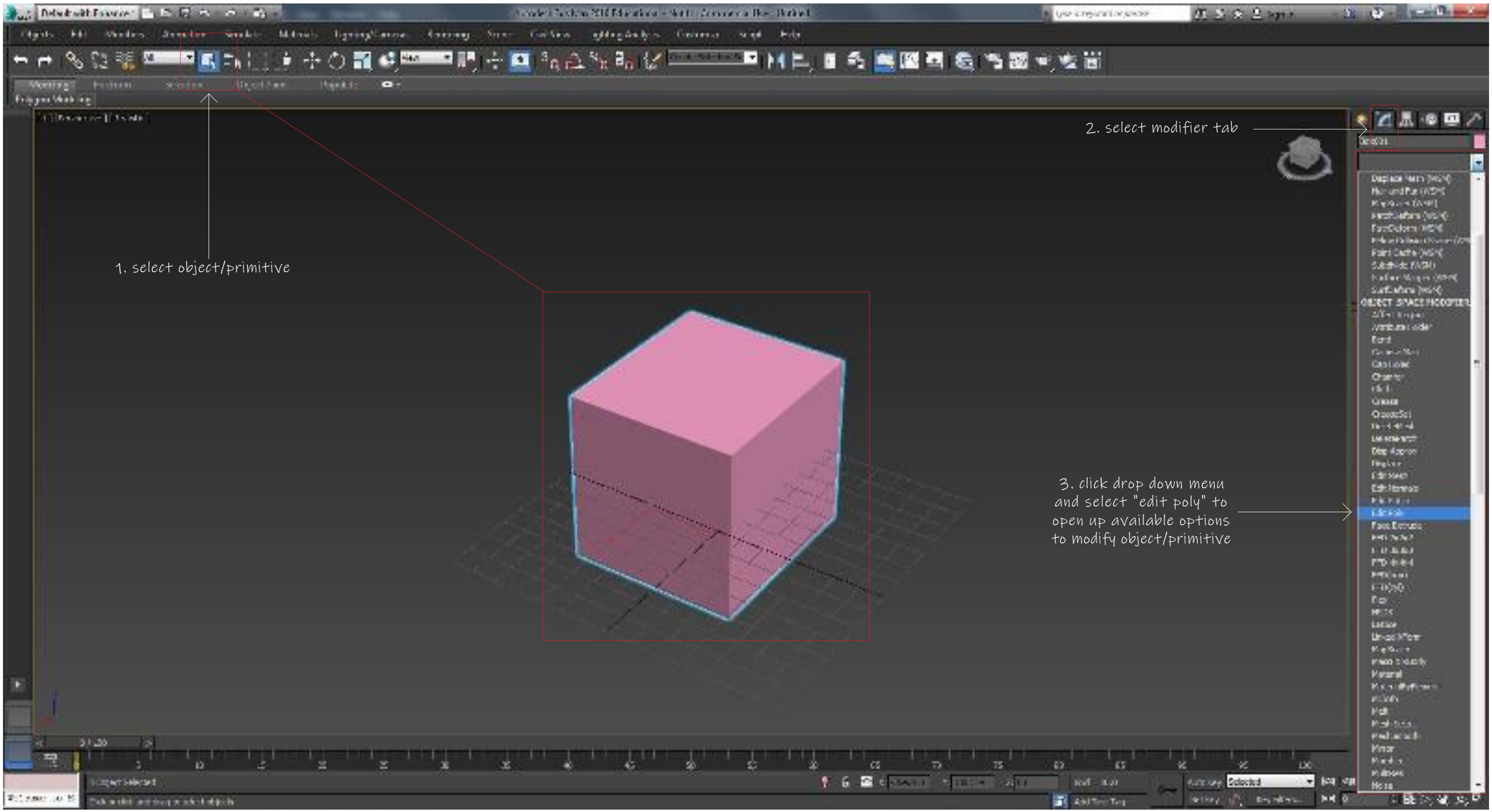

Select File to Export
History: C:\Users\dden150\Documents\3dsMax\export
Save in: export
Name
Date modified
Type
No items match your search.
Recent Places
Desktop
Libraries
Computer
Network
File name:
Save as type: Autodesk (*.FBX)
Save
Cancel
Autodesk (*.FBX)
3D Studio (*.3DS)
Alembic (*.ABC)
Adobe Illustrator (*.AI)
ASCII Scene Export (*.ASE)
Autodesk Collada (*.DAE)
Publish to DWF (*.DWF)
AutoCAD (*.DWG)
AutoCAD (*.DXF)
Flight Studio OpenFlight (*.FLT)
Motion Analysis HTR File (*.HTR)
ATF IGES (*.IGS)
gw::OBJ-Exporter (*.OBJ)
PhysX and APEX (*.PXPROJ)
ACIS SAT (*.SAT)
StereoLitho (*.STL)
Shockwave 3D Scene Export (*.W3D)
VRML97 (*.WRL)
All Formats
exporting options are also diverse. you can export files from 3ds max to illustrator, autocad, rhino, 3d printing etc.

