

A room with four walls, a floor and a ceiling is dull. One way to enliven the scene is adding interesting “materials”. Another way is modeling “Beams and Moldings”



Moldings can be complex and elegant as in this 17th century French interior.

or

Simple and straight forward - like in the model of a country wine cellar.



3D Max has excellent tools for making custom beams and moldings.

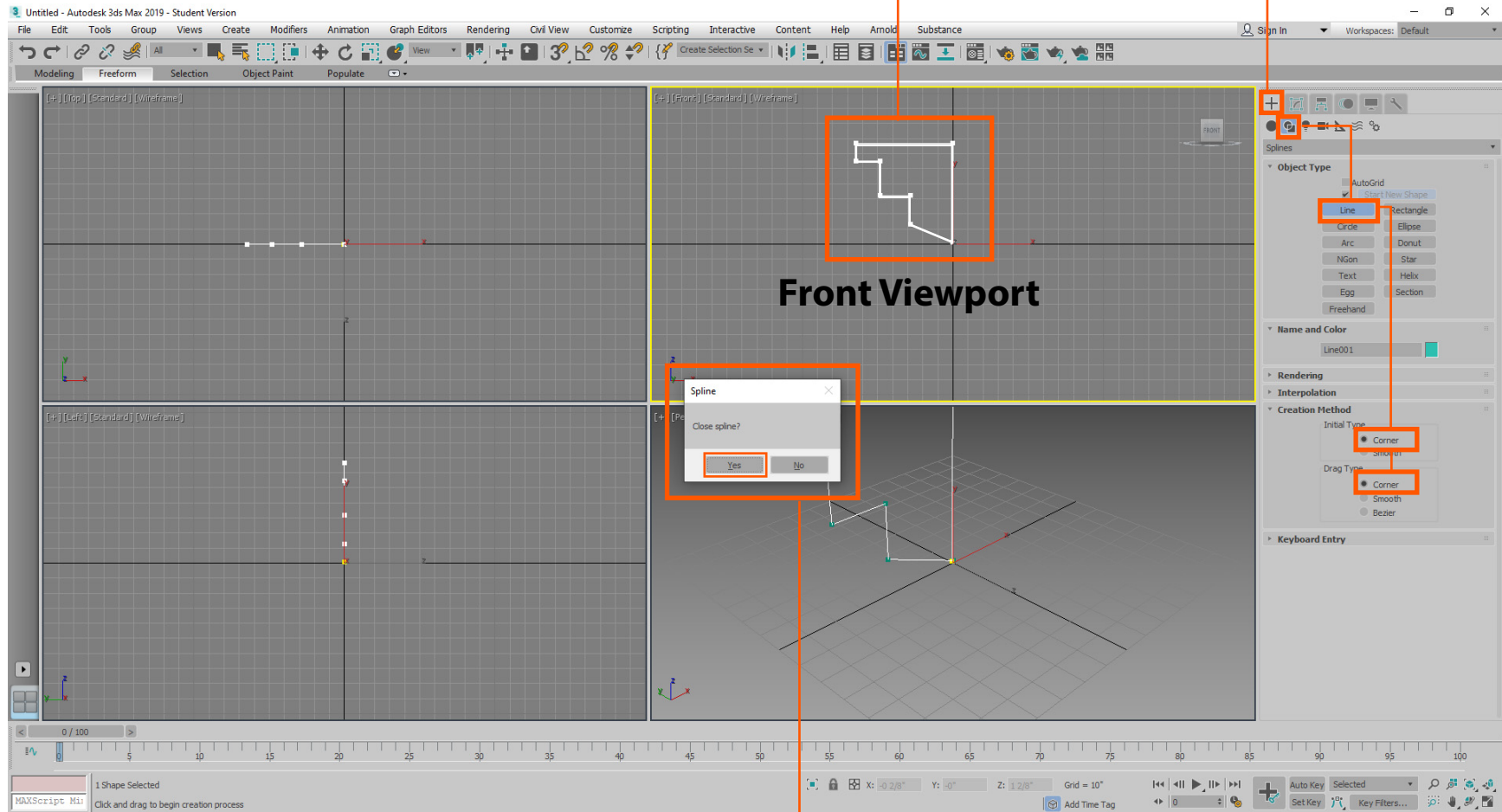
All you need to know is:

