

1474

4й урок 3ds max (9)

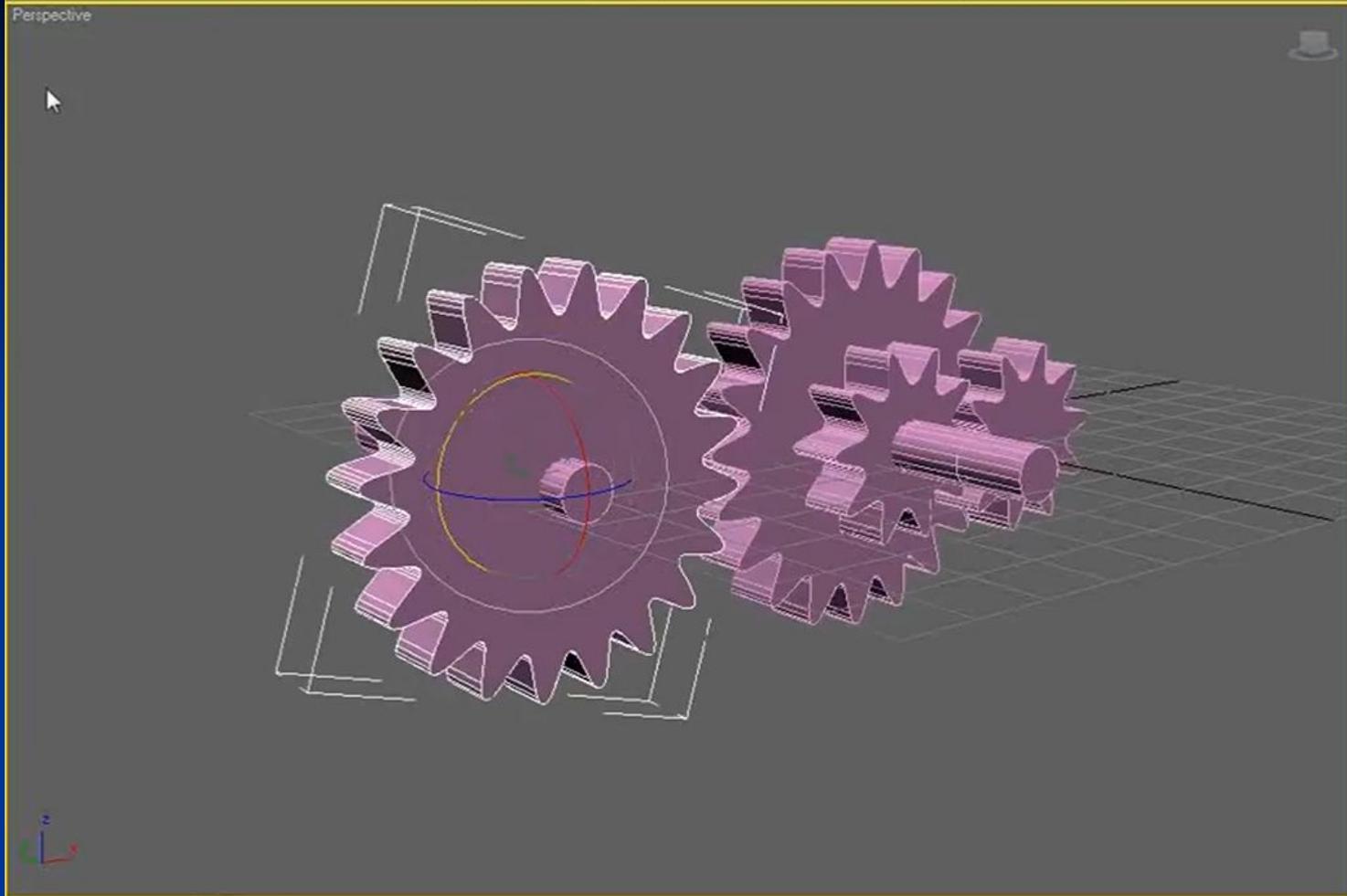
3D – ПЕЧАТЬ

Механизмы и кинематика

ИНЖЕНЕРНАЯ ПРАКТИКА

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Standard Primitives

Object Type

- AutoGrid
- Box
- Cone
- Sphere
- GeoSphere
- Cylinder
- Tube
- Torus
- Pyramid
- Teapot
- Plane

