Chapter 06

3ds max 6

Polygon Form
Edit Poly

Create object (box) → Right click → Convert to Editable Ploy

Comparison between Edit Mesh and Edit Poly
Selection Styles
Edit Polygons

1. Inset Polygons
   - Select box beside Inset
   - Inset Setup

2. Extrude Polygons

3. Bevel Polygons
Edit Polygons ➔ Slice Plane

- Select Slice Plane
- After Slice ➔ New Polygons
- Able to modify polygons

Rotate Slice Plane
- Use Elevation View port
- Select Slice
Apply Polygons Form

1. Create Object Follow the edit polygons
   → Television

2. Assign Materials

3. Map Image

4. Create more accessories → Setup Lighting

1st Object (box)

2nd Object (box)

4th object (Text)

3rd Object (plane)

Lighting Effect by
   → Skylight and Light Tracer