

Chapter 1 : Basic tutorial - Introduction to 3DsMax - Basic tutorials - 3D-Sphere 3ds max Tutorials

3DS Max is a professional 3D animation rendering and modeling software package used mostly by game developers, design visualization specialists, and visual effects artists.

Some tutorials are short and to the point, well others are very detailed and will take some time to go through. We have included written as well as video tutorials. This tutorial will teach you how to start basic modeling in 3ds Max. Learn the basics of spline modeling. Written tutorial and Good Video. Model and render dice " basic modeling techniques. Design a great looking logo in just a few minutes. A detailed tutorial will give you a lot of modeling experience. An easy house modeling tutorial for beginners. Model a simple windows logo. Very few steps in this tutorial. Watch the Good video. Model mostly from primitive shapes". A four part beginner tutorial in modeling a toy. Modeling using the Path Deform modifier. Easy tutorial to read. A detailed tutorial , but easy to follow steps. Box model a simple ball from a cube. Learn to bevel and use meshsmooth. Use simple plane modeling. Pick up a few modeling skills in this one. Another organic modeling tutorial. Model a plant and vase. Fast video timeline of modeling a house. Very easy tutorial for all beginners. Model a chair using splines and modifiers. Logo design with 3ds Max A beginner tutorial on modeling with text splines in 3ds Max. Design a cool logo. Model a Table Use more than a few 3ds Max tools to model a table. Easier than at first sight. Good read for beginners. Iron Man Mask Model This tutorial with cut your teeth on some hard edge modeling techniques. Add this page to your Website, Blog, or Forum. Let your friends know about these tutorials: Stay tuned, and watch for more tutorials every week.

Chapter 2 : 3D Studio MAX Basics Tutorials - Tutorialized

3DS Max Beginners Tutorials - Technical and managerial tutorials shared by internet community. You can submit your tutorial to promote it.

Things you will need You need basic knowledge of 3ds max. Internet coverage of course: D Set up the blueprints for 3ds Max Load up your internet browser go to the address www. The images in a big size. Navigate to their data base by clicking on The Blueprints Database Located on the navigation bar. Now that you have selected your car, plane or whatever you are making you need to save out the image with this saved we are going to split it into 4 pieces or however many you have in the image. Front, Back, Top, Bottom and side. Now open your image in Photoshop or any other editing program and begin to cut out each of the views on the image and put them in separate documents. Once you have cut the image go file new then click ok. Going to 3ds Max Open 3ds max and go into the material editor click the first material. Material editor can be accessed using the M key on your keyboard. Moving on we want to change the amount of materials we have in this section these will be our images so go ahead and change the value under the "Set Number" button. For this example i am selecting four yours may differ depending how many views you had on your original blueprint. Select the Material next to your material named top. Making it 3d Now here comes the fun part. Make a Plane and make its dimensions the size of the top viewport you can see the dimensions of the image by hovering over it on a windows explorer window Make sure the plane has only 1 segments. Now we have our planes set, time to setup the material ids convert the bottom plane to an editable poly this can be done by right clicking the "Modify" tab and right clicking the modifiers stack and click editable poly. Select attach from the Edit geometry rollout attach the other 3 planes. You should now have one editable poly select each face using the face selection tool and assign the material ids accordingly: If the materials appear incorrect it could be that your textures are rotated the wrong way to fix this go in to the material and change the rotation of the texture it is affecting. To make life easier it helps to set the objects properties set them like this: Final Result

About the Author My name is David Hewitt I am 17 Years of age soon to be 18 come March I have plans to become a 3d asset creator and learn new skills I am currently studying at my upper school but I am planning to go to Hertfordshire University to study 3d games art. I enjoy making models and I hope this tutorial helps a lot of people.

Chapter 3 : 3D Studio MAX Tutorials - Tutorialized

3ds Max has some amazing and creative ways to make your type look absolutely beautiful. In this tutorial. Jeya of Media Militia reveals how to extrude text, tweak it out, manipulate the mesh, and then export it out to Photoshop to add in some extra elements.