Name and Color

Star01



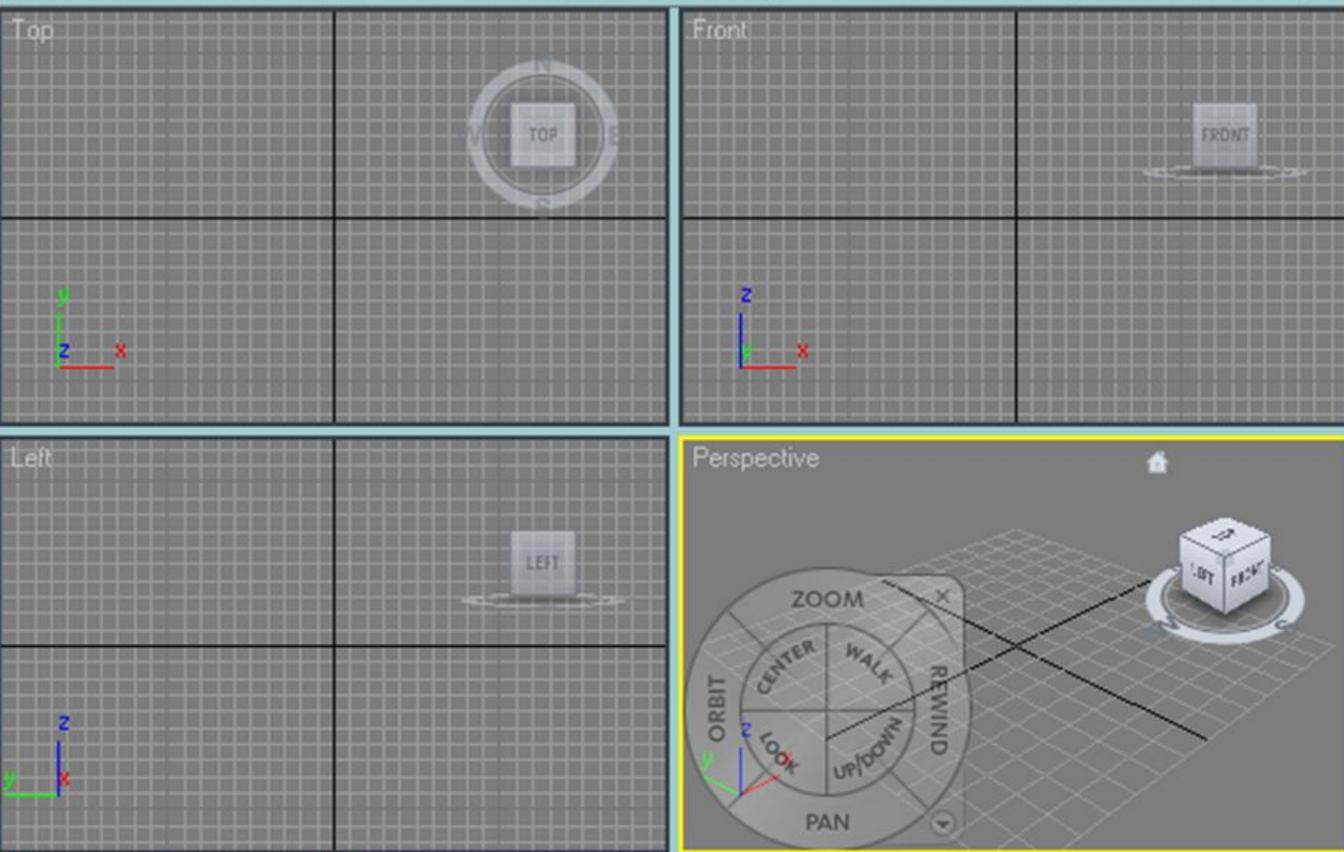
1 Object Selected

MAXScript. Click and drag to select and rotate objects

Auto Key Selected

Set Key Key Filters...

Файл Плавка Инструменты Группа Проекция Создать Модификаторы Анимация Графические редакторы
Визуализация Настройка MAXScript Справка



Standard Primitives

Object Type

- AutoGrid
- Box
- Cone
- Sphere
- GeoSphere
- Cylinder
- Tube
- Torus
- Pyramid
- Teapot
- Plane

Name and Color

[Color Selection Area]

0 / 100

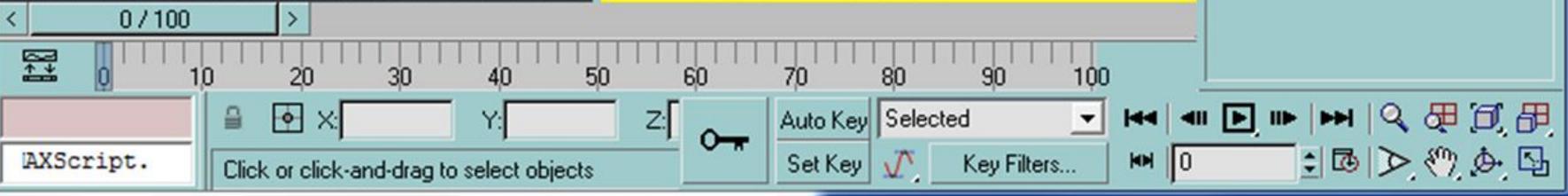
10 20 30 40 50 60 70 80 90 100

MAXScript. Click or click-and-drag to select objects

Auto Key Selected

Set Key Key Filters...

0

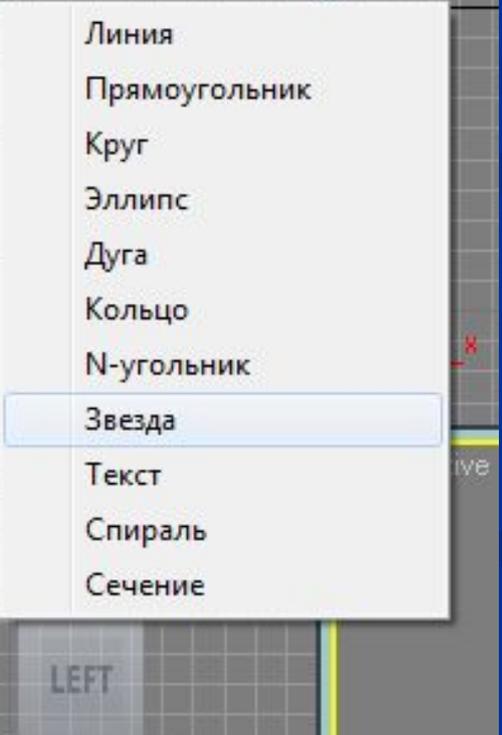
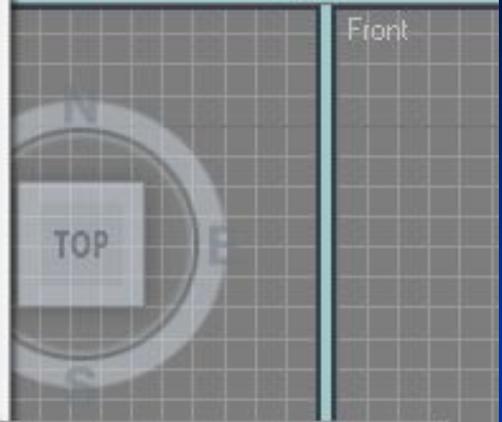
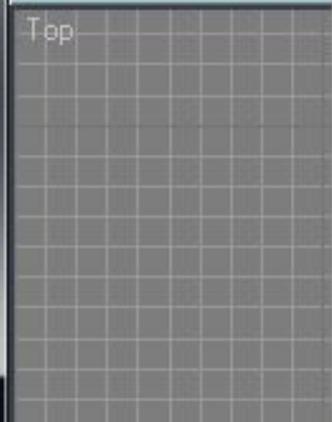




