Computer graphic

COURSE LECTURER :

DR. AMINA EMAM

Assistant Lectures:
Eng. Hager

3DS MAX

LECTURE (2-3)
TUTORIAL (3-5)

Week 19/3/2020

التدريس: Teaching

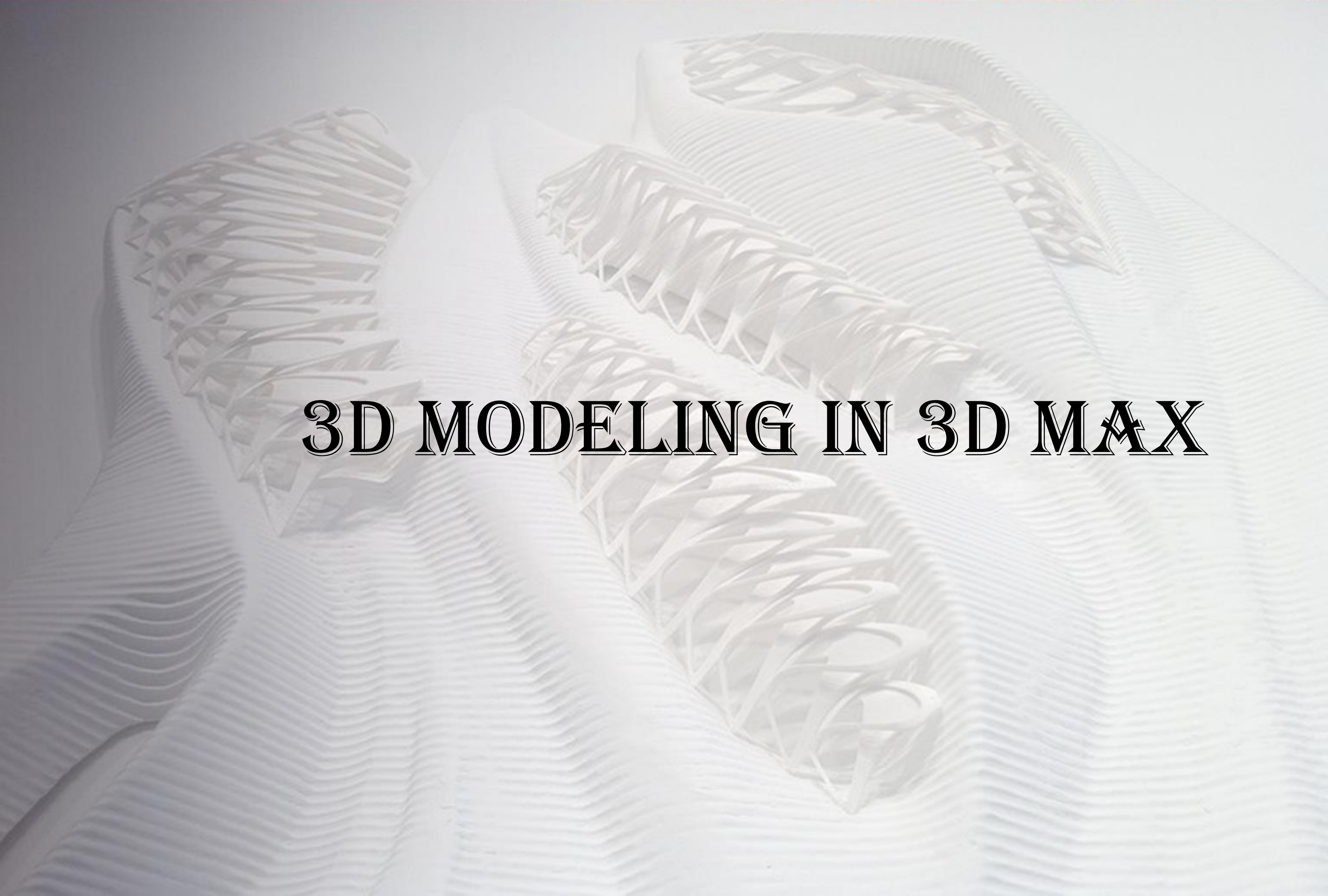
يتم تدريس المنهج من خلال انماط التعليم التفاعلي التالي:-

- المحاضرات النظرية و المناقشة و المراجعة و طرح الأسئلة.
- الوسائل التعليمية الألكترونية المختلفة لعرض المعلومات (الداتا شو) و البروجكتور.

تقييم المنهج: Assessment

يتم قياس و تقييم مستوي الطالب في تحصيل المادة و ادائه من خلال الحضور و المشاركة الفصلية بالأضافة الي الأبحاث المقدمة و جودة و تفرد اداء الطالب سواء الفردية او الجماعية. و يتم احتسابها كالتالي:-

المتابعه والتقييم	%10
الأمتحان الفصلي	20%
المشروع النهائي	10%
مجموع اعمال السنة	40%
الأمتحان النهائي	60%
المجموع الكلي للمادة	100%