1. How to use the "Line Tool".
2. How to apply the "Extrude" modifier.



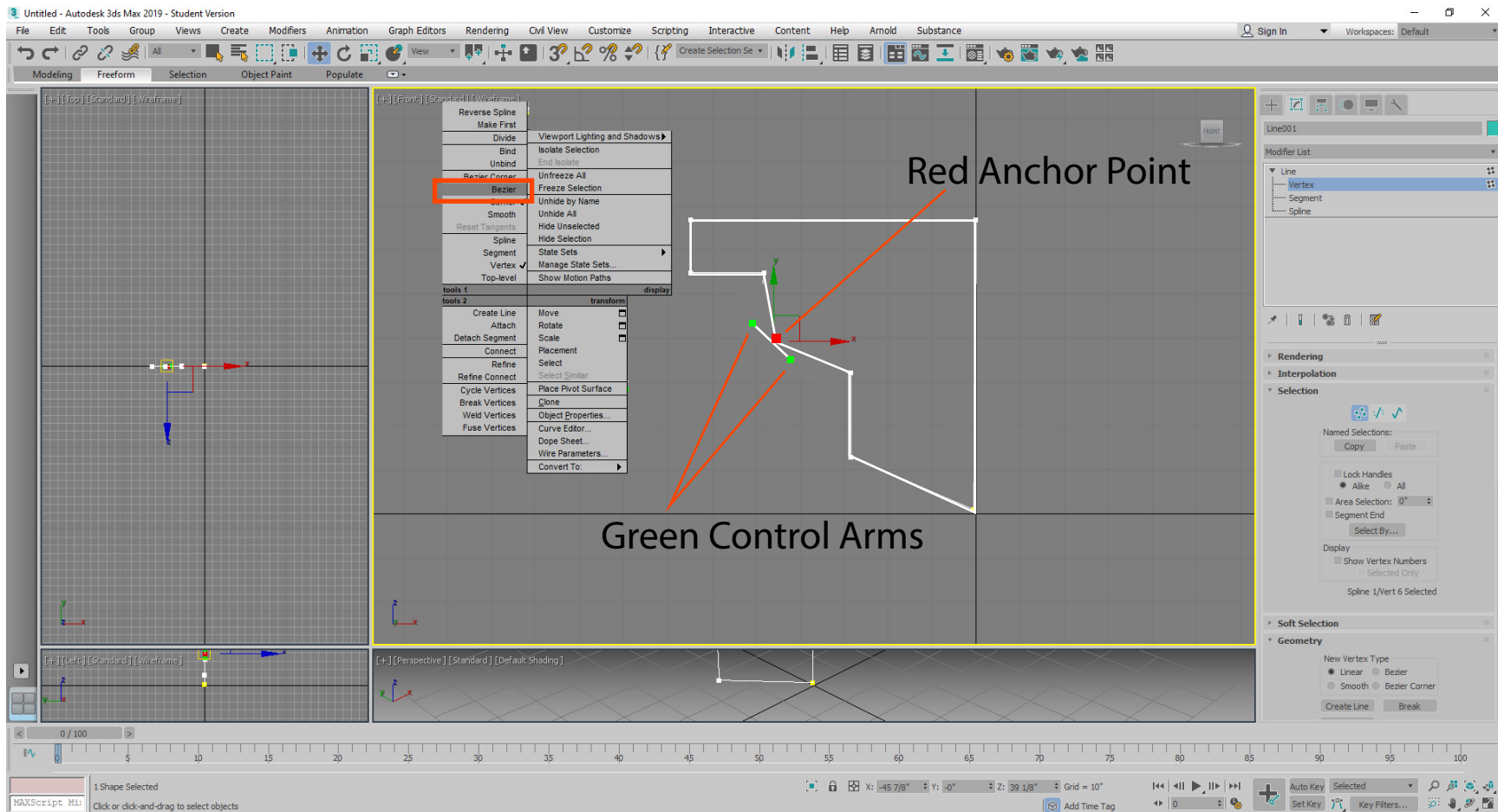
Step 1 - Find and select the "Line" tool.

Step 2 - In the "Front Viewport", using your mouse, left click and make a shape similar to that shown.



Step 3- As you near the point where you began, a window pops up asking to close the spline. Click "Yes".