exporting

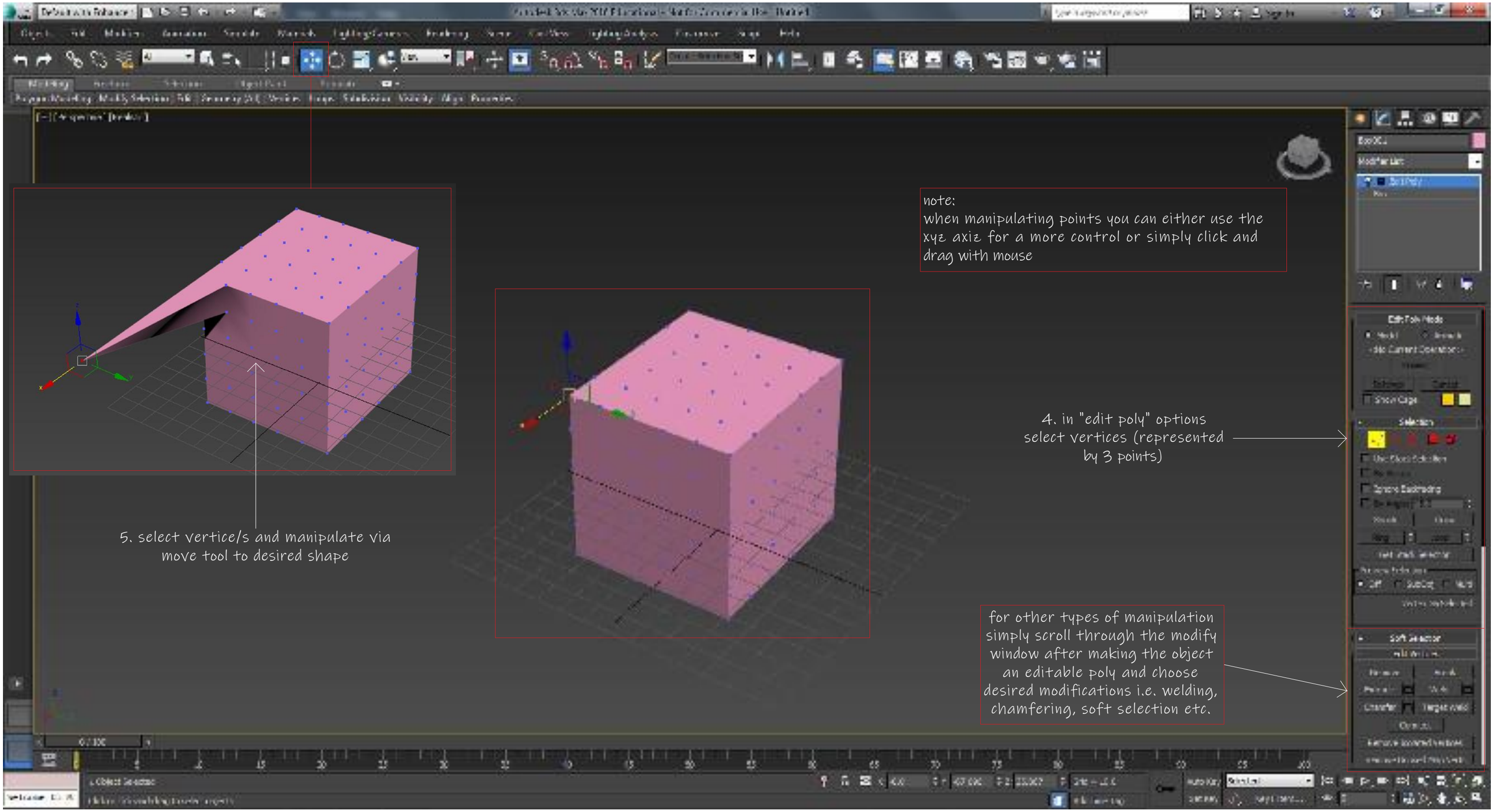


exporting example

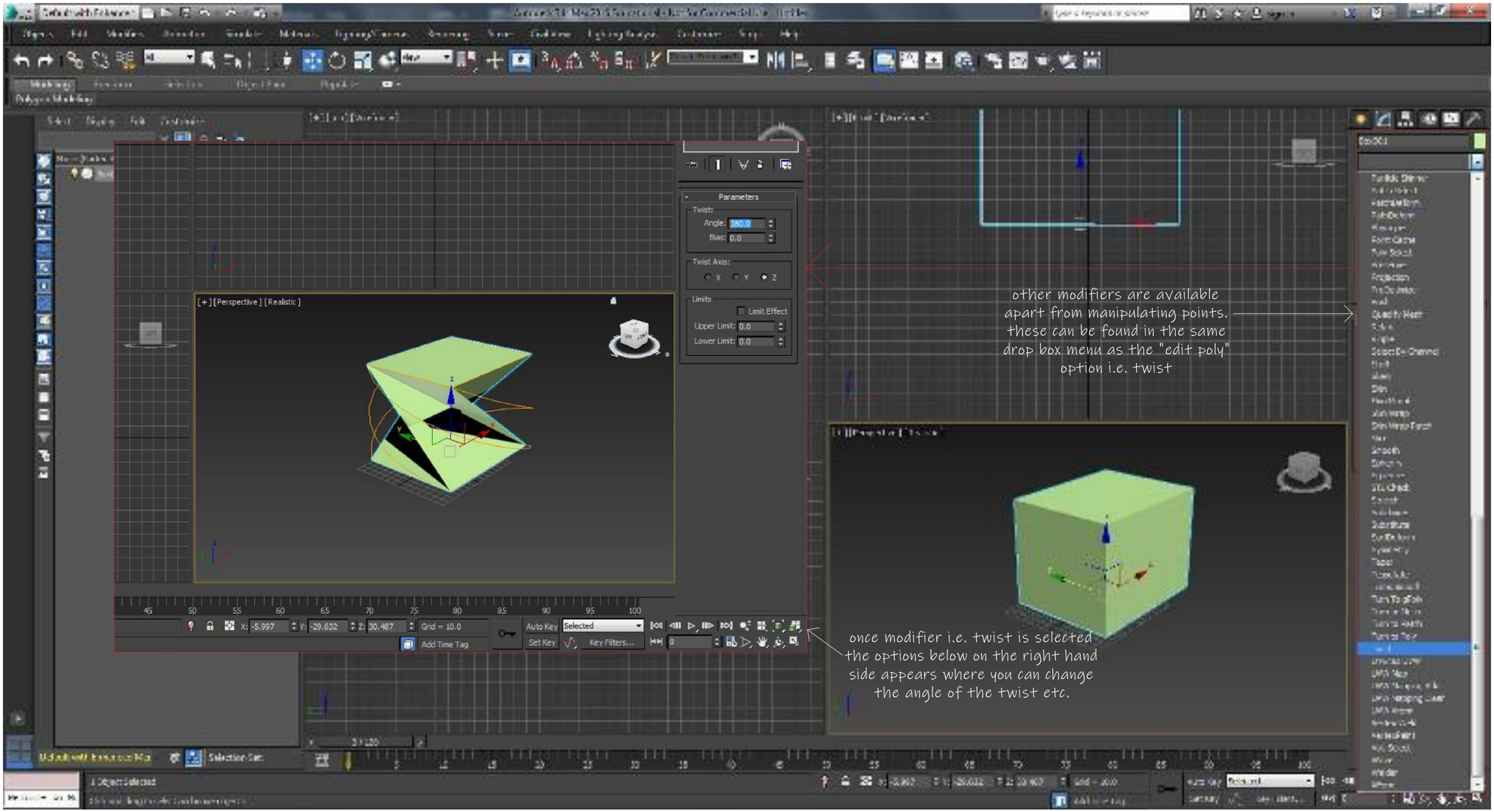
basic modifiers



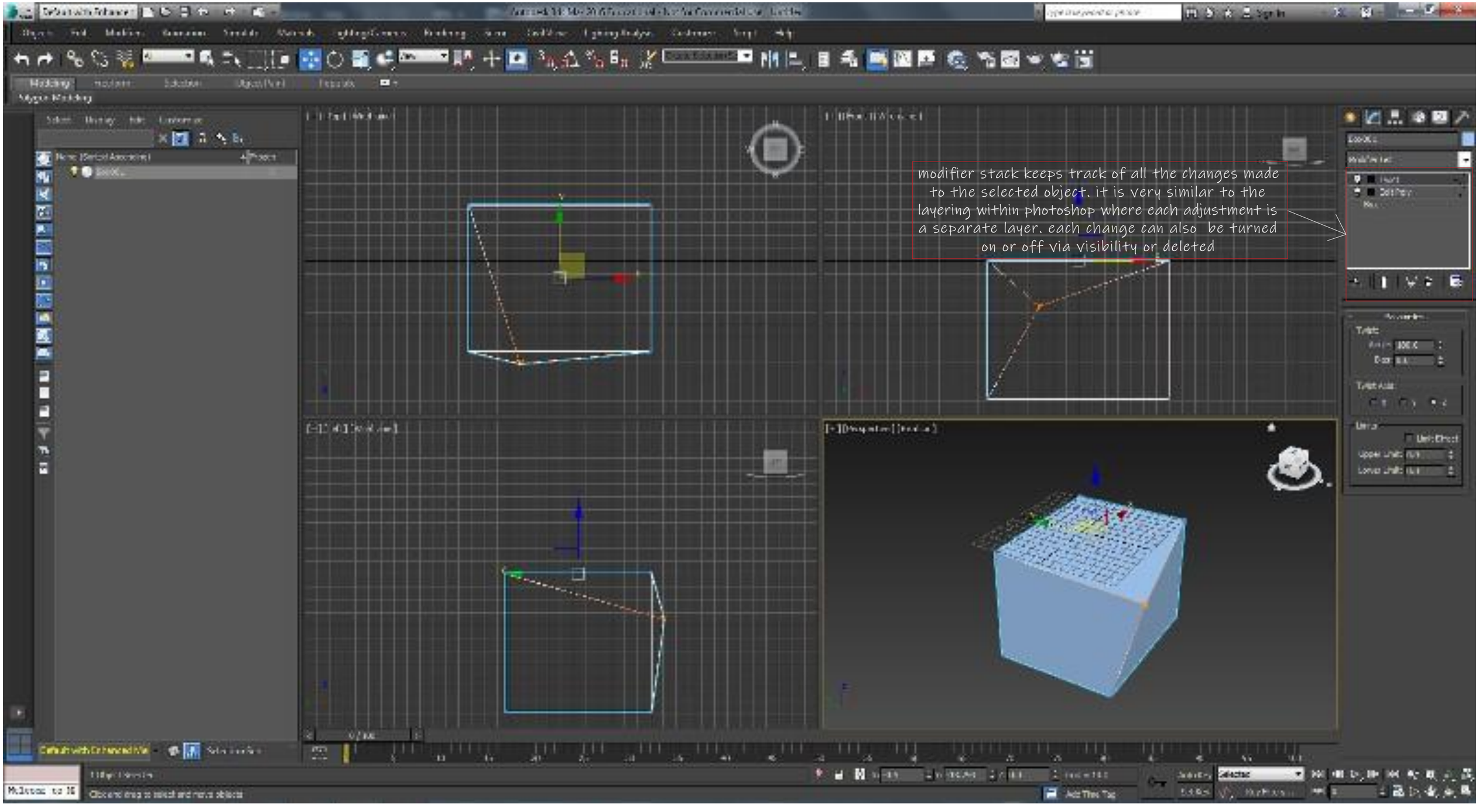
editing poly/primitive



