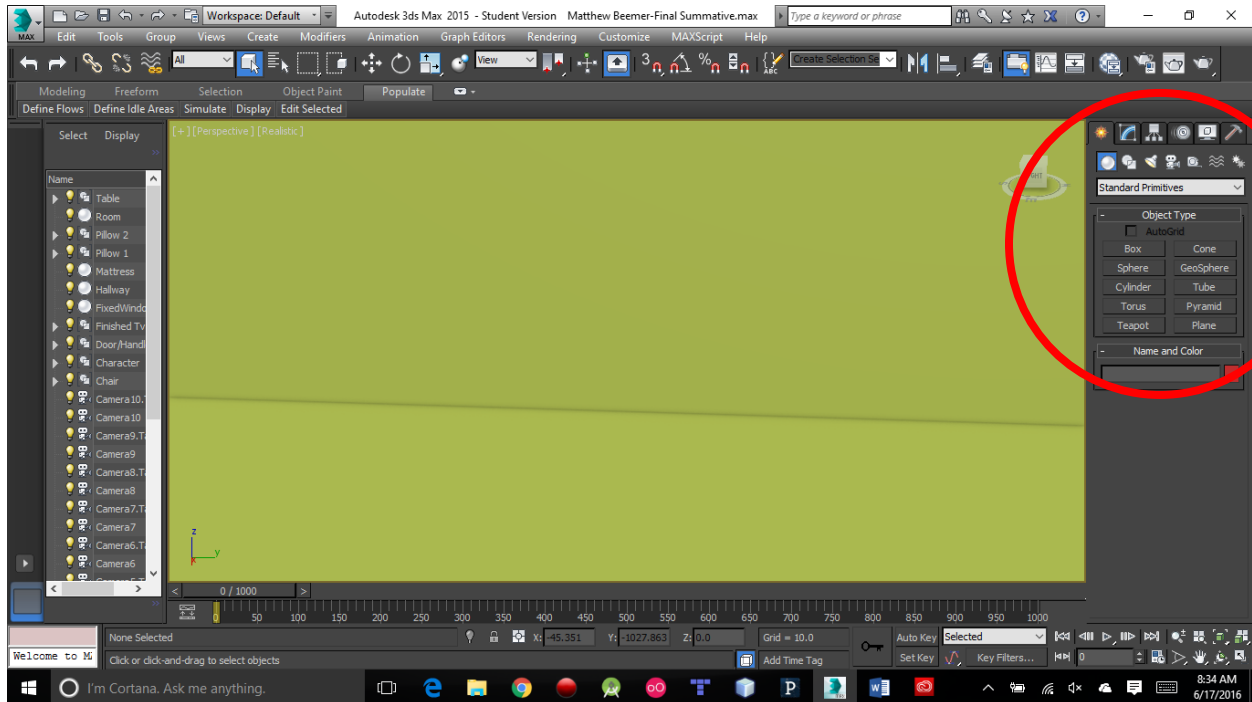
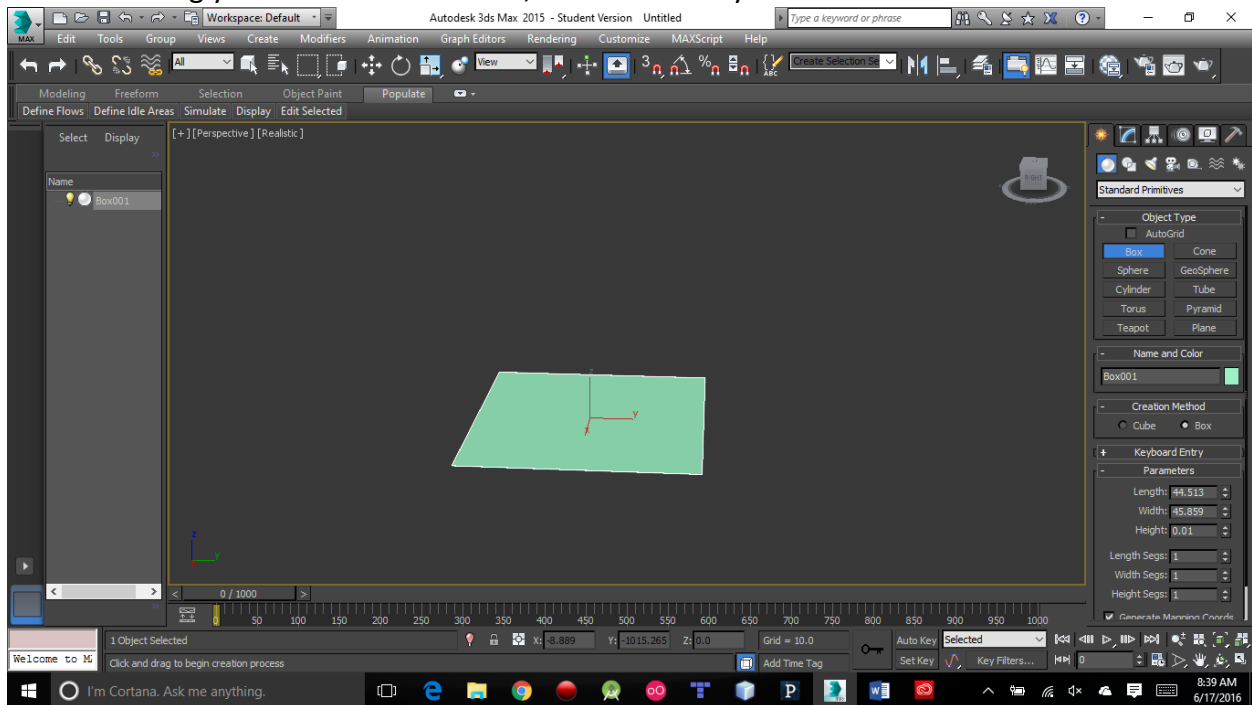