- Стандартные примитивы
- Улучшенные примитивы
- Архитектурные объекты
- Составные объекты
- Частицы
- Сетки кусков
- NURBS
- Динамика
- mental ray

- Формы
- Распространенные формы
- Источники света
- Камеры
- Вспомогательные объекты
- Объемные деформации
- Системы

- Линия
- Прямоугольник
- Круг
- Эллипс
- Дуга
- Кольцо
- N-угольник
- Звезда
- Текст
- Спираль
- Сечение





Splines

- Object Type

- AutoGrid
- Start New Shape

Line	Rectangle
Circle	Ellipse
Arc	Donut
NGon	Star
Text	Helix
Section	

- Name and Color



+ Rendering

+ Interpolation

+ Keyboard Entry

- Parameters

Radius 1: 

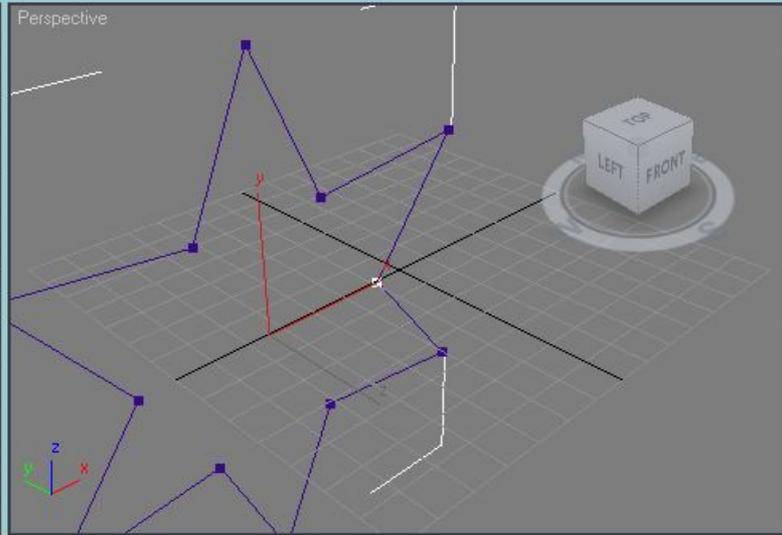
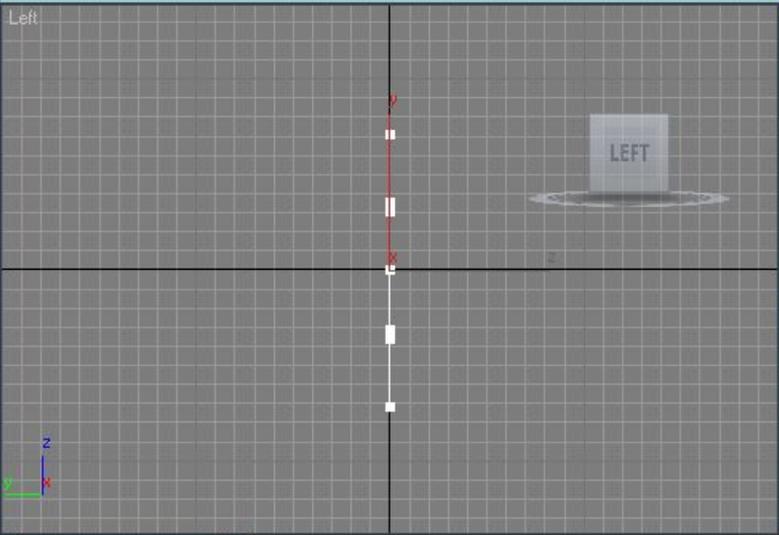
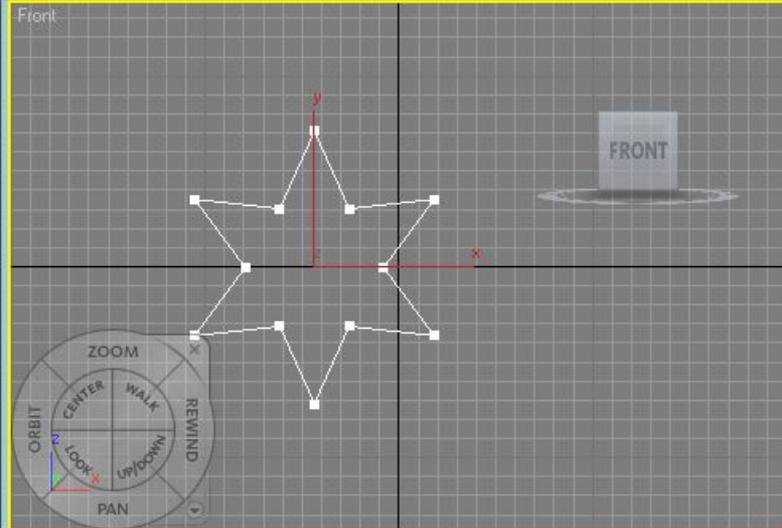
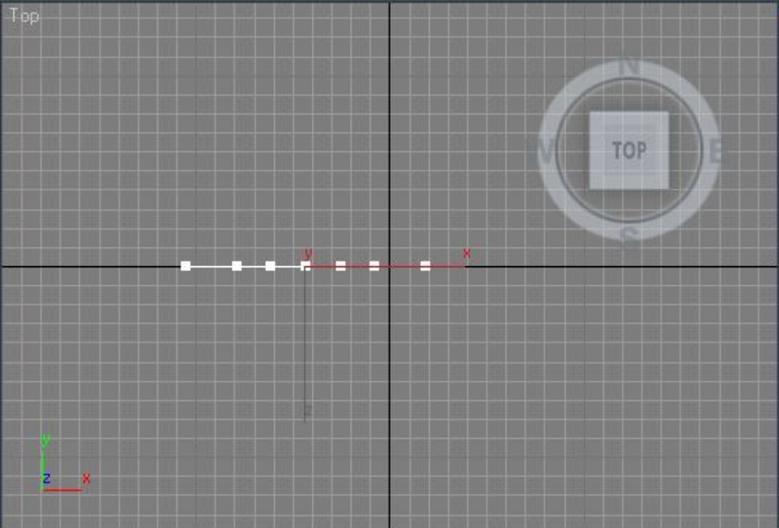
Radius 2: 