basic vertice editing/manipulation

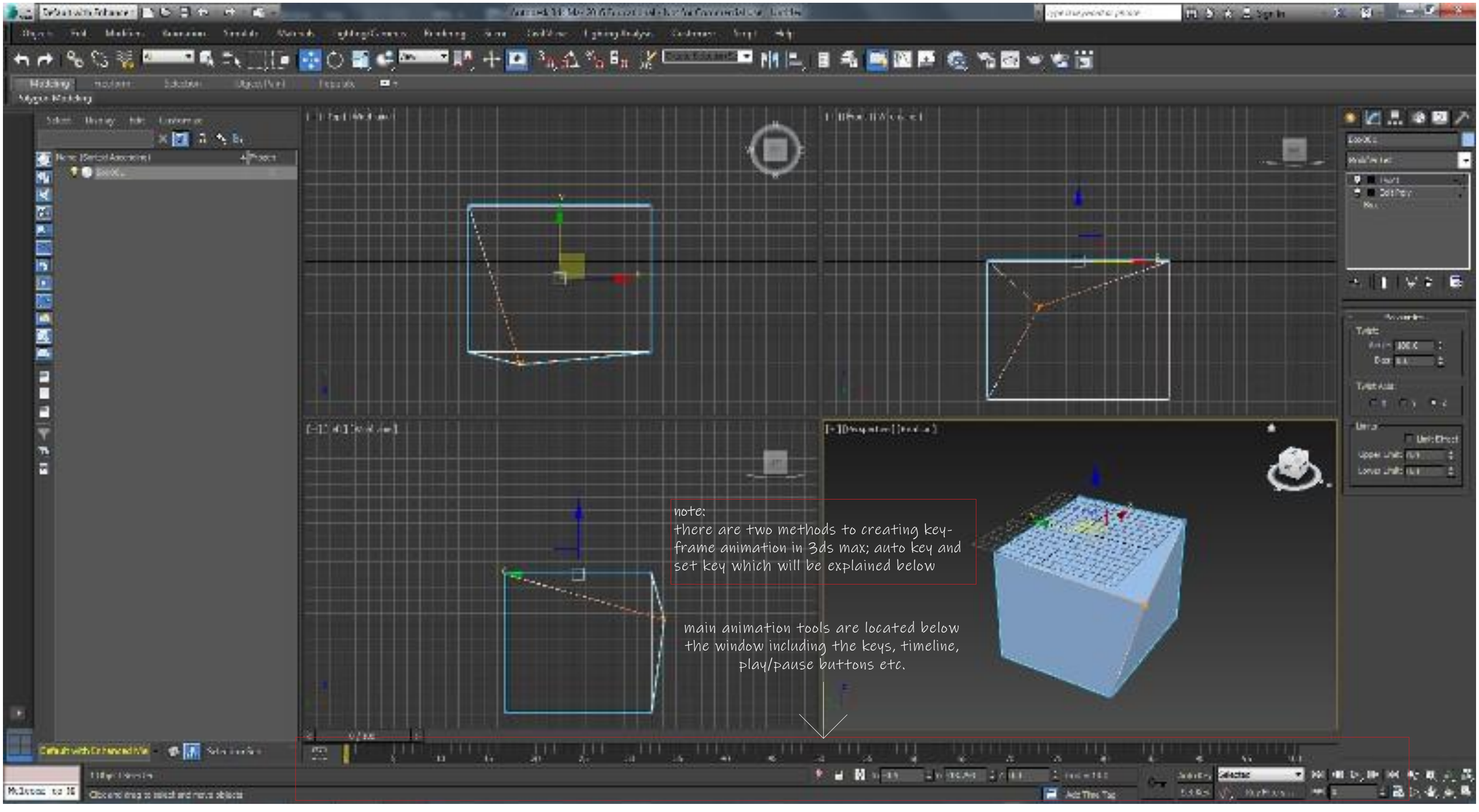


other modifiers

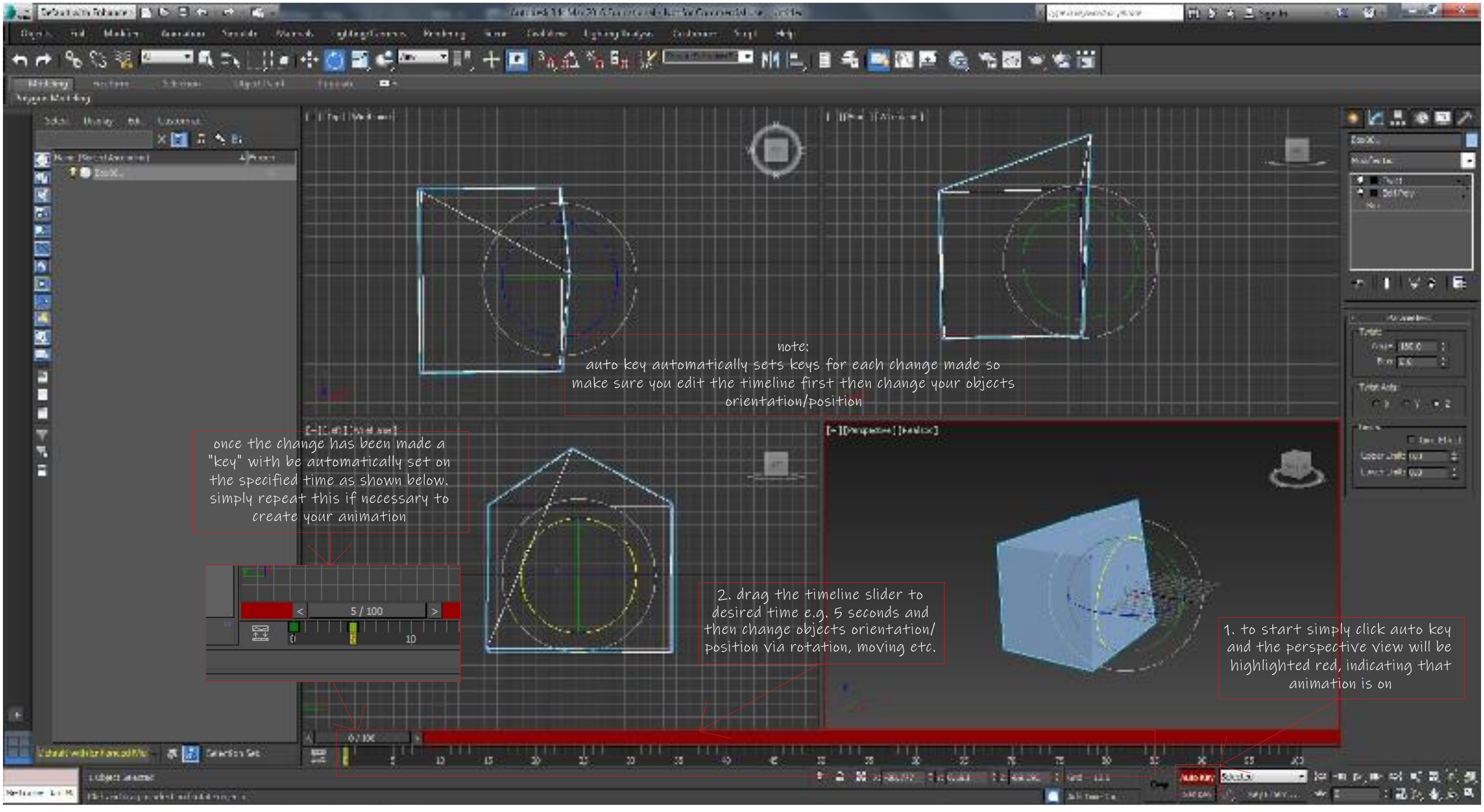


modifier stack

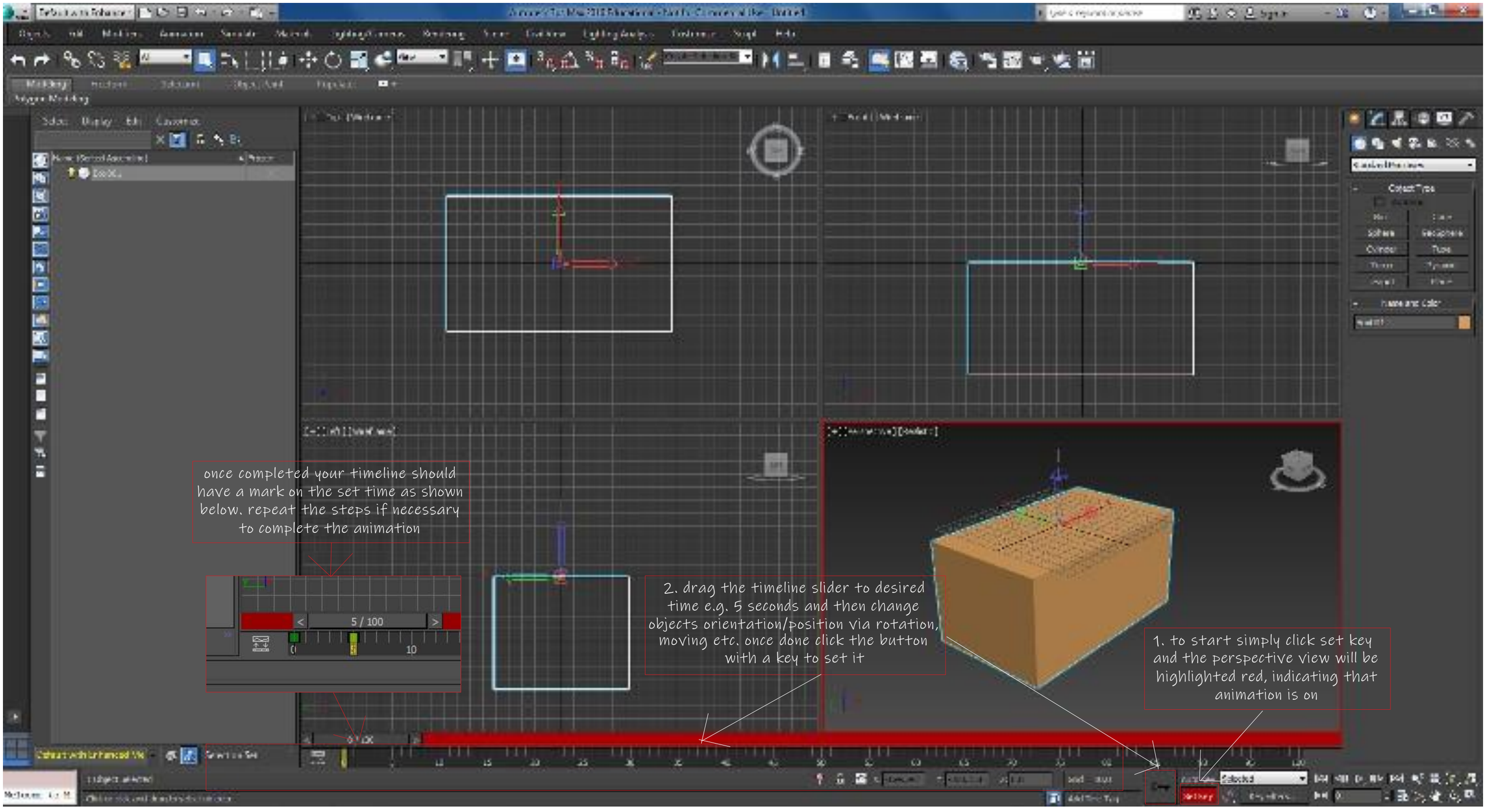
animation and rendering