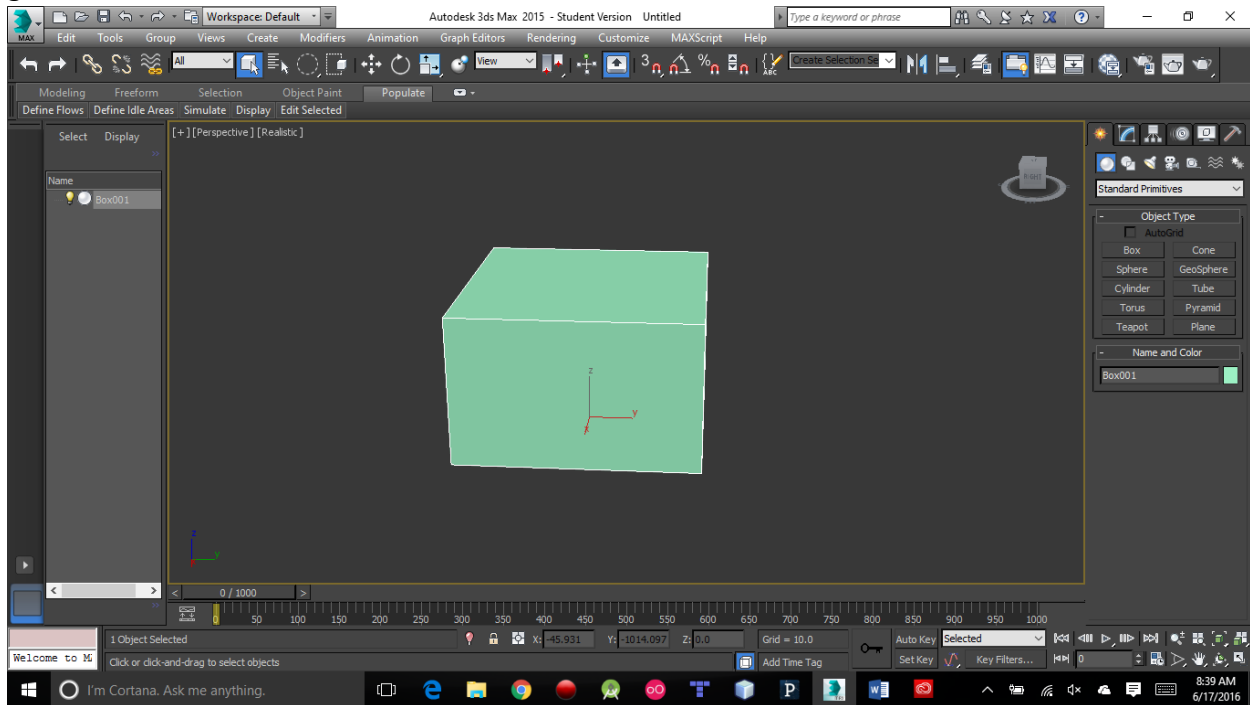
Tutorials Of How I Made Some Stuff



In this highlighted section, this is where you create your shapes; the Create Panel is what initially comes up. There are many subcategories of things you can create, including: Geometry, Shapes, Cameras, Lights, etc. The one I used the most was the Geometry Panel. Simply click on whatever thing you would like to create, and do this on your main screen.



This is an example of a rectangle. First click and drag to get the width and length set, then let go.

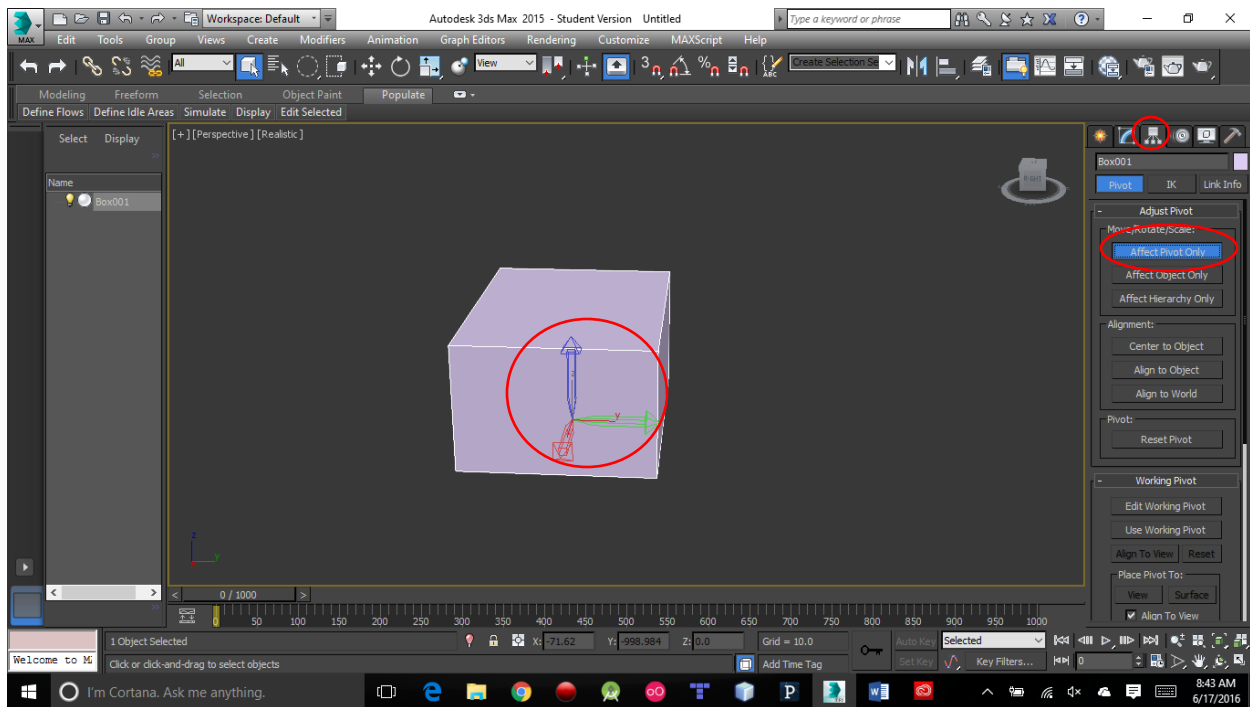


Then, move your mouse up or down to get the height that you want.

