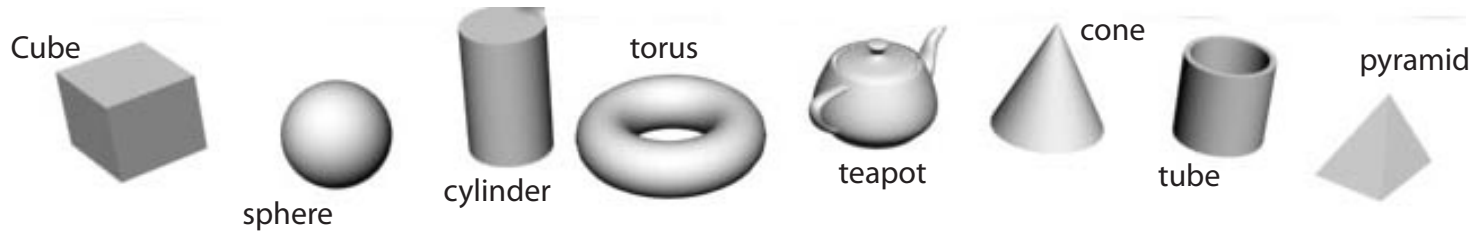


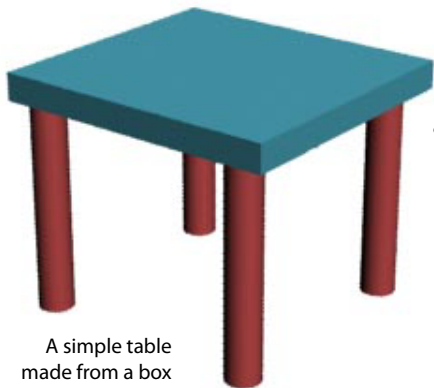
Objects-Primitives

Primitives are basic geometry objects. You can use primitives (and Extended Primitives) to make simple stuff like tables, lamps and even funny characters. Below are some examples of the primitives that come with 3D Max.

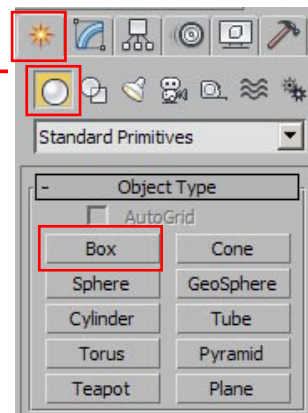


Making a Primitive

Primitives are located on the "Create Panel"

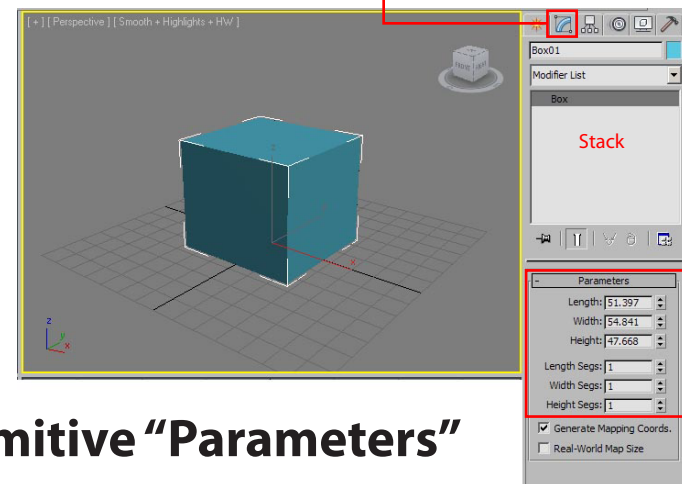


Select "box" and then click in the "Perspective" viewport and first drag the base of the box then release the mouse button and move the mouse upwards to make the height of the box



1. Select the "Modify" button.
2. The "parameters" for the box are located under the "Stack"

NOTE:
If you adjust a primitive's parameter while using the "Auto Key" it will record the change and you have then created an animation.



Adjusting Primitive "Parameters"