There are a number of forest objects in the scene, each designed to demonstrate a different aspect of the Plugin. For ease this tutorial is split into 3 parts. Introduction to key Forest Pack features and using splines to control the placement of objects Part 2. Introducing distribution on mesh surfaces and how to set up include and exclude distribution areas Part 3. The starter files are compatible with 3DS Max and later. You should also have the most recent version of Forest Pack and RailClone installed. The majority of this tutorial can be completed with the free lite version. The exercise files contain all the objects necessary to complete this tutorial, they are compatible with Mental Ray and V-Ray, please download the appropriate version from our download page. Below shows a render before Forest Pack has been used. The base scene is fairly simple. In addition to a building, boat, a couple of ground planes and canal edgings there are splines we can use to help distribute the trees and bushes. These are easy to create but for simplicity they have been included in the scene file. All the objects we will be using can be found in the rectangle to the left of the scene. There are two creation modes available, Generate and Custom Edit. Generate and Custom Edit When creating a new forest it defaults to Generate mode, and expects you to click on a spline or surface to start defining an area to scatter trees. Alternatively it is possible to individually place or edit trees using Custom Edit. The default setting is Generate which expects you to select a spline or surface to start the scatter. The area contained within the spline will fill with planes. Setting the Geometry To change the objects being scattered, go to the Modify panel and find the Geometry rollout. From here you can use low polygon templates, load objects from the library, or select an object from the scene. At the top of the rollout is the Geometry List that shows a default object that was generated when we added the forest object to the scene. Make sure this is selected then change the type of Geometry from Template to Custom Object. Click on the box that says "none" and pick the Willow proxy from the scene. The Forest will update so that it now scatters the selected object. Forest Pack Pro supports unlimited objects while the lite version supports up to 3. There will now be a New Item, ensure this is selected then activate Custom Object, click on the box that says "none" and select the Oak proxy from the scene. Forest is now randomly distributing two models. Geometry items can easily be added, deleted, and copied using the controls below: Adds a new item to the geometry list Delets an item from the geometry list Adds multiple custom objects to the geometry list Copies all the settings from the selected item. Pastes values to the selected item Adding more areas Forest Pack Pro supports unlimited scatter areas and the lite version will allow you to use up to 4. At the top of the rollout is a list of all the areas being used in the scatter. If you edit any of the spline objects now, Forest will adjust the distribution automatically. Areas Forest pack supports five different area types, added by selecting the buttons under the Area List. From left to right these are splines, objects, forest objects, and paint areas. As we will see later in the tutorial it is also possible to use a surface to scatter trees, but this is handled from a different rollout. If a spline is edited Forest will automatically adjust the tree distribution. If a spline is deleted. Areas can be either include objects or exclude objects and some types like splines and paint areas are capable of both. To set the mode simply select the appropriate radio button. When using splines the Z location of the scattered objects is set by the highest vertex in the splines. This is why in this example we separate the trees on either side of the canal into two different objects, since the right side is higher and would leave the other trees floating well above the ground. Adding variety by randomising transformations Forest pack can add a great deal of variety and help prevent the eye from spotting repetition by randomising rotation, scale and position. Transforms Translation will random transpose a tree from its scattered position based on a percentage of its width. Scale is set as a percentage of the the original size. By default the XYZ axis are scaled equally but it is possible to constrain only the XY axis or even control each completely separately. Enable rotation and set the following settings: Using Open Splines When an open spline is picked as a distribution area Forest Pack uses a width either side of the spline to

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scatter objects. Go to the Areas list and delete the areas. A few trees will appear along the spline. Set the splines thickness to 2. Go to the Geometry rollout and delete the Willow item. Only the oak is now used next to the path. If you render the scene now you should see something similar to the image below. This comes with a number of sample plants but can be expanded by purchasing HQ Plant and XFrog plant collections or by creating your own library objects pro version only. Go to the Geometry rollout and select the default item. Click on the Library button and the browser will open. Click on Add to use them. The bushes are too spread out. Using Basic Distribution The distribution of objects is defined by a bitmap in which any pixel is a potential tree position. If a pixel is white, a tree is created; for black pixels the position is empty. In this way, we can create any desired distribution pattern simply by painting a custom bitmap. The plug-in comes with a default list of sample images. By selecting these from the drop-down list, the distribution of trees will immediately update in the viewport. The size of the bitmap in the scene is determined by the density parameters. This scales the image in scene units which then tiles in all directions. Offset can be used to move the image along the x and Y axis, useful for precise control Go to the distribution Rollout In the drop down list under the image select Dense. The bushes are now done! Increase the thickness of the spline to 2. If you render now the bushes provide some effective undergrowth and really flesh out the scene. Turn on rotation and set the X and Y minimum to -5 and maximum to 5. Leave the Z settings as they are. That Concludes this part. In the second section we will look at scattering objects on surfaces to create the grass, and paint modes to position some flowers and expose the path. By the end of this section you have created all the trees and bushes seen in the scene This material is copyrighted by iToosoft. You are free to link to our tutorials, but if you would like to reproduce content, in whole or in part, please contact us. By continuing to use our website without changing the settings, you are agreeing to our use of cookies.

Chapter 4 : 3ds Max Tutorials

Beginner tutorial: 3ds Max Basics, Part 1. Interface, object creation, transforms. Instructor: Aaron F. Ross. Presented by blog.quintoapp.com

Chapter 5 : Basic Concepts in 3ds Max - Part 1 - Character Rigging | Tutorials | AREA by Autodesk

Welcome to our 24 tutorials on beginner modeling in 3ds Max round up. These free tutorials were carefully selected for the beginner in mind, but a few of the tutorials will be a challenge even for intermediate and advanced 3ds Max users.

Chapter 6 : 3ds Max - MAXtoA Plugin - Part 1 - Arnold Rendering Basics | Tutorials | AREA by Autodesk

In this exclusive, 10 chapter tutorial series, Isaac Oster provides an all-inclusive guide to 3ds Max. If you're a newcomer to Max, looking to switch from another software, or just want to recap some of the basics of this wonderfully versatile program, then this series is just what you've been looking for.

Chapter 7 : 3DS Max Beginners Tutorials

3Ds Max Tutorial - 1 - Introduction to the Interface [thenewboston](http://thenewboston.com). Loading Unsubscribe from [thenewboston](http://thenewboston.com)? Cancel Unsubscribe. 3ds Max Basic 3D Floor Plan Modeling.

Chapter 8 : 10 top 3ds Max tutorials | Creative Bloq

3ds Max - MAXtoA Plugin - Part 1 - Arnold Rendering Basics In this multi-part tutorial, you learn about the new MaxtoA (Arnold renderer) plugin and what it brings to 3ds Max This Part 1 movie introduces you to the basic set up for Arnold renderer.

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Chapter 9 : 3ds Max | 3D Modeling, Animation & Rendering Software | Autodesk

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