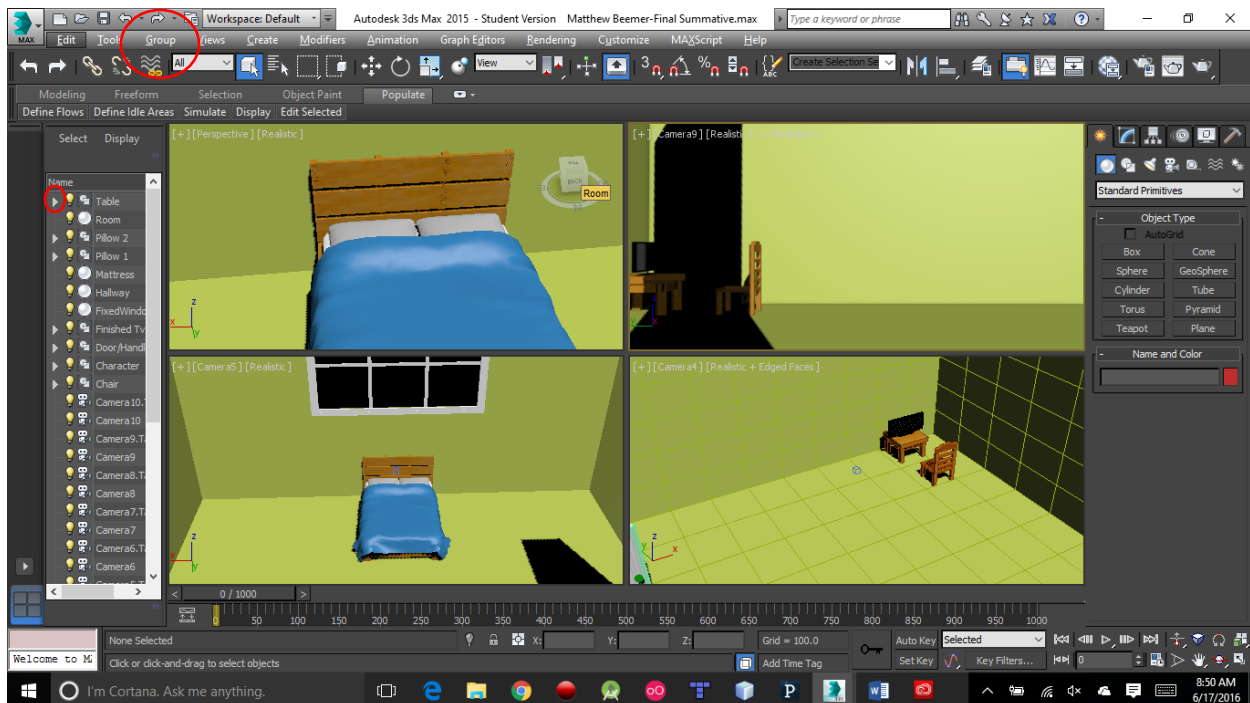
Note: If you want to rotate, move, or scale anything simply look at my Shortcuts Document, it explains everything there, and it is very easy.

In my scene, I had created a Window and a Door from preset objects in the Geometry Panel by changing it from Standard Primitives to Windows/Doors. There is different types that you can choose from, and Autodesk's website can help you choose the correct one for you.

