OILLITutorials

3DS Max

Basic introduction to 3ds max

2016







Here's what we do.

INTERFACE



BASIC DEFAULT VIEWPORTS



VIEWPORT ADJUSTMENTS/MANAGEMENTS



TOOLBAR FUNCTIONS



BASIC SHORTCUTS



XYZ WORLDSPACE



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BASIC PRIMITIVES



BASIC PRIMITIVES

EXAMPLE (BOX) PRIMITIVE



IMPORTING/EXPORTING

IMPORTING

IMPORTING EXAMPLE

EXPORTING

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EXPORTING EXAMPLE

BASIC MODIFIERS

EDITING POLY/PRIMITIVE

BASIC VERTICE EDITING/MANIPULATION

OTHER MODIFIERS

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ANIMATION AND RENDERING

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KEYFRAME ANIMATION VIA AUTO KEY

KEYFRAME ANIMATION VIA SET KEY

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CAMERA

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RENDERING ANIMATION

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RENDERING ANIMATION

PRODUCTION RENDERING