Points: 

Distortion: 

Fillet Radius 1: 

Fillet Radius 2: 



Splines

Object Type

- AutoGrid
- Start New Shape
- Line
- Rectangle
- Circle
- Ellipse
- Arc
- Donut
- NGon
- Star
- Text
- Helix
- Section

Name and Color

Star01

Rendering

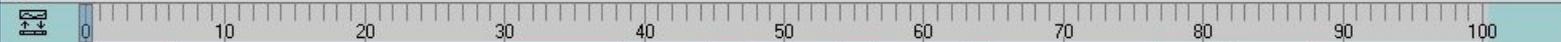
Interpolation

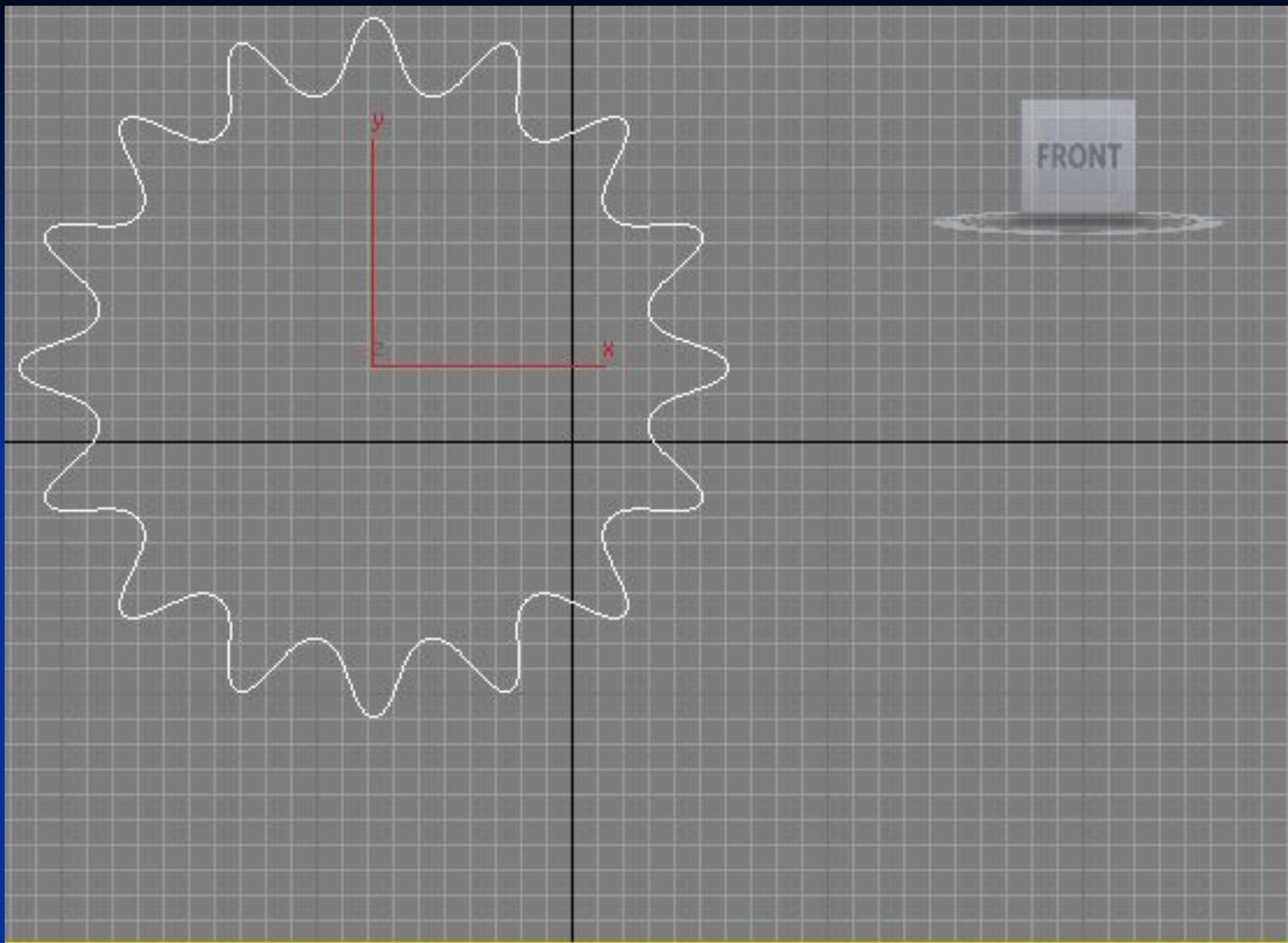
Keyboard Entry

Parameters

- Radius 1: 71,368
- Radius 2: 35,684
- Points: 6
- Distortion: 0,0
- Fillet Radius 1: 0,0
- Fillet Radius 2: 0,0