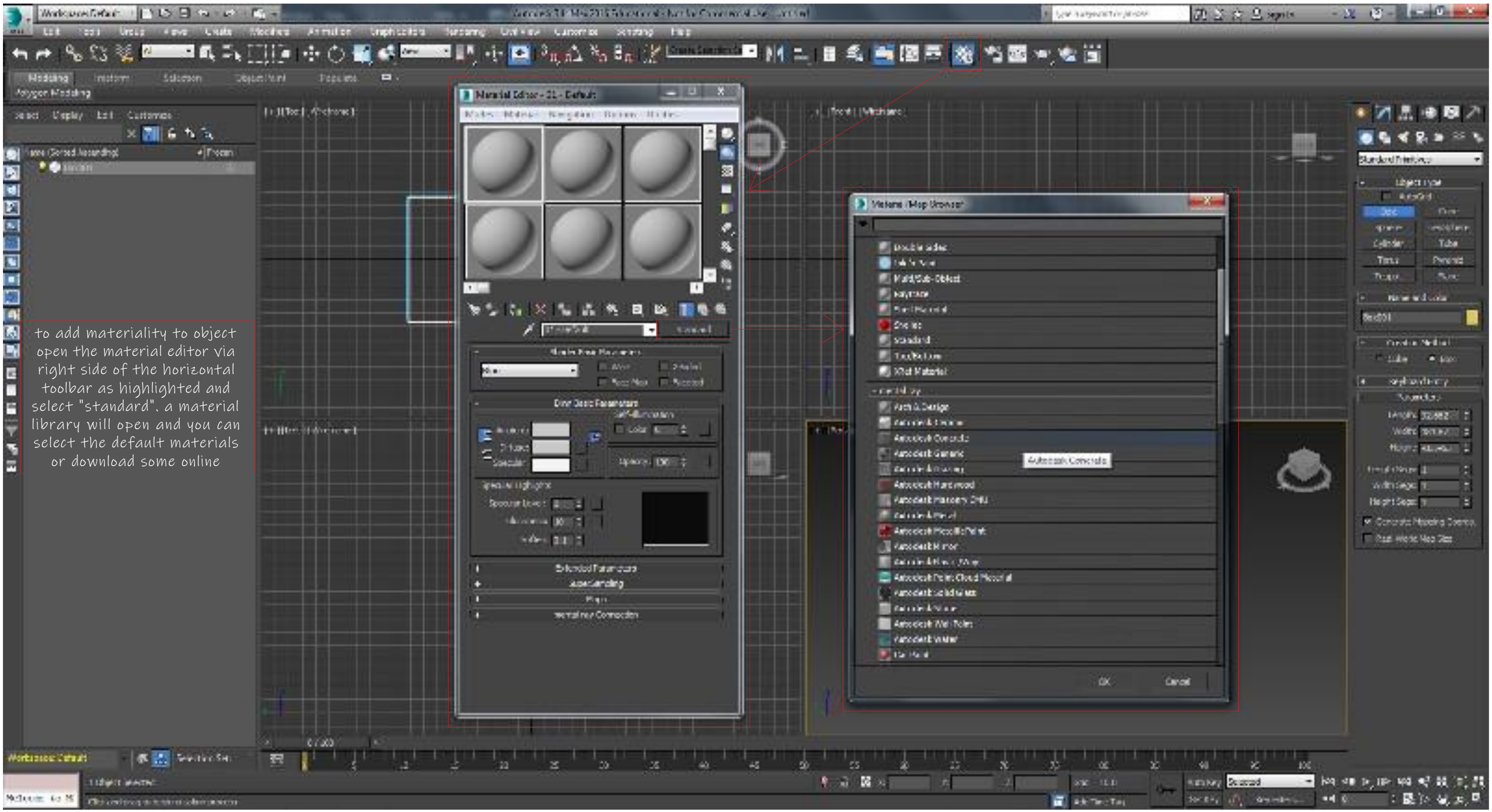
keyframe animation



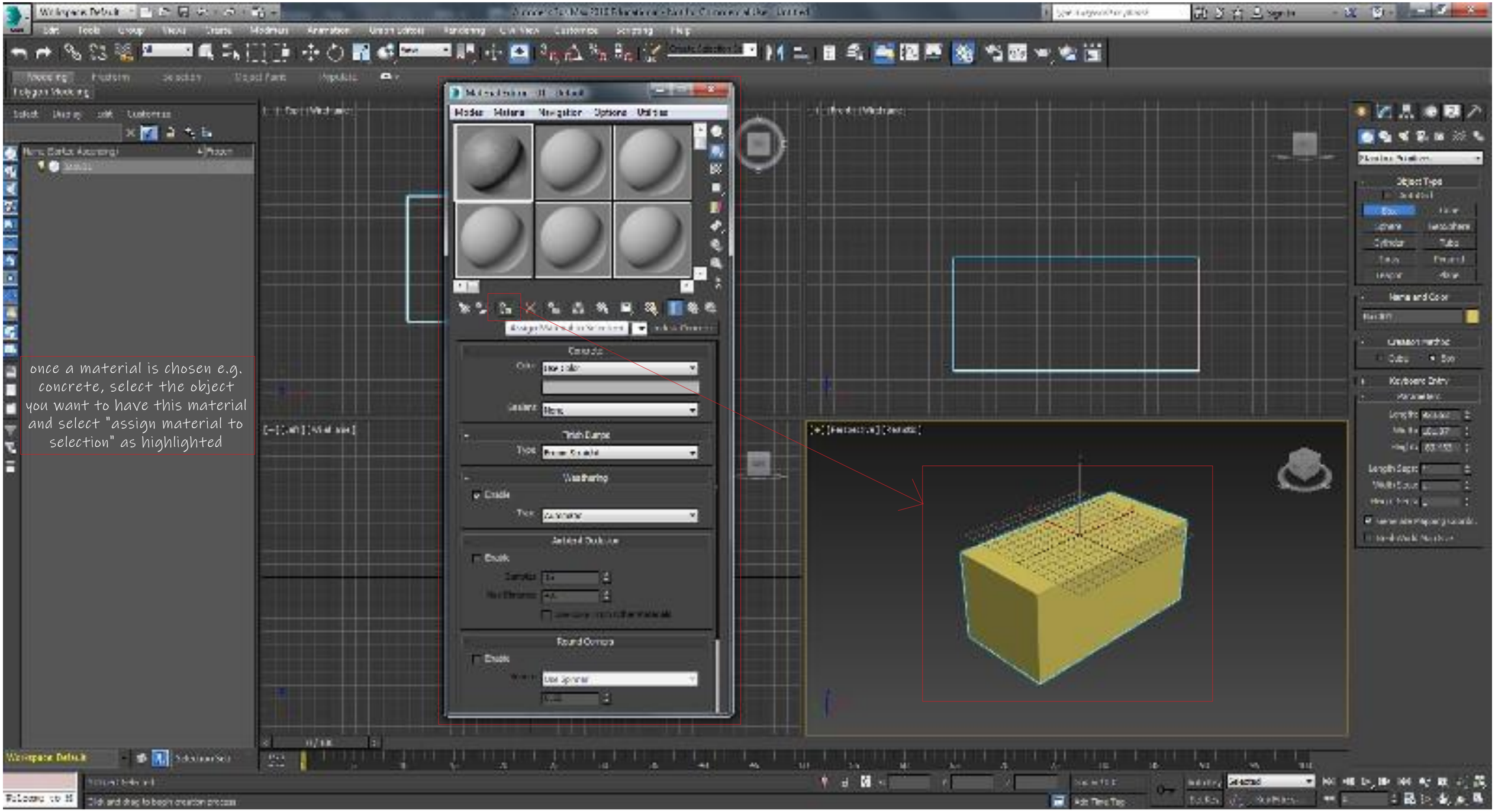
keyframe animation via auto key



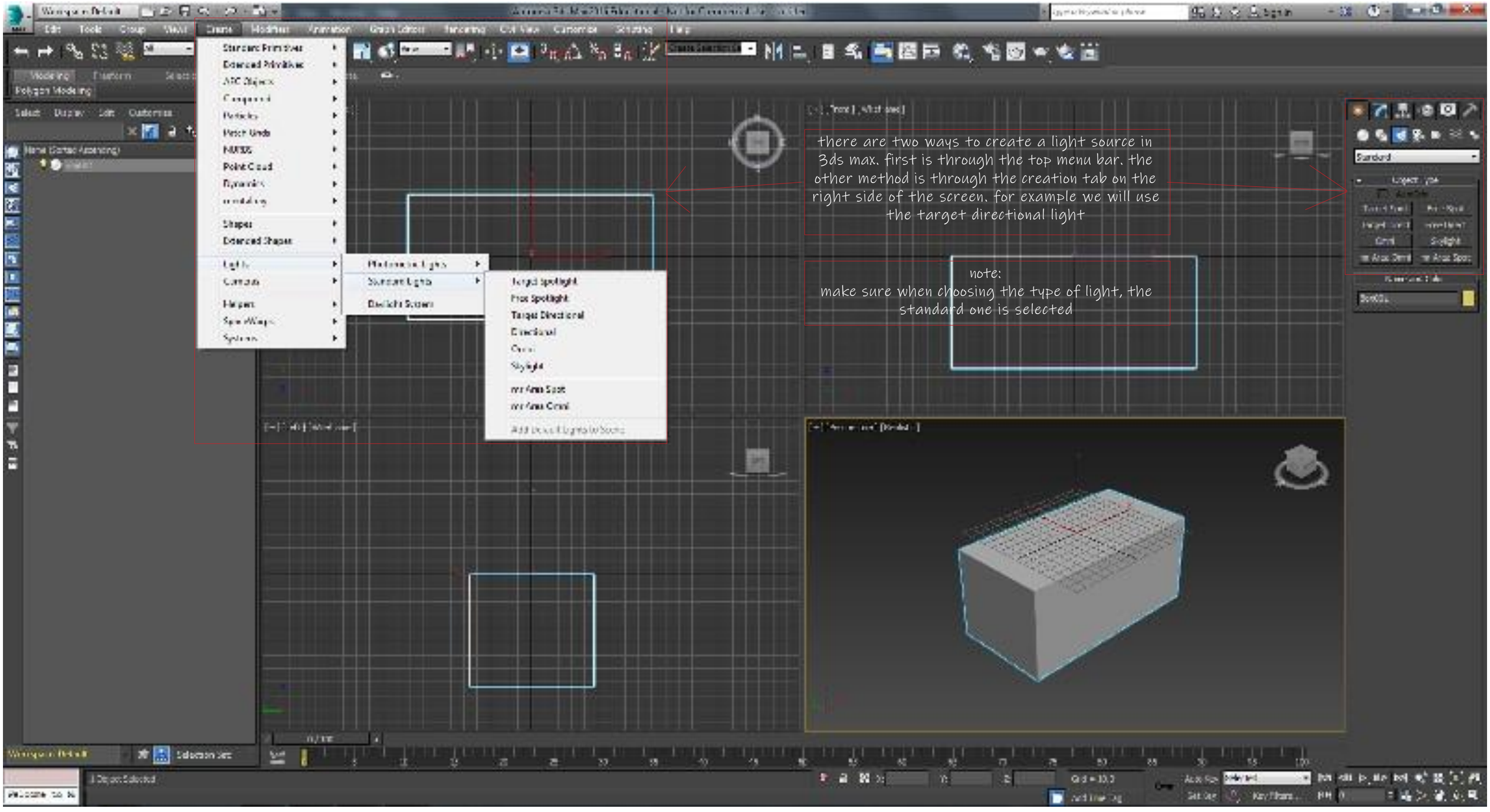
keyframe animation via set key



