

COMMONLY USED TOOLS

3D CHARACTER DESIGN

The interface of 3D Max is complex and confusing. Thankfully, there are only a handful of buttons and settings that you need to know to get started.

TWELVE COMMONLY USED COMMANDS, BUTTONS AND PROCEDURES

7. Undo & Redo (pointing to the Undo and Redo buttons in the top toolbar)

2. Transform Tools (pointing to the Select & Move, Select & Rotate*, and Select & Scale buttons in the top toolbar)

4. Modify Panel (Click to modify an object & to see Modify List (Bend, MeshSmooth etc.) (pointing to the Modify panel in the Command Panel)

1. Create Panel (Geometry, Shapes, Lights, Camera) (pointing to the Create panel in the Command Panel)

5. Material Editor (add textures & colors) (pointing to the Material Editor button in the top toolbar)

8. Reflect Tool (pointing to the Reflect tool button in the top toolbar)

12. Quick Render (pointing to the Quick Render button in the top toolbar)

11. Make Key - Sets the timing of a modifier. (pointing to the Make Key button in the Animation toolbar)

10. Auto Key - Turns on animation mode. (pointing to the Auto Key button in the Animation toolbar)

9. Key Filters (pointing to the Key Filters button in the Animation toolbar)

3. Zoom - Centers all objects into viewports. (pointing to the Zoom button in the top toolbar)

6. Arc Rotate - Spins viewer around object - Use this "only" in the perspective window. (pointing to the Arc Rotate button in the top toolbar)

*Use this tool only if you want rotate an object



MOUSE/KEYBOARD SKILLS

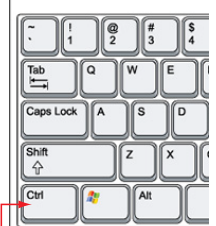
The mouse is a useful tool when using 3D Max

The Left button is for selecting and transforming (move, rotate, rescale) objects.

Holding down the Left mouse button on a parameter and moving the mouse forward or backward will quickly adjust that parameter.

The Center Roller will allow you move in closer to your scene.

Holding the Center Roller down will let you the viewport frame.



Holding the "Control" key allows you to select more than one object.

6. Arc Rotate - Spins viewer around object - Use this "only" in the perspective window.