0 / 100





Splines

Object Type

- AutoGrid
- Start New Shape

Line	Rectangle
Circle	Ellipse
Arc	Donut
NGon	Star
Text	Helix
Section	

Name and Color

Star01

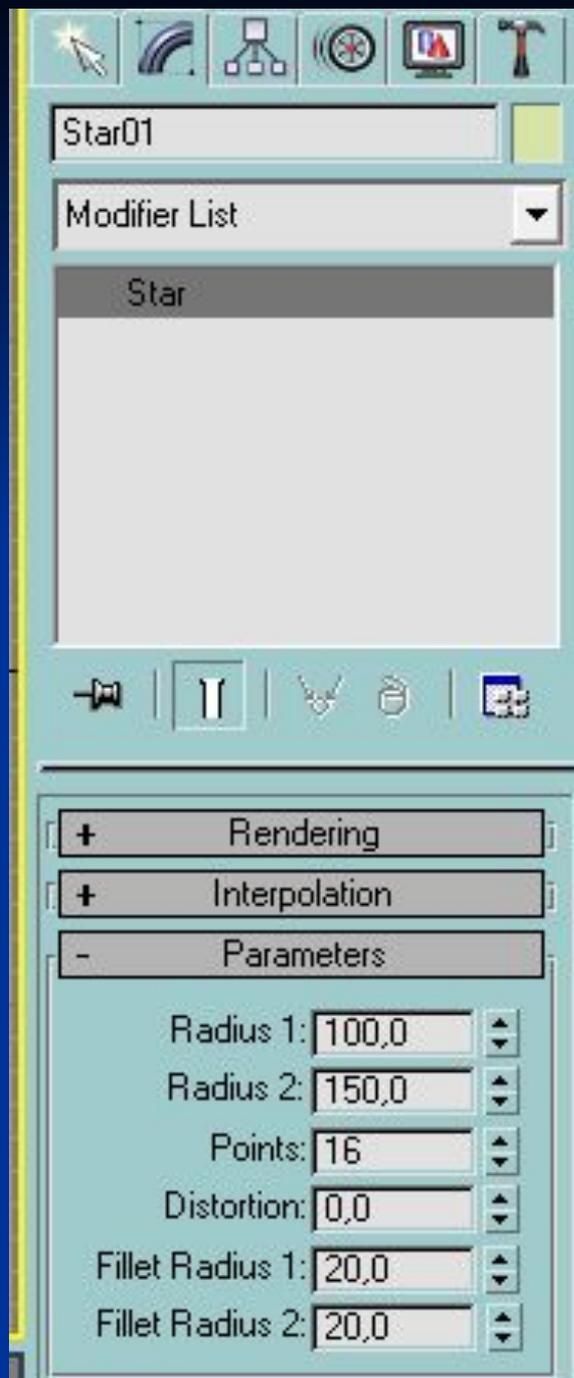