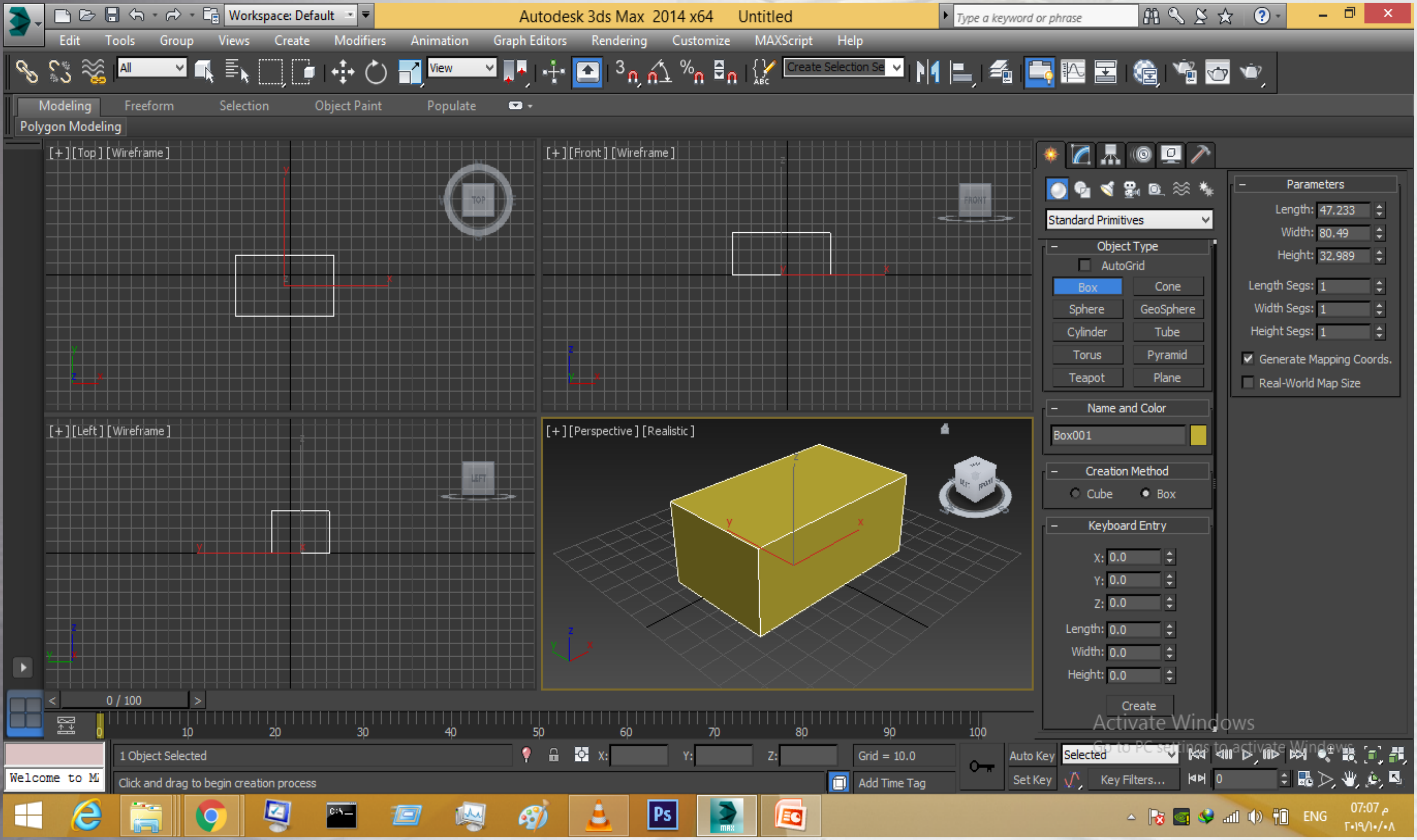


3D MODELING IN 3D MAX

3D MODELING

- **STANDARD PRIMITIVES IN 3DS MAX**
- Extended primitives in 3ds max
- How to create doors &amp; windows in 3ds max
- AEC Extended in 3ds max (walls &amp; gates &amp; trees)
- How to create stairs in 3ds max

standard primitives in 3ds max < box



Autodesk 3ds Max 2014 x64 Untitled

Workspace: Default

Standard Primitives

Object Type

- ☐ AutoGrid
- Box (selected)

Parameters

- Length: 47.233
- Width: 80.49
- Height: 32.989
- Length Segs: 1
- Width Segs: 1
- Height Segs: 1
- ☑ Generate Mapping Coords.
- ☐ Real-World Map Size

Name and Color: Box001

Creation Method: ○ Cube ● Box

Keyboard Entry

- X: 0.0
- Y: 0.0
- Z: 0.0
- Length: 0.0
- Width: 0.0
- Height: 0.0

1 Object Selected

Click and drag to begin creation process

Grid = 10.0

Edit
Tools
Group
Views
Create
Modifiers
Animation
Graph Editors
Rendering
Customize
MAXScript
Help
Type a keyword or phrase
All
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Object Paint
Populate
Polygon Modeling
[+] [Top] [Wireframe]
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Box
Cone
Sphere
GeoSphere
Cylinder
Tube
Torus
Pyramid
Teapot
Plane
Create
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100
Welcome to M
Add Time Tag
Auto Key
Selected
Set Key
Key Filters...
Activate Windows
Go to PC settings to activate Windows.
ENG
07:07 م
٢٠١٩/١٠/٠٨