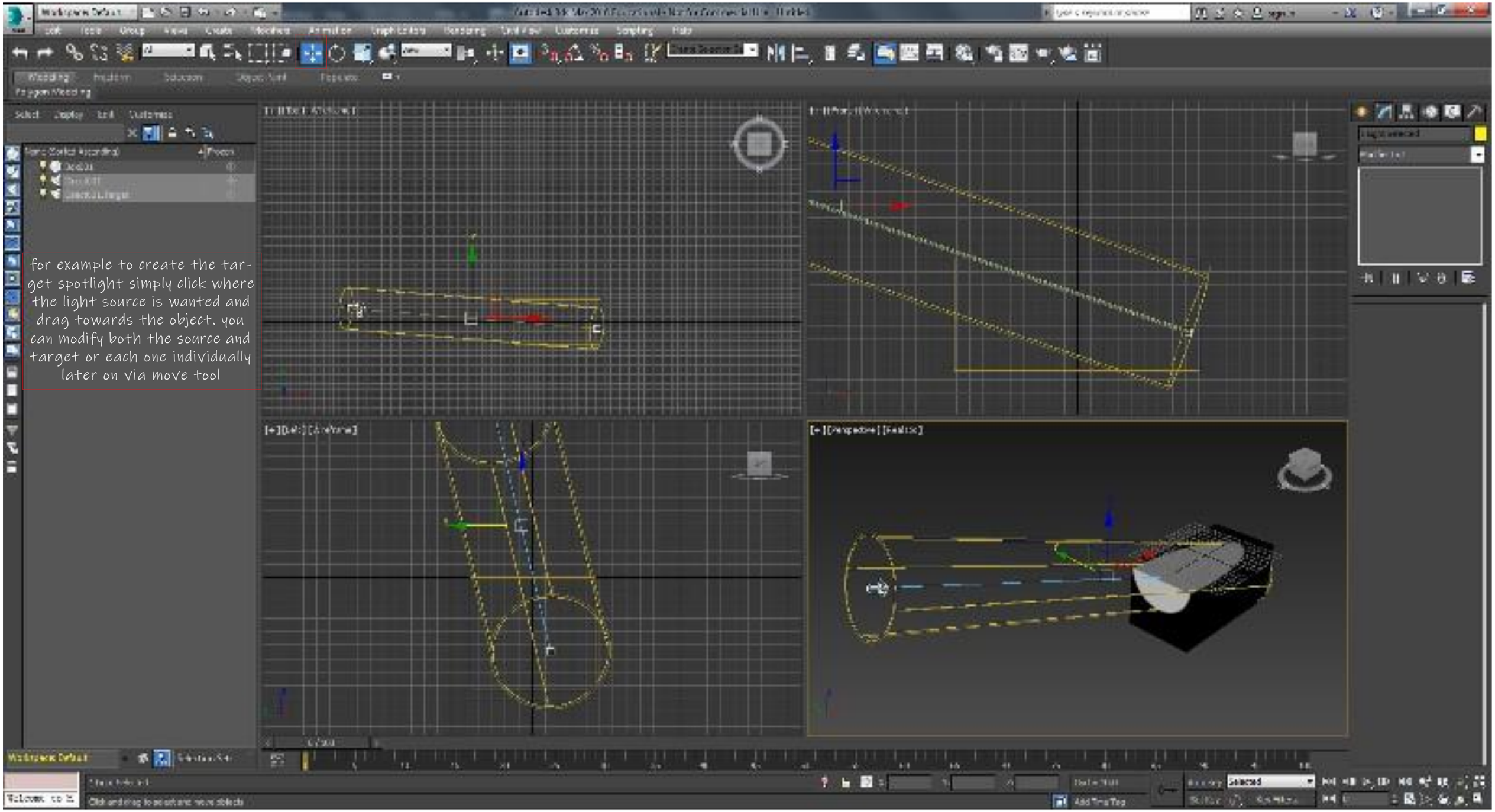
materiality



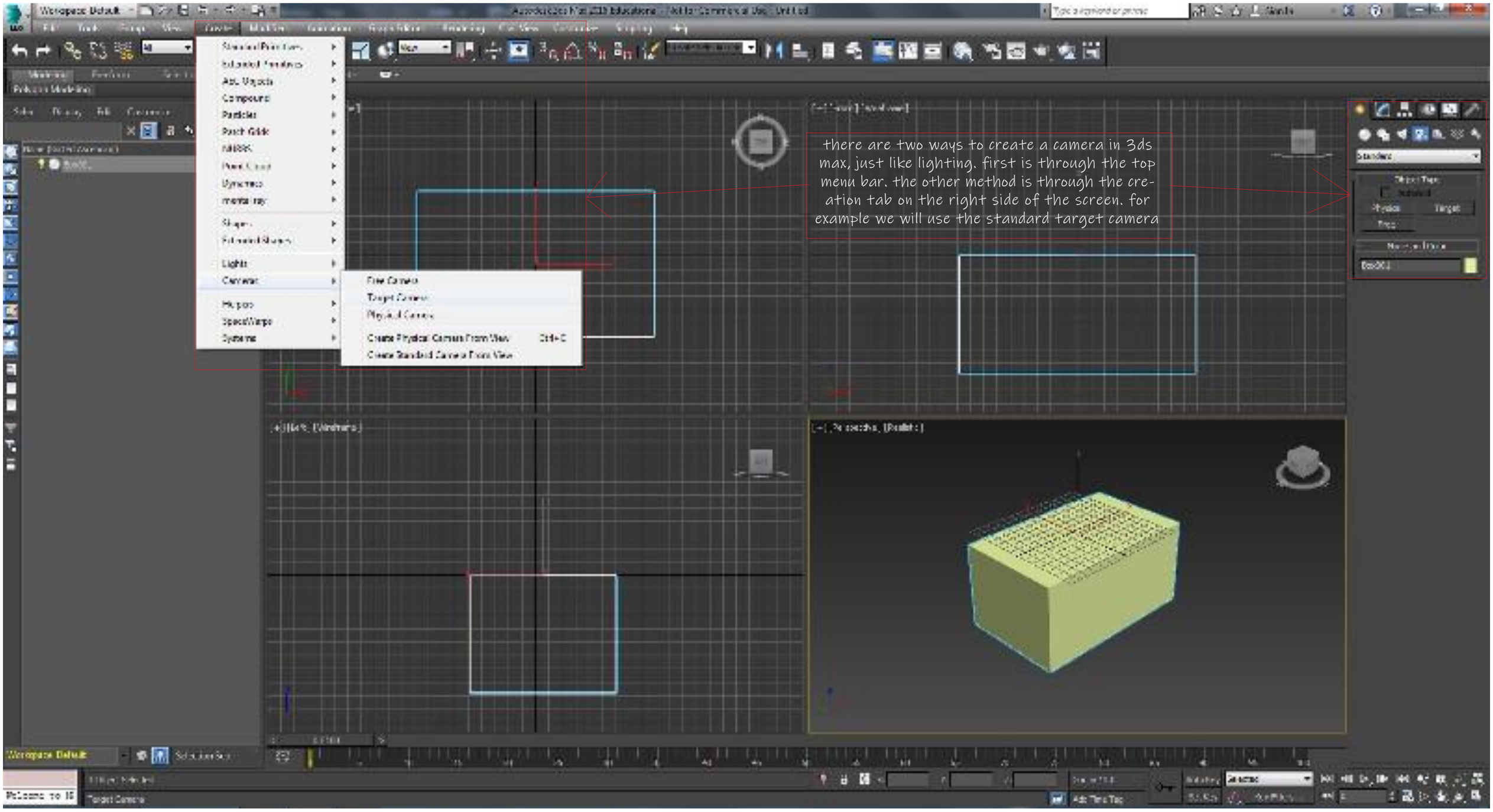
materiality


there are two ways to create a light source in 3ds max. first is through the top menu bar. the other method is through the creation tab on the right side of the screen. for example we will use the target directional light
note:
make sure when choosing the type of light, the standard one is selected

