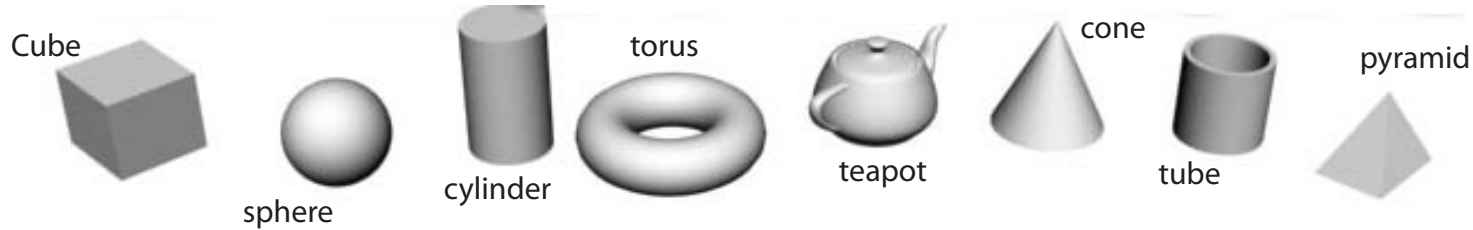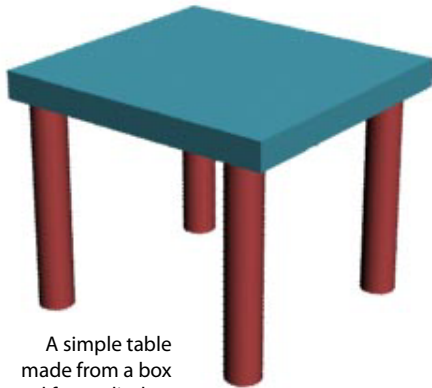# MODELING WITH PRIMITIVES

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.

Cube

sphere

cylinder

torus

teapot

cone

tube

pyramid

Making a Primitive

Primitives are located on the "Create Panel"

A simple table made from a box and four cylinders

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

Standard Primitives

Object Type	
□ AutoGrid	
Box	Cone
Sphere	GeoSphere
Cylinder	Tube
Torus	Pyramid
Teapot	Plane