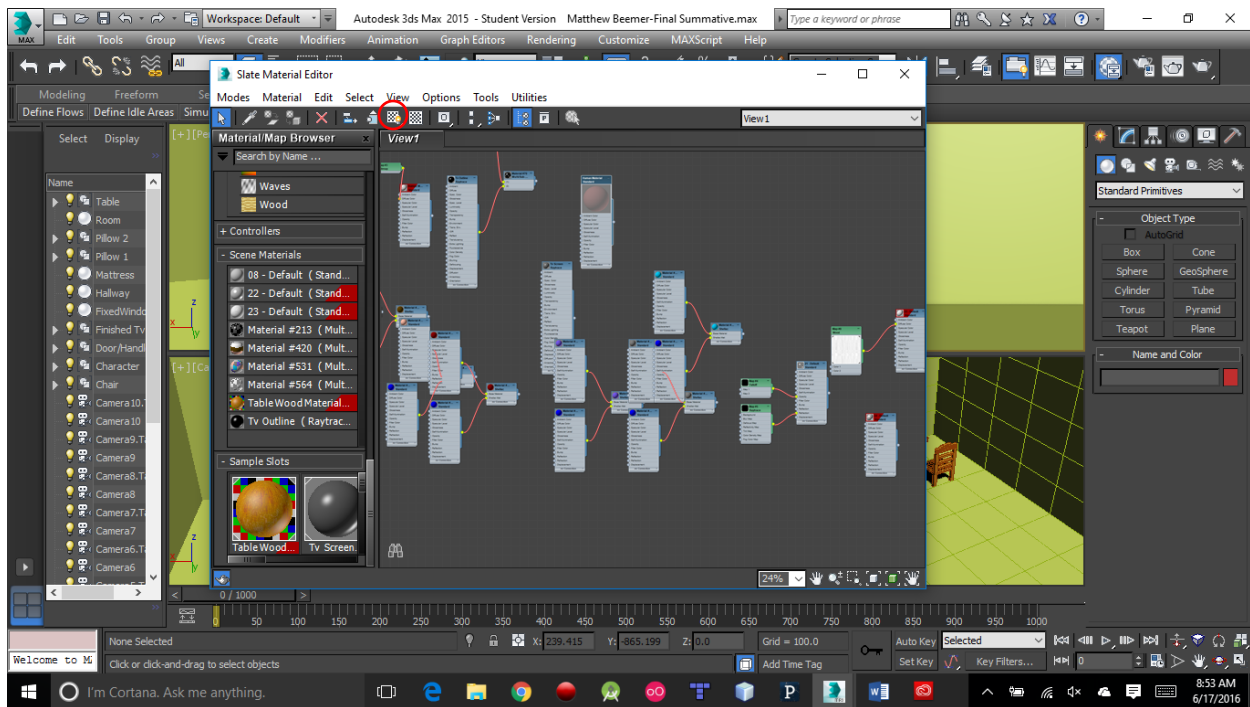
The way I could pivot the door and even the character's arm was by changing the object's pivot position.



Simply have your object selected, and go to the Hierarchy Panel. From here you can select **Affect Pivot Only**, and you can move the point around of where you want it to pivot from; this is extremely useful!



If you would like to make a bunch of objects to be “a whole,” simply select them and click **Group** at the top of the toolbar. You can rename it, then treat it as one object. You can see the objects and the Groups on the side.



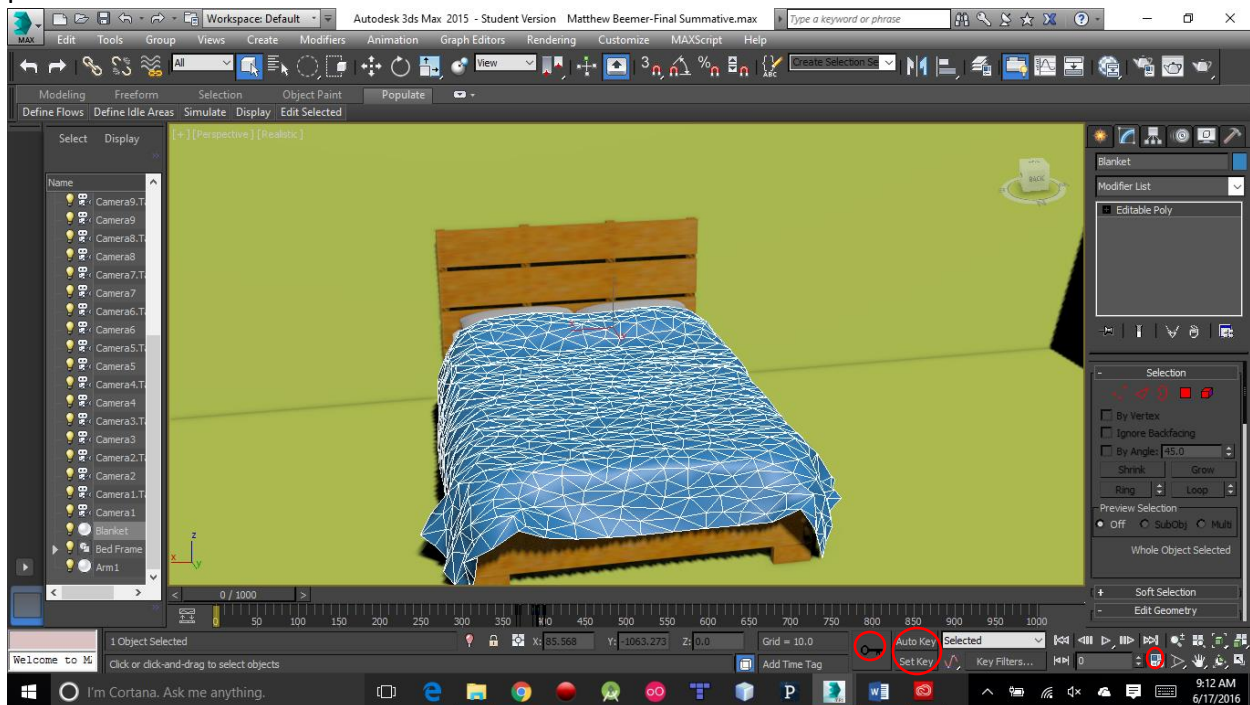
Pressing M will bring up the material editor, where you can customize different materials and make very realistic looking materials (which I'm not too good at). There is many different base materials you can choose to start with; I stuck mainly with Standard. Once you create it, make sure you click "Show Shaded Material in Viewport," which will allow you to actually see it in your scene. To get the material on an object, you must first drag a default material onto the object, and then drag your material onto it. By putting on the default first, you can then put your materials on specific parts of your object if you wish to do so. If you attach a Bitmap to your material, you can put a picture onto a base material and edit that.