Rendering

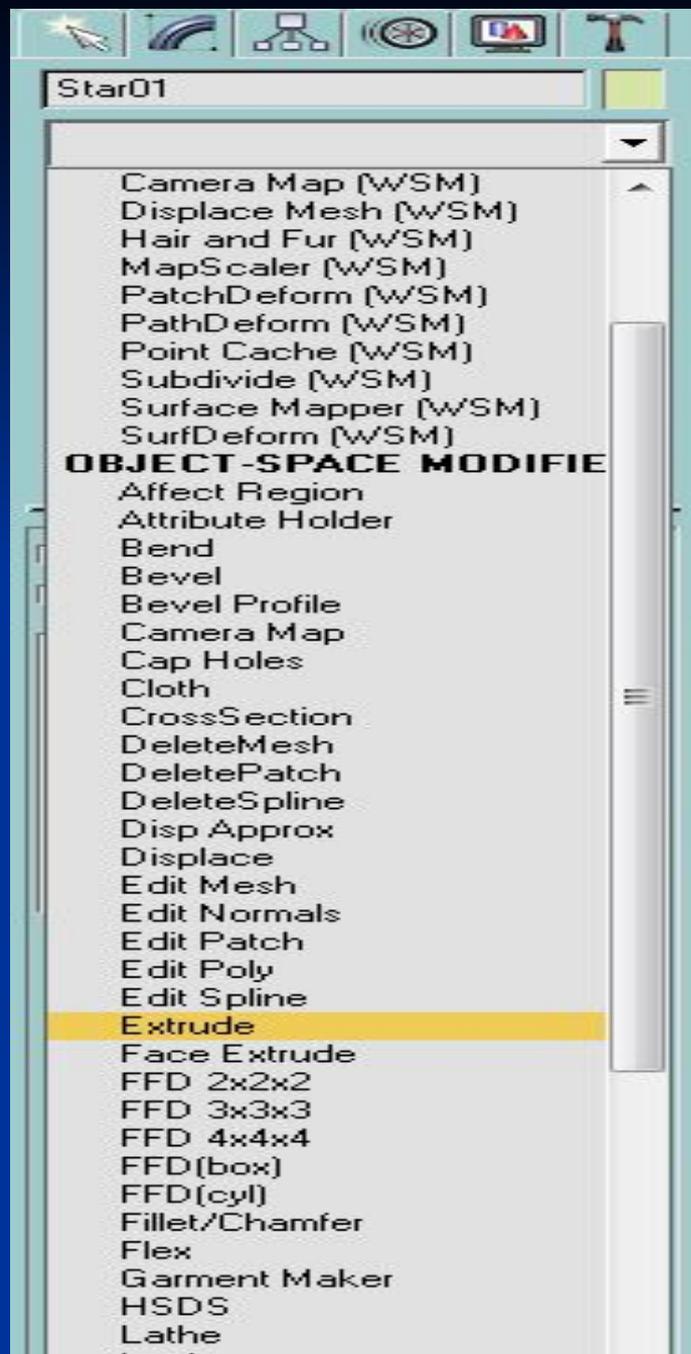
Interpolation

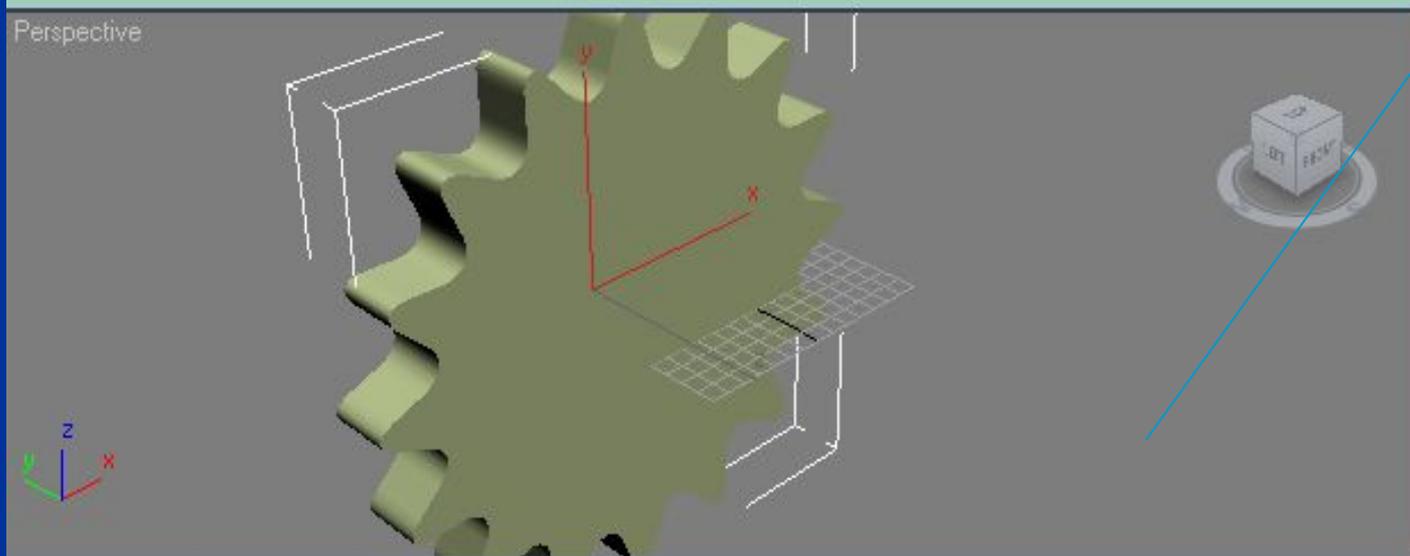
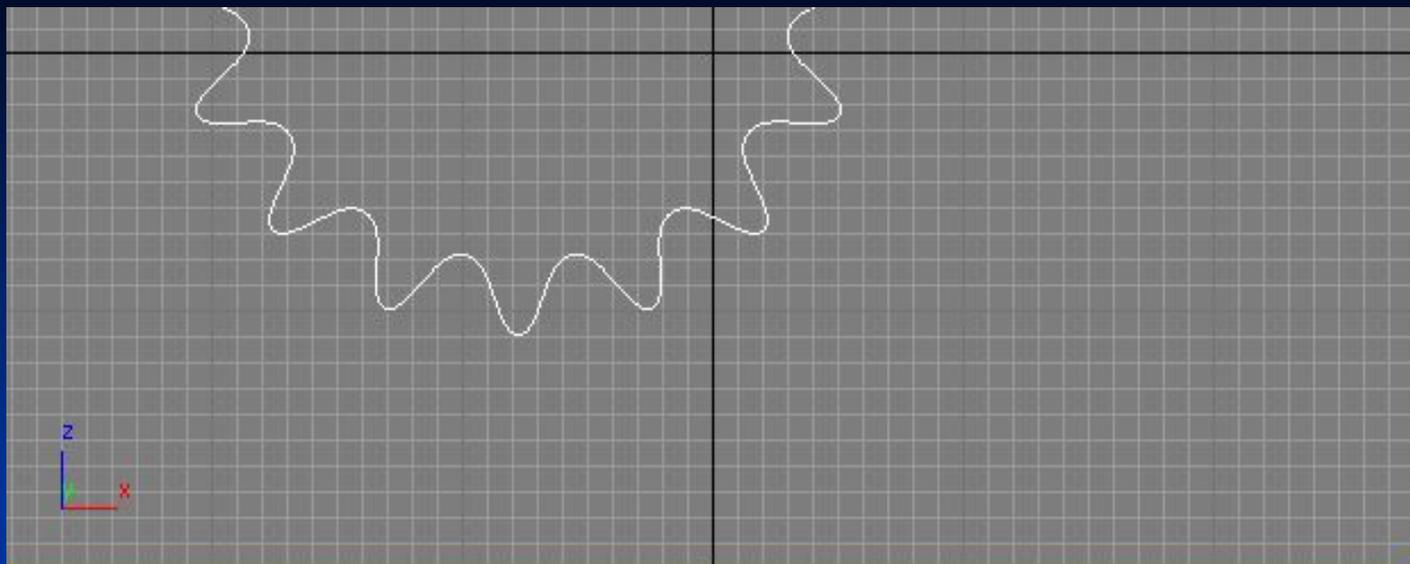
Keyboard Entry