THREE WAYS TO CREATE BOX

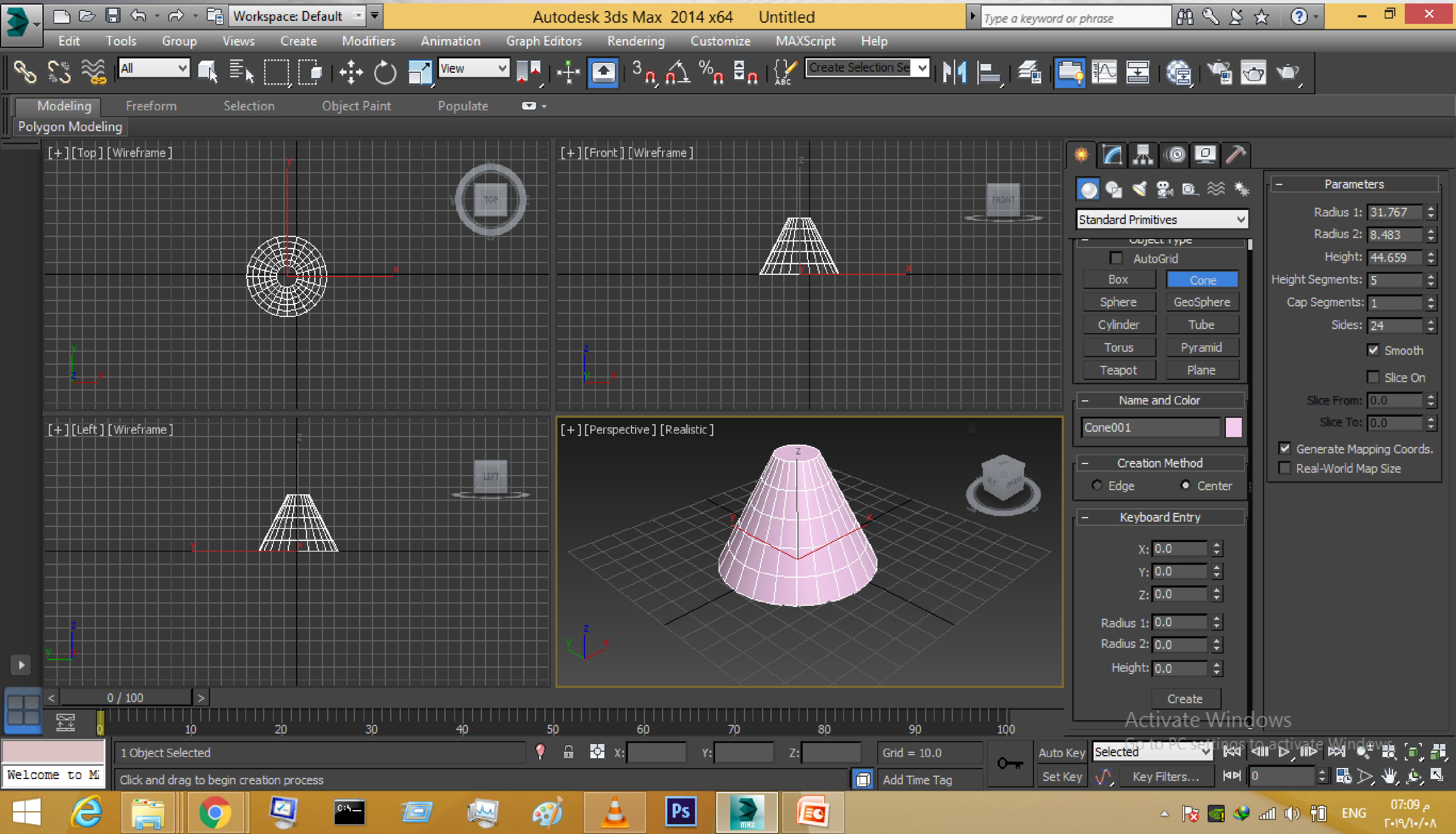
creation method
keyboard entry
parameters

R C TO EXIT FROM ORDER

GO BACK FOR SHAPES

SHOW SEGMMENTS F3 < F4

standard primitives in 3ds max < cone



Autodesk 3ds Max 2014 x64 Untitled
Workspace: Default
Type a keyword or phrase
Edit Tools Group Views Create Modifiers Animation Graph Editors Rendering Customize MAXScript Help
Modeling Freeform Selection Object Paint Populate
Polygon Modeling
[+] [Top] [Wireframe]
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[+] [Left] [Wireframe]
[+] [Perspective] [Realistic]
Object Type
Box Cone Sphere GeoSphere Cylinder Tube Torus Pyramid Teapot Plane
Name and Color
Creation Method
Keyboard Entry
Create
Parameters
Auto Key Set Key Key Filters...
Add Time Tag
Activate Windows
Go to PC settings to activate Windows.

Standard Primitives

☐ AutoGrid

Cone001

○ Edge ● Center

X: 0.0
Y: 0.0
Z: 0.0
Radius 1: 0.0
Radius 2: 0.0
Height: 0.0

Radius 1: 31.767
Radius 2: 8.483
Height: 44.659
Height Segments: 5
Cap Segments: 1
Sides: 24

☑ Smooth

☐ Slice On

Slice From: 0.0
Slice To: 0.0

☑ Generate Mapping Coords.