<http://www.3dvalley.com/tutorials/creating-realistic-glass-material-in-3ds-max/>

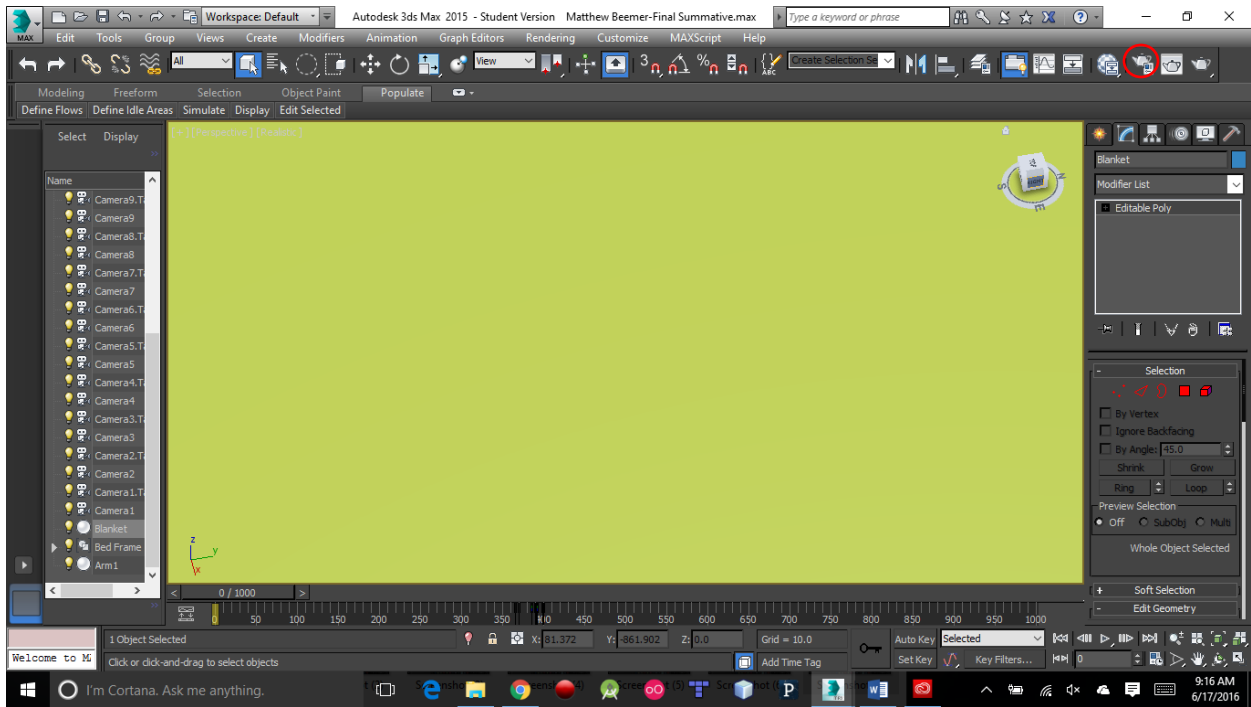
This link is a site that helped me find the correct settings to put on your material to make a fairly realistic glass look. I had to alter some settings in order to get the look that I wanted.

