

Lesson 1 - 3DS MAX Introduction

Interface

- Pull down (Units – “Customize/Units Setup”), Toolbar, Polygon Tools
- Command panel (tabs – Create, Modify, etc...)
- Viewport commands, Scene Explorer
- Material Editor, Animation controls (Track View)

Mouse

- Left button – picks objects/commands
- Right button – Null command, Cancel, Options, etc...
- Wheel – Scroll (zoom), Drag (pan), Drag+ALT (orbit)

Object (Teapot)

- Geometry, Pivot point
- Name/Color
- Parameters
 - Create tab – To build geometry
 - Modify tab – To change existing geometry

Display

- Viewport Navigation
 - Min/Max Toggle (“Alt” + “W”). Zoom Extents.
- View Cube
- Viewport Configuration
 - Left/Right, Front/Back, User, etc.... Resize
 - Shading/Wireframe. Edged Faces (F4)

Selecting

- “Select Object”
- Region - Window/Crossing
- Scene Explorer (Hide/Unhide, Freeze/Unfreeze), By Name/“H” (hit) key
- Isolate Selection – Toggle (“Alt” + “Q”)

Delete/Undo/Redo

“Rendered Frame Window” vs “Render Setup” vs “Render Production”

Save Image

- Location
- Name
- Format (JPG, etc...)