☐ Real-World Map Size

0 / 100

1 Object Selected

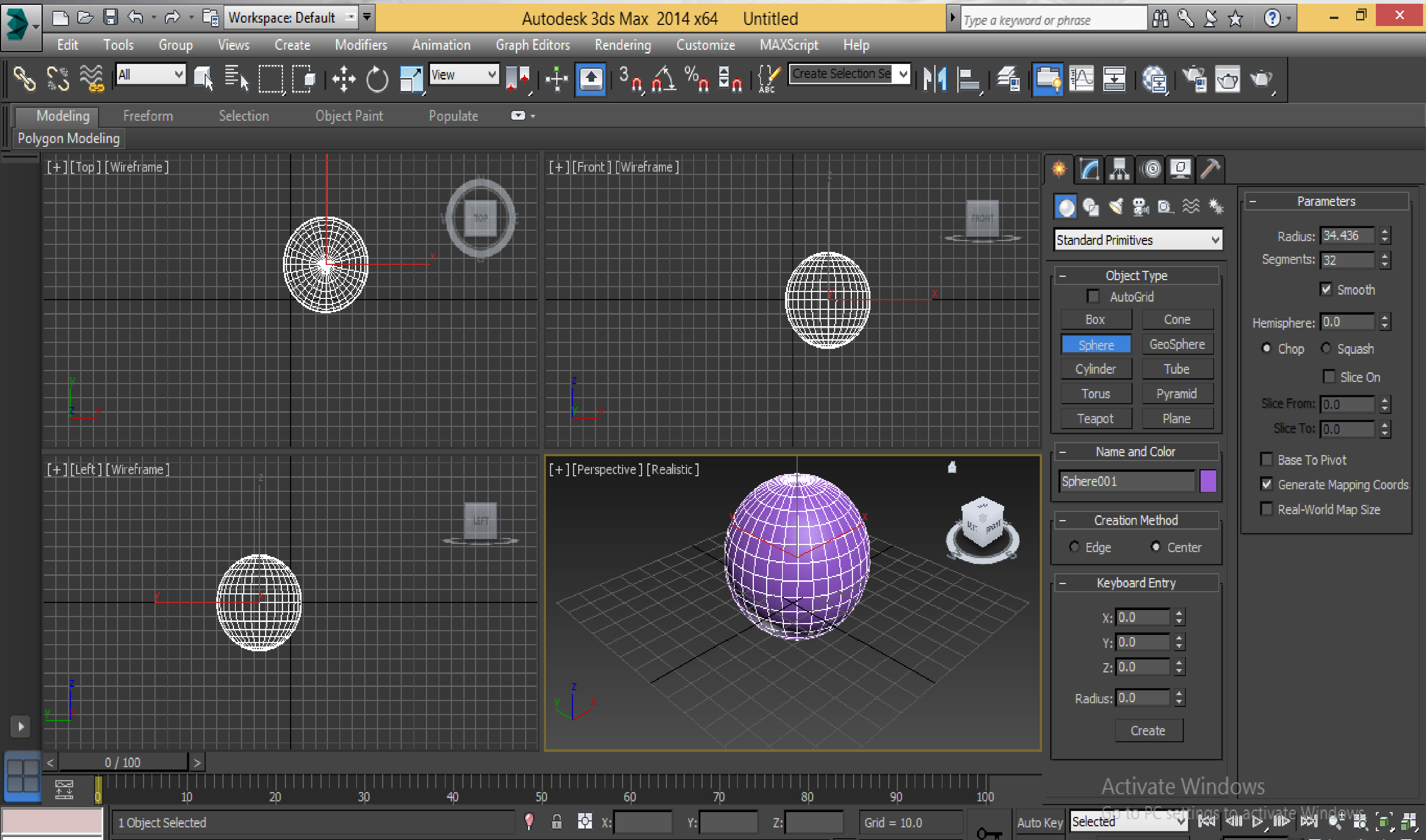
Click and drag to begin creation process