To make the pillows and blanket, I had to create the shapes how I wanted, then through on a Cloth Modifier. To do this, click the object, go to the Modify Panel, and click the Modifier List where this parameter is located. Once you have it on, you can adjust the Gravity (I set it to 0), and press Simulate Local which drops the object and transforms it as if it were in real life. Before you simulate it, you will want to click on the objects affected, and go to their Object Properties by right-clicking it and going to that option. In my case, I had to set the mattress to be a Collision Object, as it will not be affected; it is affecting the blanket. When you are simulating it, simply press it again to stop the simulation. I personally found this feature to be very cool!

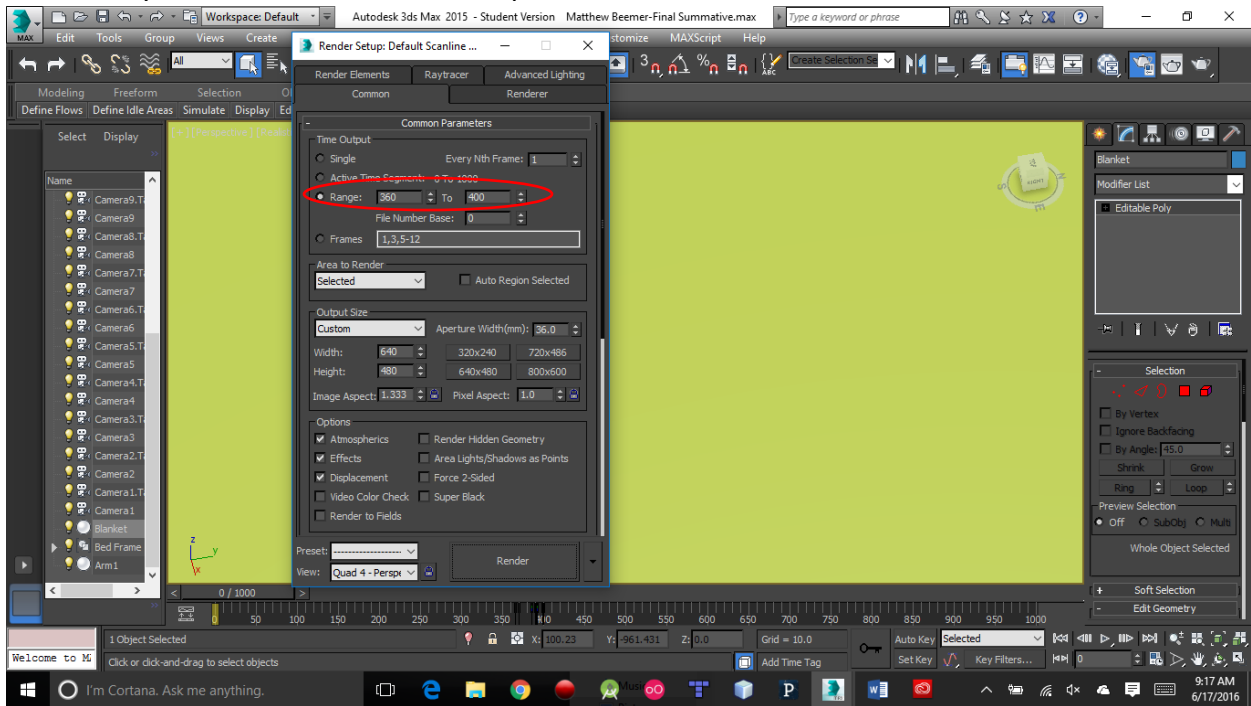
As for animating, the animation toolbar is on the bottom of the screen. You can click Auto Key, and then move your object however you want to, and click the Auto Key button again to turn it off. This will gradually do your animation you just created over the course of the keyframes it has to go through. If you would like to have more control, click Set Key and then click the Key symbol. This sets a key to have your object stay in that position. Then move to the key frame where you want the animation to happen, and create one. Click the Key symbol again, and then turn off the Set Key. Set Key is harder to use than Auto Key in my opinion, but it can look more professional.