Parameters

Radius 1:	100,0
Radius 2:	150,0
Points:	16
Distortion:	0,0
Fillet Radius 1:	20,0
Fillet Radius 2:	20,0







Parameters

Amount: 30,0

Segments: 1

Capping

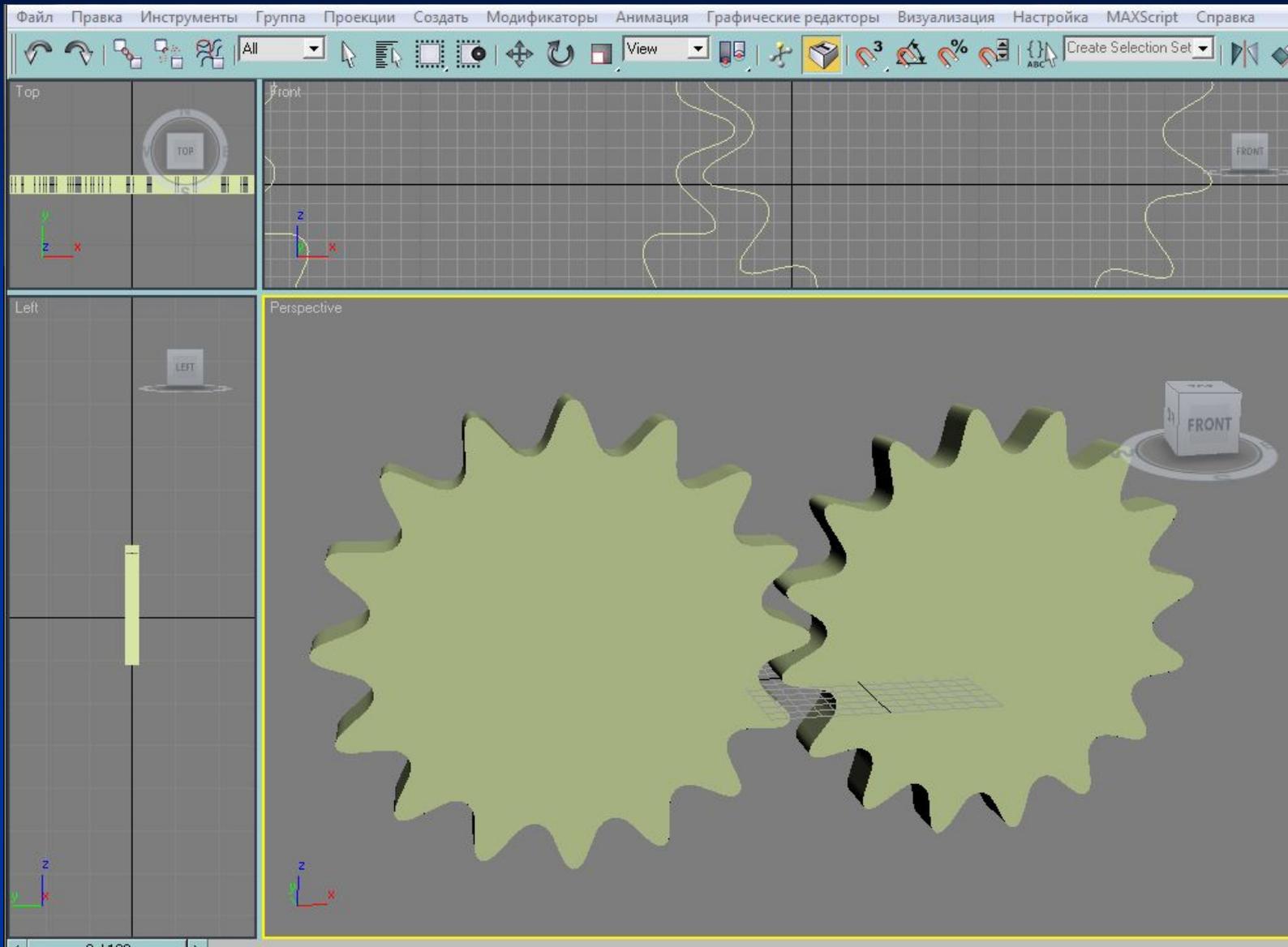
- Cap Start
- Cap End
- Morph Grid

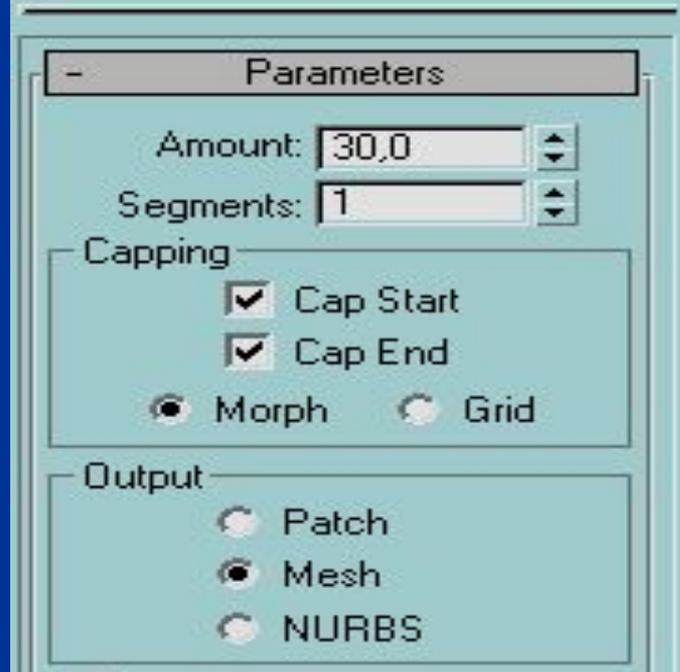
Output