Grid = 10.0

Selected

Welcome to Mi

standard primitives in 3ds max < sphere



Autodesk 3ds Max 2014 x64 Untitled

Workspace: Default

Standard Primitives

Object Type

☐ AutoGrid

Sphere001

Creation Method

○ Edge ● Center

Keyboard Entry

X: 0.0

Y: 0.0

Z: 0.0

Radius: 0.0

Parameters

Radius: 34.436

Segments: 32

☑ Smooth

Hemisphere: 0.0

● Chop ○ Squash

☐ Slice On

Slice From: 0.0

Slice To: 0.0

☐ Base To Pivot

☑ Generate Mapping Coords

☐ Real-World Map Size

1 Object Selected

Grid = 10.0

Auto Key Selected

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Graph Editors
Rendering
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Help
Type a keyword or phrase
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GeoSphere
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Torus
Pyramid
Teapot
Plane
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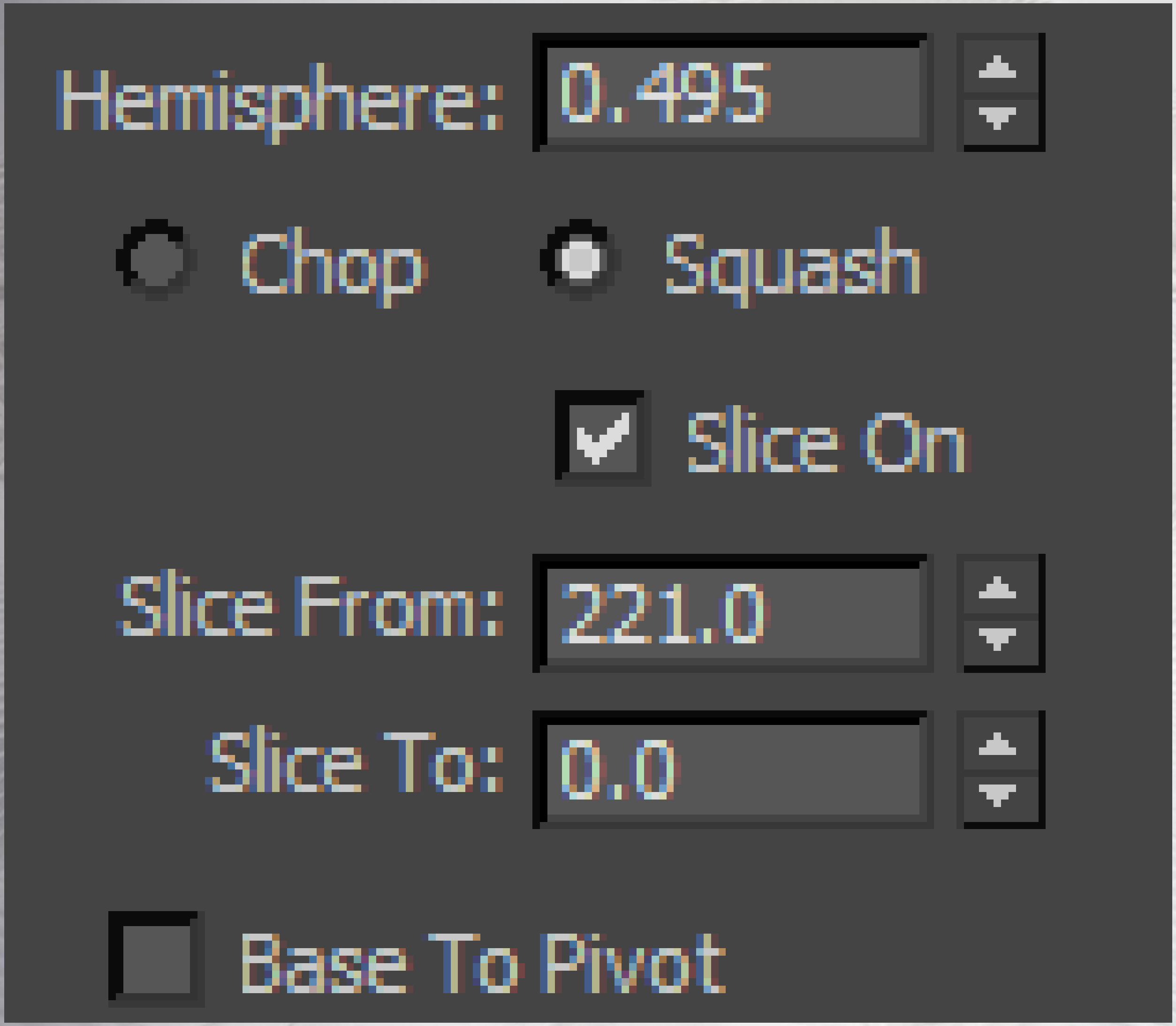
Activate Windows
Go to PC settings to activate Windows



