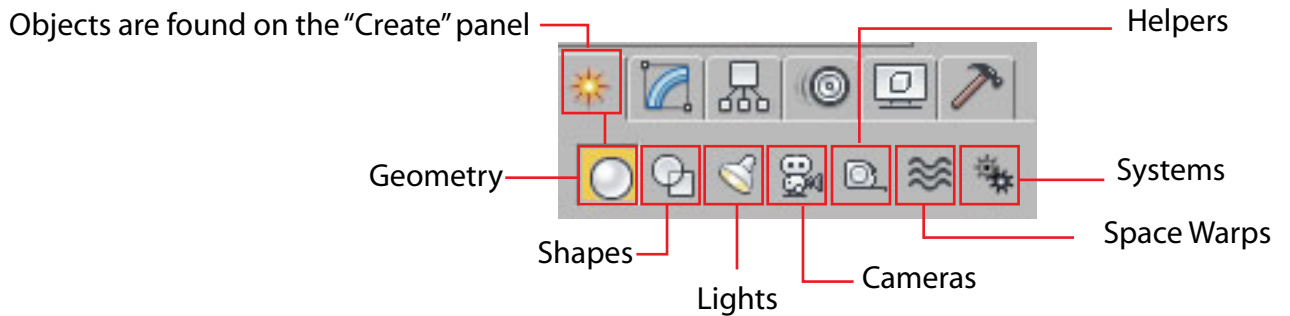


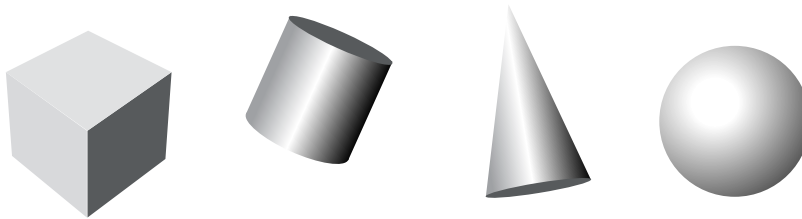
Objects

You model stuff and set up scenes in 3D Max using objects.

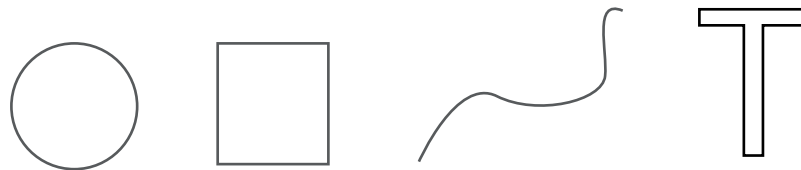


1. Objects used to create models include "Geometry" and "Shapes"

GEOMETRY (Also called "Primitives") objects include: Boxes, Cylinders, Spheres, Cones etc.

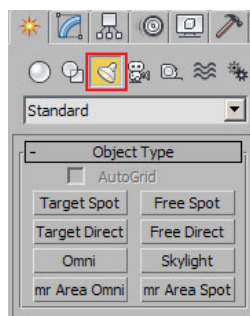


SHAPE objects include: Circles, Rectangles, Lines, Text etc. These shapes can be turned in 3D models using several techniques shown in this booklet.



2. Objects used to set up your scene include "Lights" and Cameras"

LIGHTS



For our purposes we will use "Standard" lights

CAMERAS

