

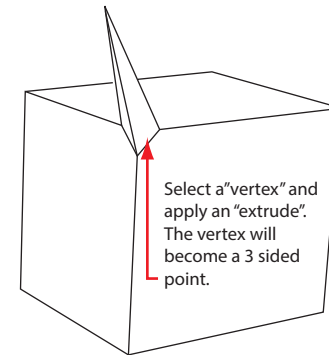
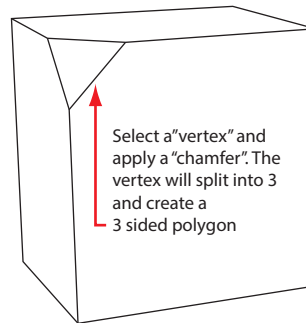
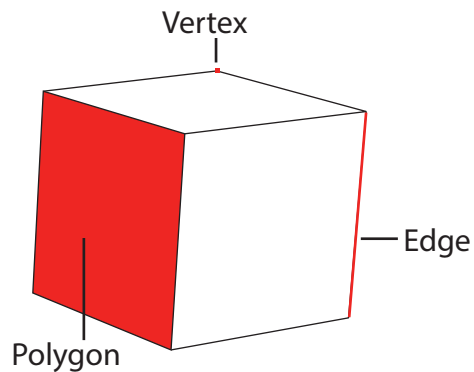
# The “Edit Poly Modifier” & Sub-Object Level

All “Geometry” (Objects) in 3D Max are made of a combination of sub-object parts. You can place the “Edit Poly” modifier on 3D objects or the “Edit Spline” modifier on 2D objects and access their sub-objects. You may then select and move them to develop your models.

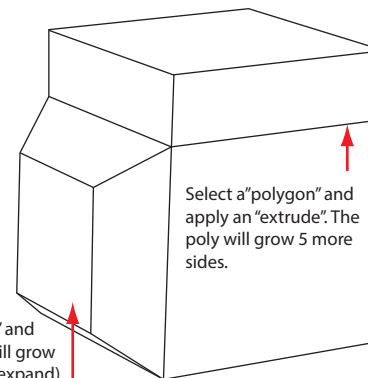
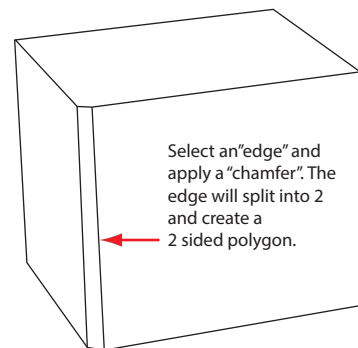
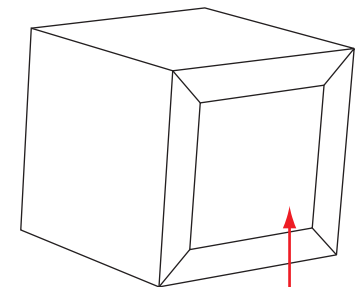
The “EditPoly Modifier” is found on the “Modifier List”.

Here are some Sub-Object modeling techniques.

These are the Sub-Objects used most for modeling:



These are the edits used most for making complex models



Apply a “Bevel” and the polygon will grow and shrink (or expand) depending on how you move the mouse!