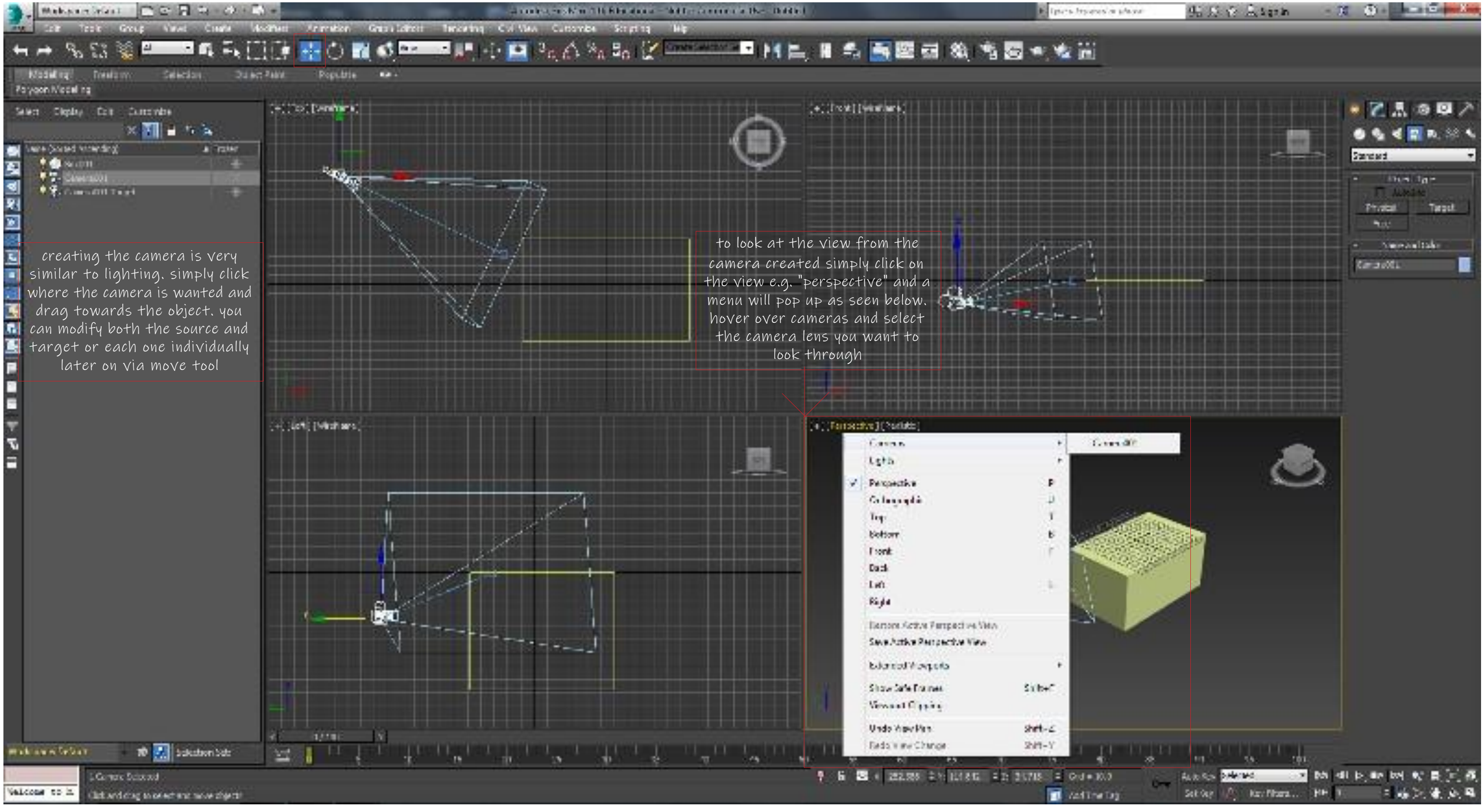
lighting


for example to create the target spotlight simply click where the light source is wanted and drag towards the object. you can modify both the source and target or each one individually later on via move tool

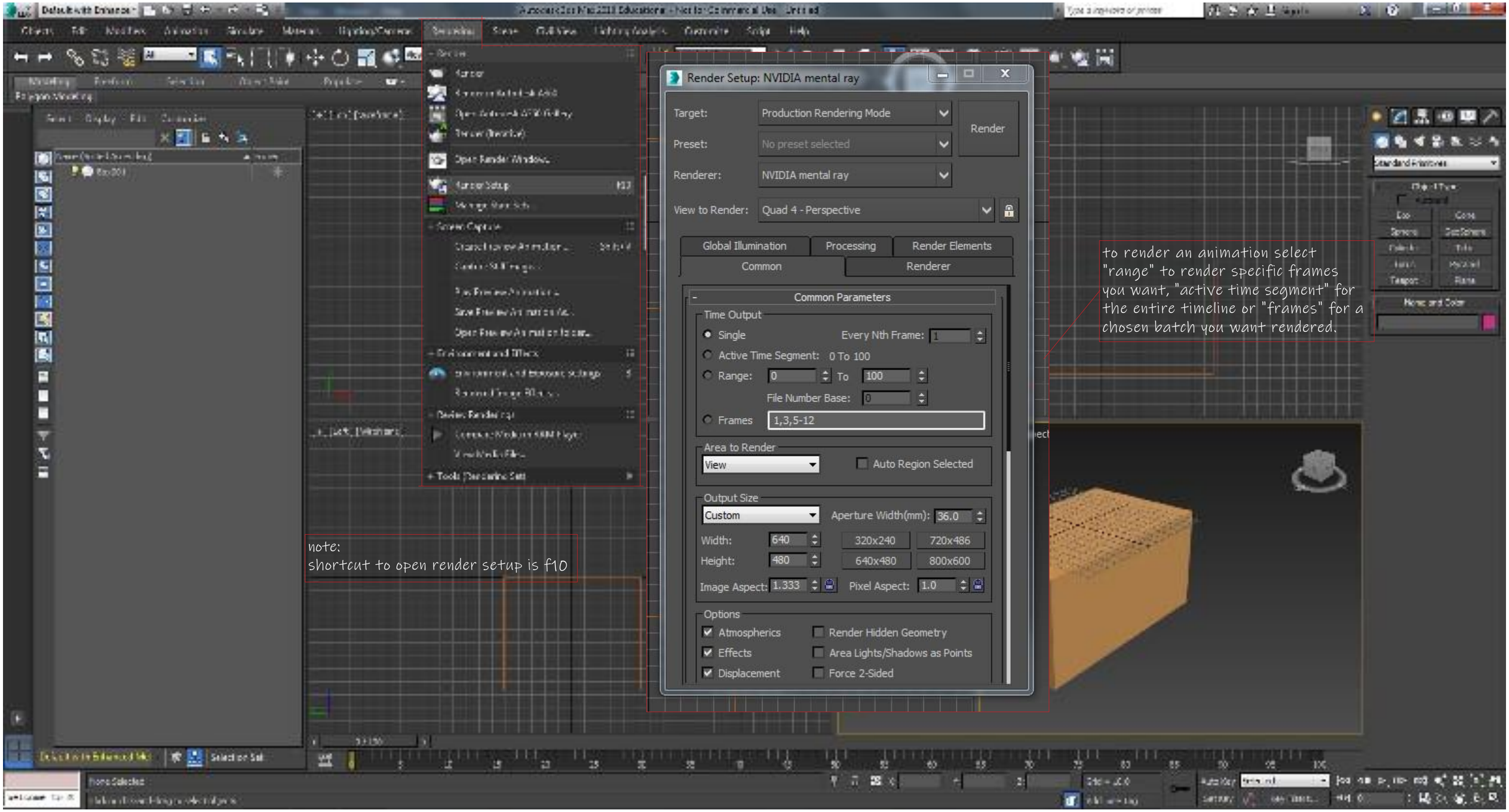
lighting


there are two ways to create a camera in 3ds max, just like lighting. first is through the top menu bar. the other method is through the creation tab on the right side of the screen. for example we will use the standard target camera

