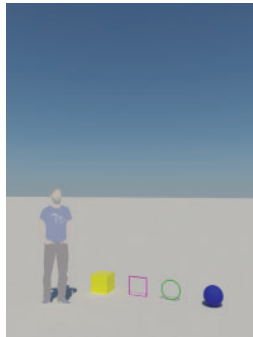
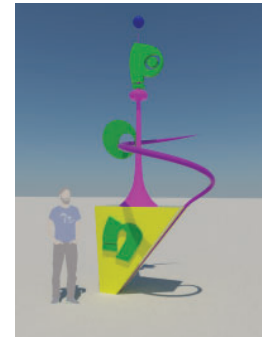


Project Description

As we will see this semester, visualization requires the use of multiple software programs, each with its own file formats. The ability to work with many types of files is especially important for modeling, rendering and animation programs, such as 3d Studio MAX. For our first project, we are going to create some signage for a future exhibition using both 2D and 3D geometry from four different file types - SKP, DWG, MAX and AI.



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Begin by starting 3ds MAX (make sure you have units set to Feet and Inches - "Customize" pull-down menu and then "Units Setup") and then importing the SKP file. Make sure that "Up Axis" is set to "Z-Up" and "Import Cameras" is unchecked. Because the geometry is minimal, any of the "Hierarchy Modes" will work. You should now see a ground plane and a scaled figure. These are reference objects and shouldn't be moved. Next import a one foot cube and one foot square from the DWG file. They should appear adjacent to the figure. From the MAX file, use the "Merge" function to bring in a parametric 3d sphere and a 2d circle. Finally, import the AI file (when prompted, choose "Merge objects..." and then "Single Object"). Using the sub-object commands of the "editable spline", extract the first three letters (splines) of your cougar net user name.

With the figure as a reference, use the 2D and 3D tools we have discussed to create a sign that will use the Box, Square, Circle, Sphere and extracted letters. The 3D objects can be resized by moving and scaling their sub-objects (vertices, edges, face, etc....) The 2D objects can also be modified with their sub-objects and then used as profiles for extrusions, lathes and lofts. Feel free to duplicate any of the non-letters. The more creative use of the various tools will be viewed favorably.

Project Requirements

1. Beginning with a blank MAX file, import/merge the four "P1-Geometry" files.
2. 2D Objects - Use transforms at both the object and sub-object level to resize and reposition the imported/merged objects. The 2D objects will then need to be extruded, lathed and/or lofted into 3D geometry.
3. 3D Objects - Also use transforms at either or both the object and sub-object level to resize and reposition the imported, merged and former 2D objects to create a sign that is scaled relative to the figure.
4. Submit just the finished geometry. There is not need to add lights, apply materials or even add a camera.

Schedule

Your **MAX** file is due, uploaded to Canvas by 11:59 pm on February 13th, 2025. I expect the file to be uploaded, but **IF** you have issues with Canvas, you can attach it to an email sent to pnoldt@uh.edu.