Hemisphere: 0.495

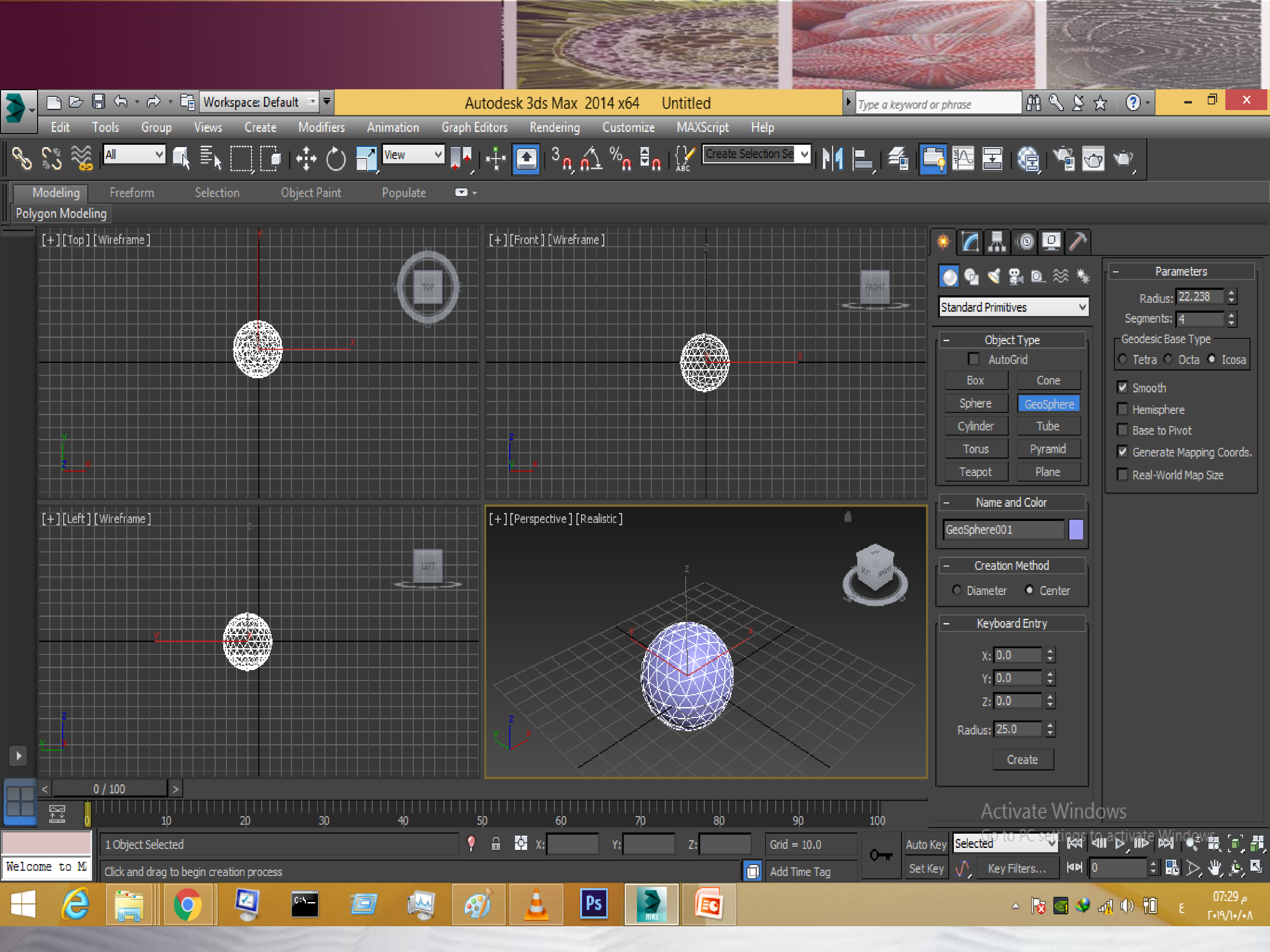
○ Chop ● Squash

☑ Slice On

Slice From: 221.0

Slice To: 0.0

☐ Base To Pivot


Workspace: Default
Autodesk 3ds Max 2014 x64 Untitled
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[+] [Left] [Wireframe]
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Standard Primitives
Object Type
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Cone
Sphere
GeoSphere
Cylinder
Tube
Torus
Pyramid
Teapot
Plane
Name and Color
Creation Method
Keyboard Entry
Create
Parameters
0 / 100
Auto Key
Set Key
Key Filters...
Add Time Tag
Activate Windows
Go to PC settings to activate Windows.
07:29 م

☐ AutoGrid

Name: GeoSphere001

Creation Method: ○ Diameter ● Center

Keyboard Entry: X: 0.0 Y: 0.0 Z: 0.0 Radius: 25.0

Parameters:
Radius: 22.238
Segments: 4

Geodesic Base Type: ○ Tetra ○ Octa ● Icosa

☑ Smooth
☐ Hemisphere
☐ Base to Pivot
☑ Generate Mapping Coords.
☐ Real-World Map Size

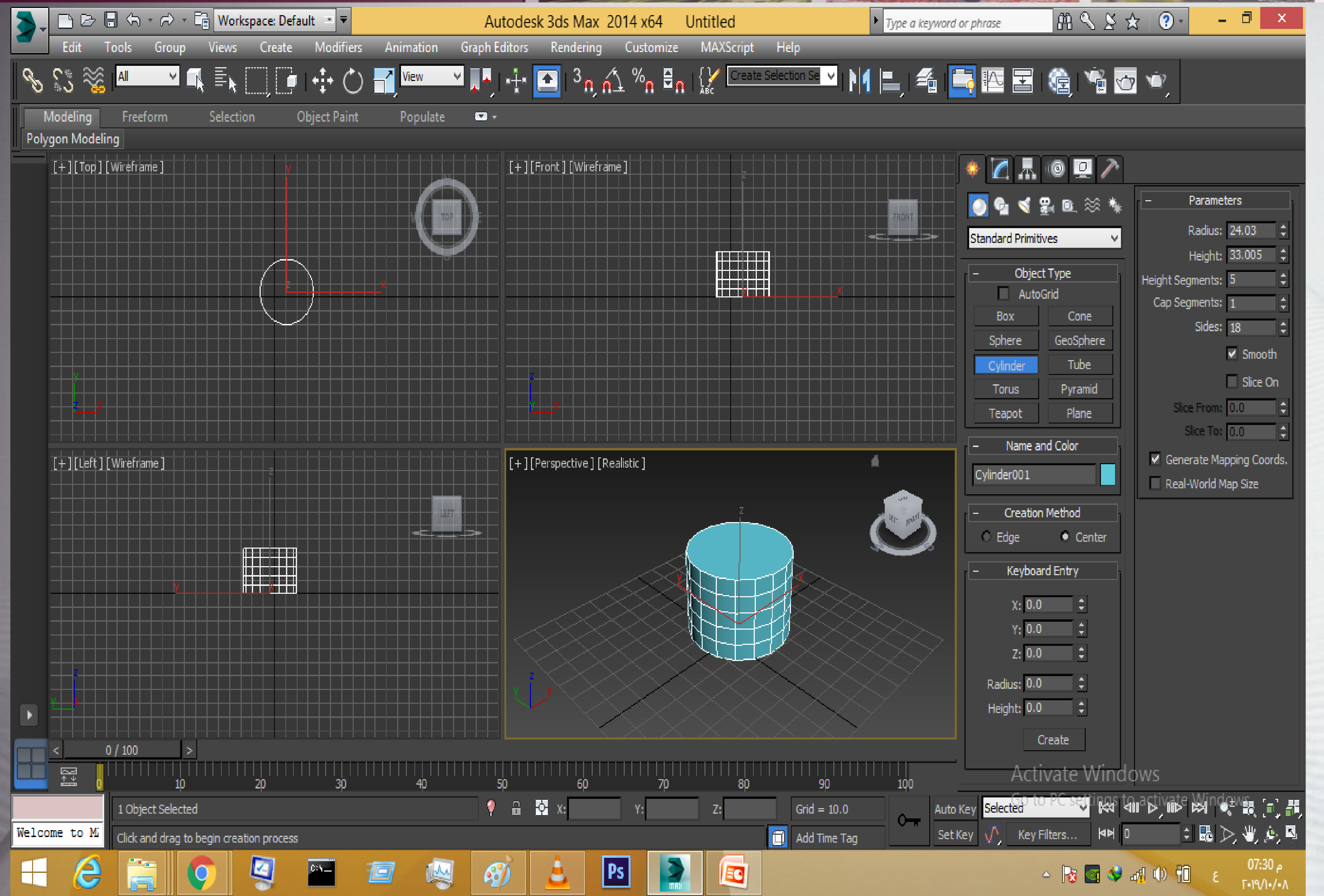
1 Object Selected

Click and drag to begin creation process

Grid = 10.0

Welcome to M

Selected


Workspace: Default
Type a keyword or phrase
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Polygon Modeling
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Standard Primitives
Object Type
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Cone
Sphere
GeoSphere
Cylinder
Tube
Torus
Pyramid
Teapot
Plane
Name and Color
Creation Method
Keyboard Entry
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Parameters
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Auto Key
Set Key
Key Filters...
Add Time Tag
Activate Windows
Go to PC settings to activate Windows.
07:30 م
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Autodesk 3ds Max 2014 x64 Untitled