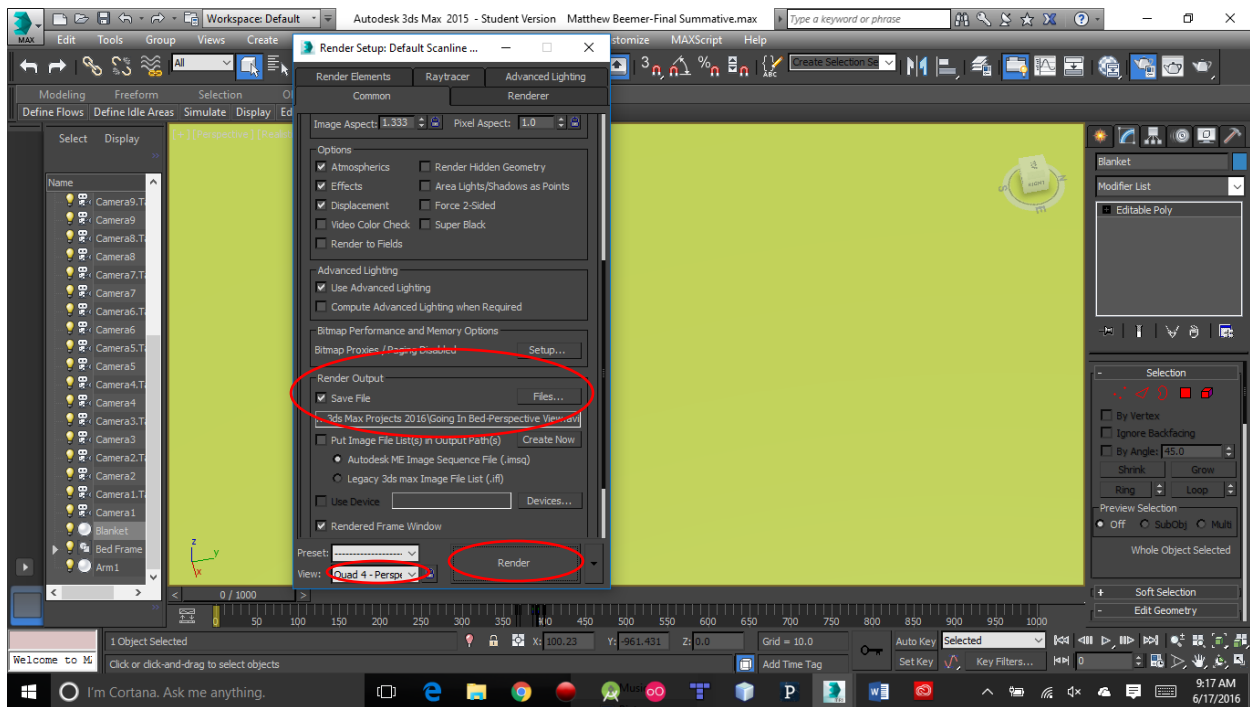
If you want to add more key frames, simply click Time Configuration near the bottom right of the animation toolbar. There is an option for adding keys, which you can use to adjust the number of keys. In this toolbar is all your controls of playing, pausing, fast forwarding your animation, etc.



To render your work, click Render Setup.



You can adjust which frames you would like to render (the range).



In order for your work to be rendered and actually saved somewhere, you must choose a Render Output. Click Files, and choose where to save it and what to save it as (I saved my renders as AVI Files). You can also choose which viewport it will render in, such as: Perspective View, or any Camera View you have. Once you set this up, click Render.

Note: You must have objects selected if you want them to show up in your render!

This was a very basic view of how I did everything. This program is very challenging to learn by yourself, even when I had a whole semester to do this. Most of the things you learn will have to be self-taught, as sources on the web are either out dated or are very confusing. You can get this program for free by visiting Autodesk's website for a student!