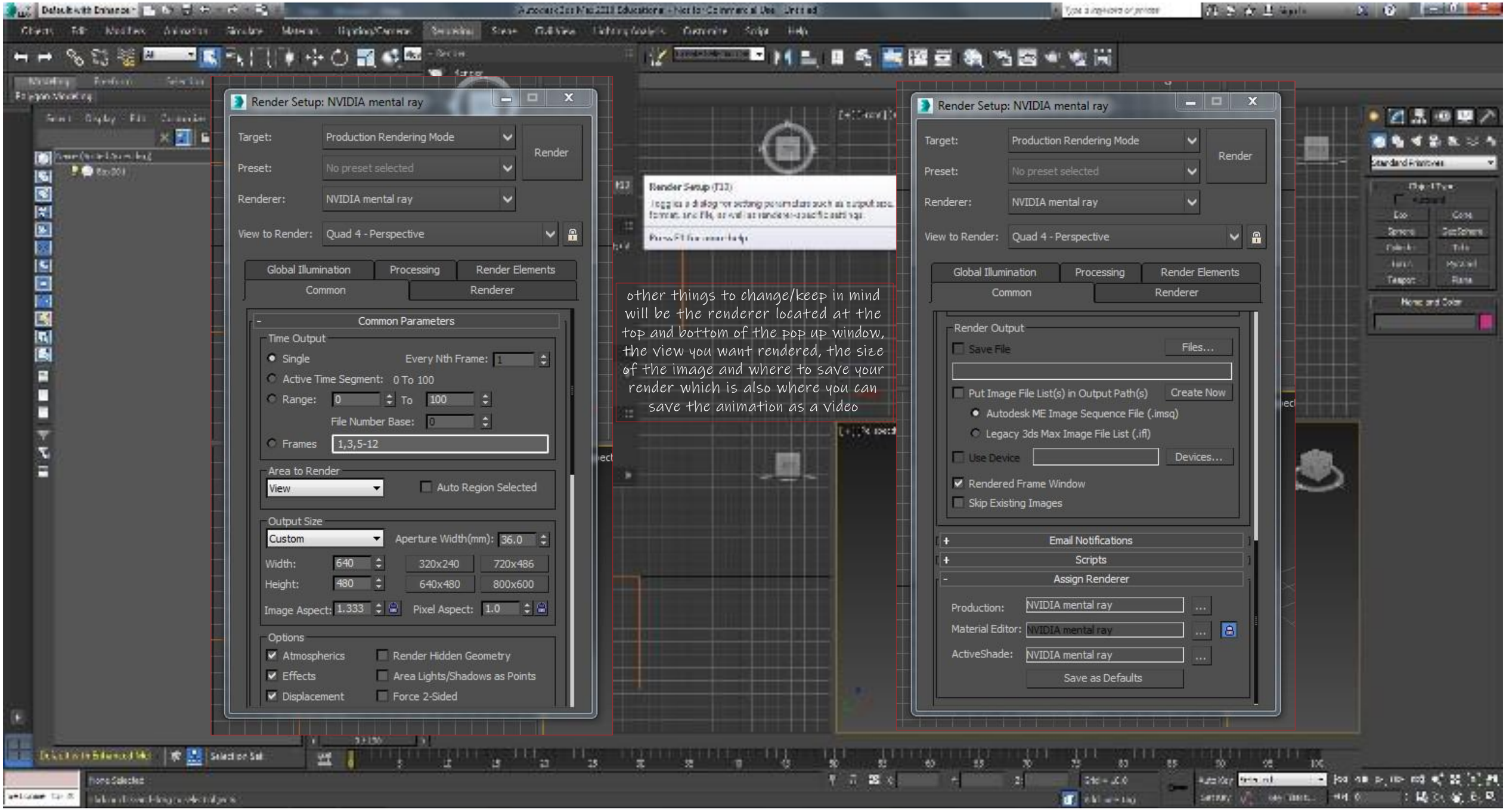
camera


creating the camera is very similar to lighting. simply click where the camera is wanted and drag towards the object. you can modify both the source and target or each one individually later on via move tool
to look at the view from the camera created simply click on the view e.g. "perspective" and a menu will pop up as seen below. hover over cameras and select the camera lens you want to look through

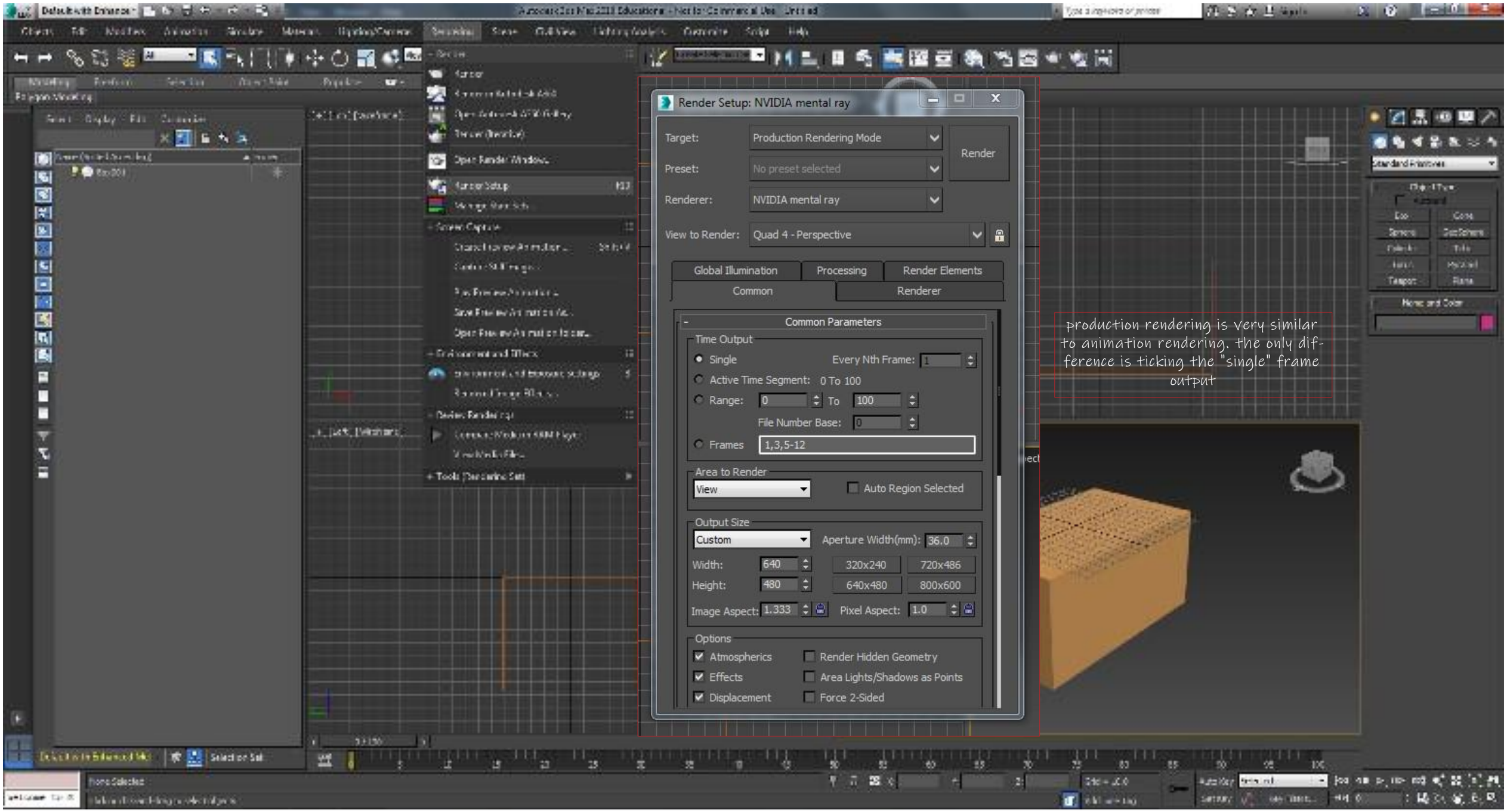
camera



rendering animation



rendering animation



production rendering