☐ AutoGrid

Cylinder001

○ Edge ● Center

X: 0.0
Y: 0.0
Z: 0.0
Radius: 0.0
Height: 0.0

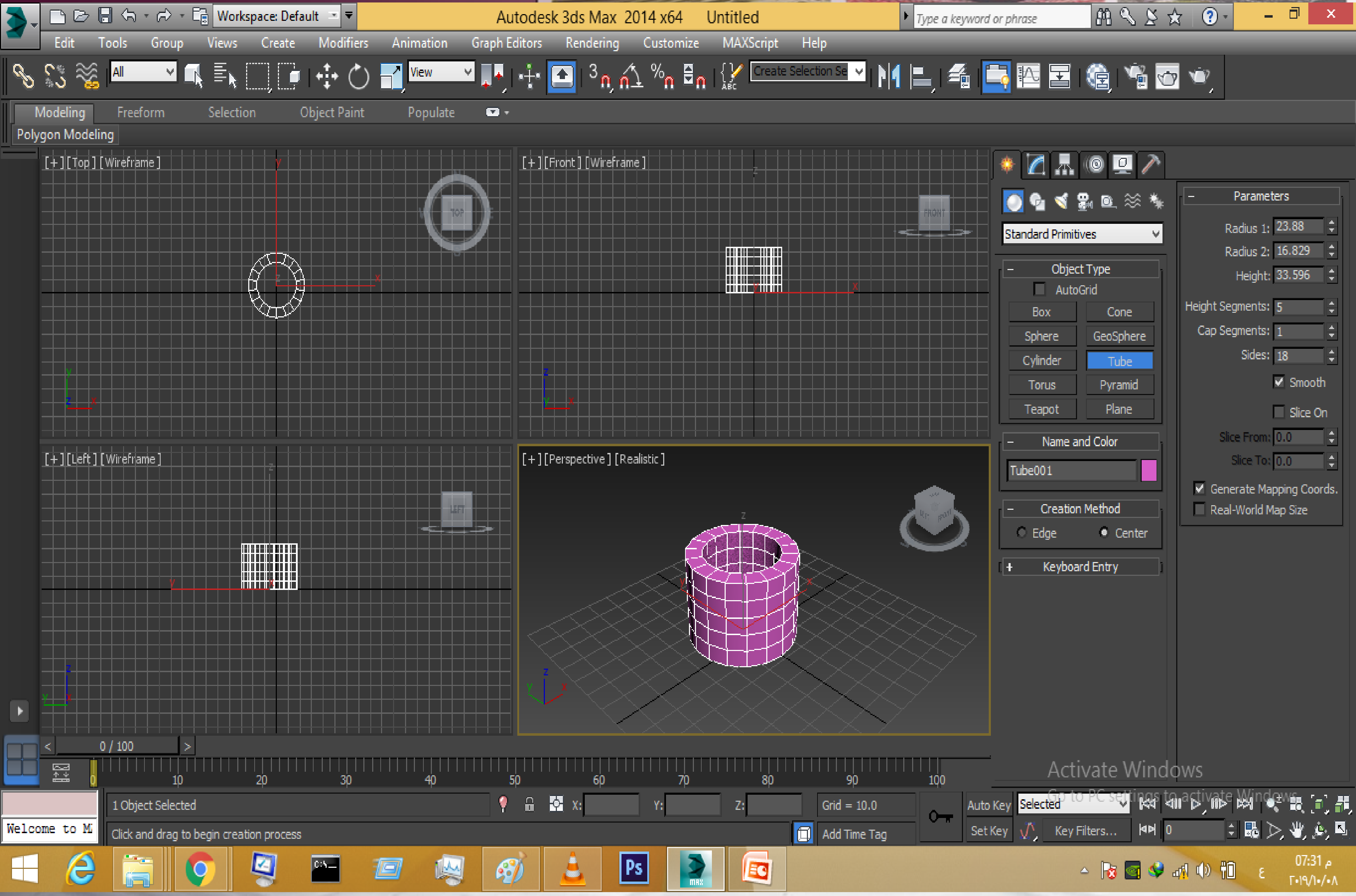
Radius: 24.03
Height: 33.005
Height Segments: 5
Cap Segments: 1
Sides: 18
☑ Smooth
☐ Slice On
Slice From: 0.0
Slice To: 0.0
☑ Generate Mapping Coords.
☐ Real-World Map Size

1 Object Selected

Click and drag to begin creation process

Grid = 10.0

Selected


Workspace: Default
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Modifiers
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Graph Editors
Rendering
Customize
MAXScript
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Type a keyword or phrase
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Create Selection Se
Modeling
Freeform
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Object Paint
Populate
Polygon Modeling
[+] [Top] [Wireframe]
[+] [Front] [Wireframe]
[+] [Left] [Wireframe]
[+] [Perspective] [Realistic]
Standard Primitives
Object Type
AutoGrid
Box
Cone
Sphere
GeoSphere
Cylinder
Tube
Torus
Pyramid
Teapot
Plane
Name and Color
Creation Method
Keyboard Entry
Parameters
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Auto Key
Selected
Set Key
Key Filters...
Add Time Tag
Welcome to M
Activate Windows
Go to PC settings to activate Windows.
07:31 م
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Autodesk 3ds Max 2014 x64 Untitled

