COMMONLY USED TOOLS

SoCal ROC — Career Technical Education

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**

4. **Modify Panel** (Click to modify an object & to see Modify List (Bend, MeshSmooth etc.)

8. **Reflect Tool**

5. **Material Editor** add textures & colors

2. **Transform Tools**
- Select & Move
- Select & Rotate*
- Select & Scale

*Use this tool only if you want rotate an object

1. **Create Panel**
- Geometry
- Shapes
- Lights
- Camera

12. **Quick Render**

11. **Make Key** - Sets the timing of a modifier.

10. **Auto Key** - Turns on animation mode.

9. Key Filters

3. **Zoom** - Centers all objects into viewports.

6. **Arc Rotate** - Spins viewer around object - Use this "only" in the perspective window.
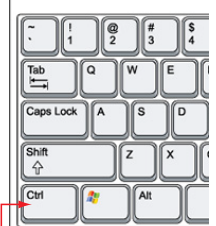
MOUSE/KEYBOARD SKILLS

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 veiwport frame.

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