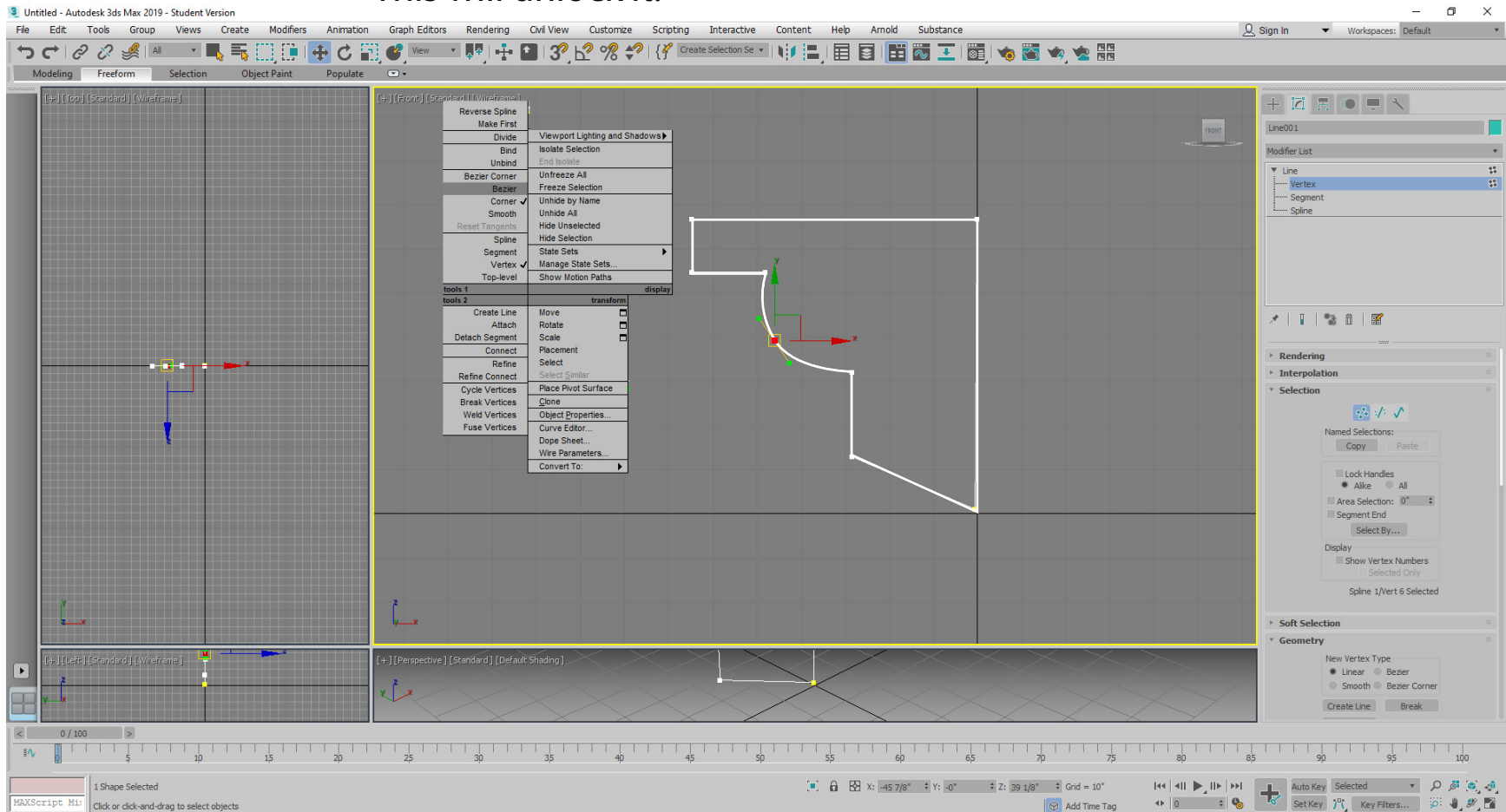
Step 4 - Right click on an a vertex (white square) a panel pops up. Select "Bezier".



Step 5 - The white square turns red (Anchor Point) and two arms extend with green (Control Arms) on their ends.

The Anchor Point and the Control Arms allow to change the sharp corner into a smooth curve.

Step 6 - Left click on the red anchor point and wiggle it.
This will unlock it.



Step 7 - Left click on a green control arm and change the straight lines into a curved line.

Last, you will add the “Extrude” modifier, giving 3D volume to the 2D spline

Step 8 - Open the Modifier List and select “Extrude” and adjust the parameters.