Object Type: Tube

☐ AutoGrid

Name: Tube001

Creation Method: ○ Edge ● Center

Parameters

Radius 1: 23.88

Radius 2: 16.829

Height: 33.596

Height Segments: 5

Cap Segments: 1

Sides: 18

☑ Smooth

☐ Slice On

Slice From: 0.0

Slice To: 0.0

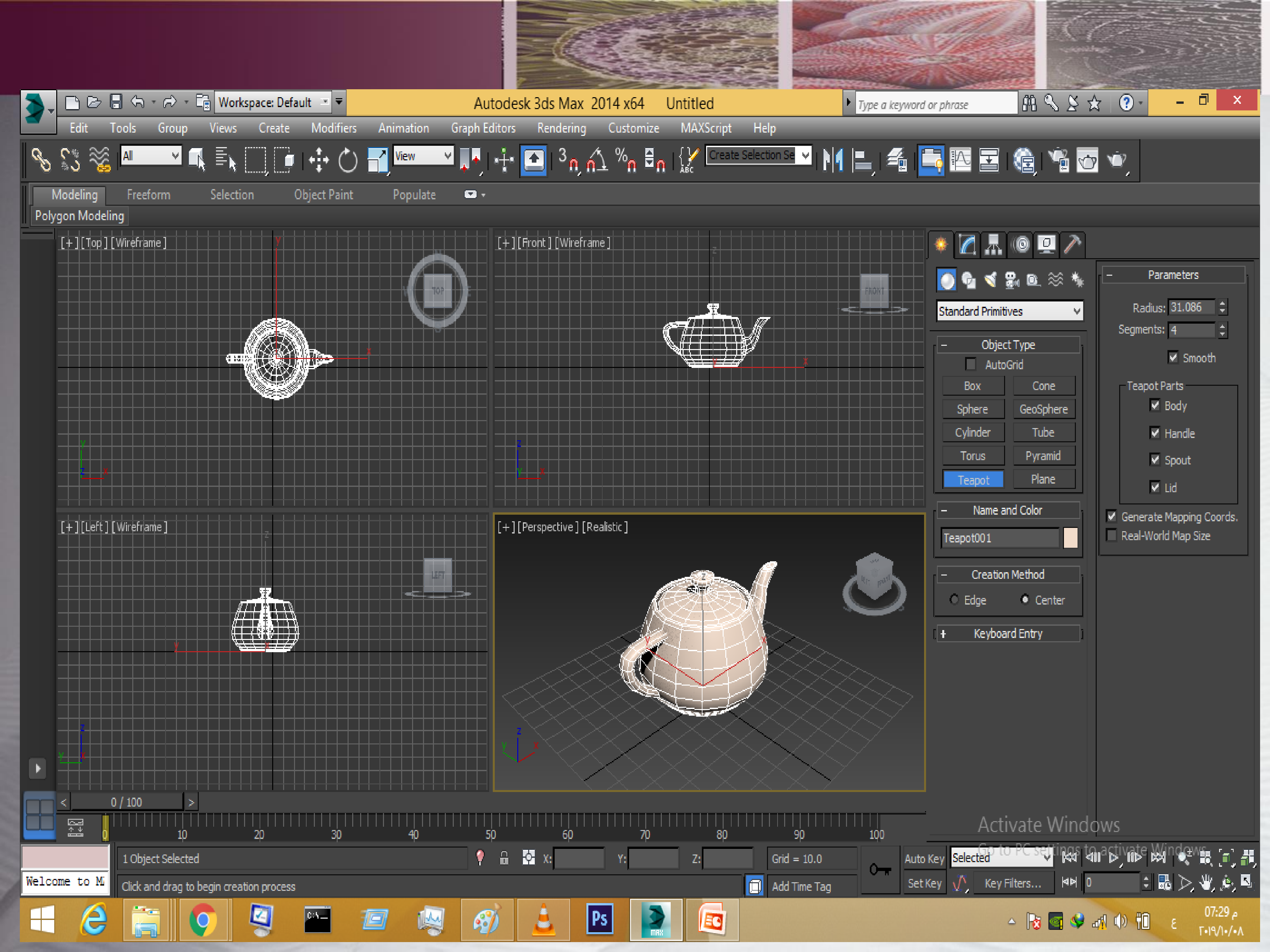
☑ Generate Mapping Coords.

☐ Real-World Map Size

1 Object Selected

Click and drag to begin creation process

Grid = 10.0


Workspace: Default
Autodesk 3ds Max 2014 x64 Untitled
Type a keyword or phrase
Edit
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Object Paint
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Polygon Modeling
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[+] [Left] [Wireframe]
[+] [Perspective] [Realistic]
TOP
FRONT
LEFT
Standard Primitives
Object Type
AutoGrid
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Cone
Sphere
GeoSphere
Cylinder
Tube
Torus
Pyramid
Teapot
Plane
Name and Color
Creation Method
Keyboard Entry
Parameters
Teapot Parts
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Auto Key
Set Key
Key Filters...
Add Time Tag
Welcome to M
Activate Windows
Go to PC settings to activate Windows.
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Radius: 31.086

Segments: 4

☑ Smooth

☑ Body

☑ Handle

☑ Spout

☑ Lid

☑ Generate Mapping Coords.

☐ Real-World Map Size

Name: Teapot001

Creation Method: ○ Edge ● Center

1 Object Selected

Click and drag to begin creation process

Grid = 10.0

Selected

المطلوب

- رسم نماذج مختلفه من المجسمات التي تم شرحها