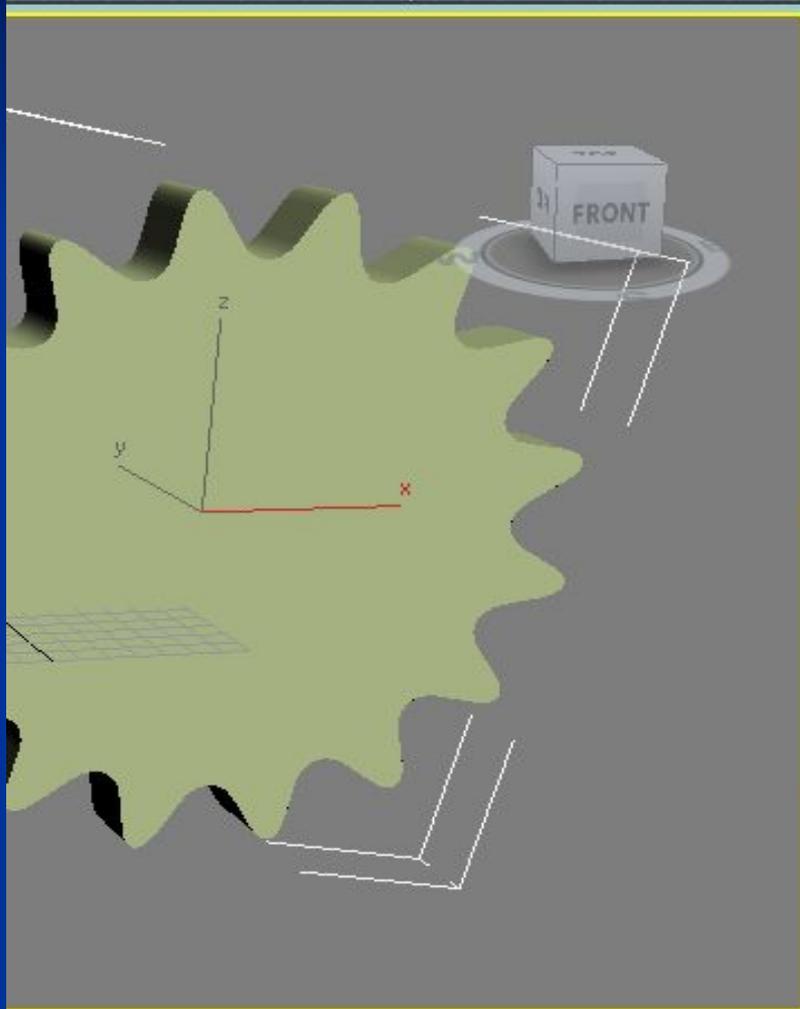
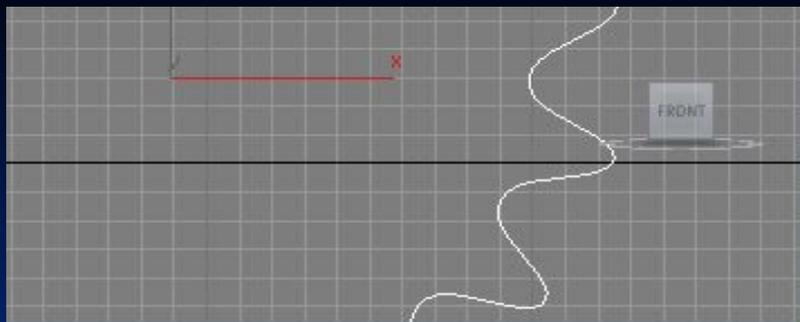
- Patch
- Mesh
- NURBS

- Generate Mapping Coords.
- Real-World Map Size
- Generate Material IDs
- Use Shape IDs
- Smooth

Клонировать, двигать, вращать

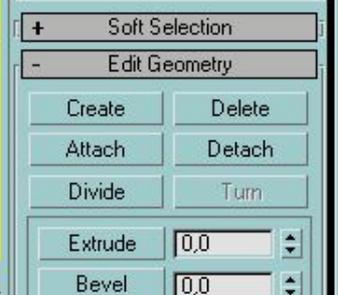
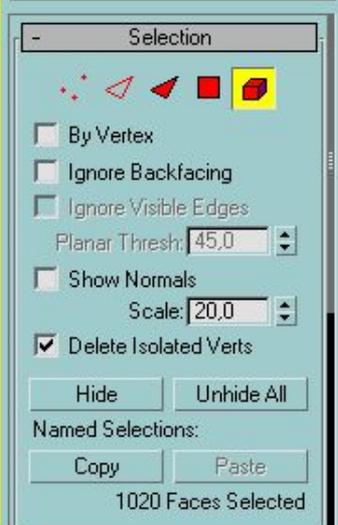
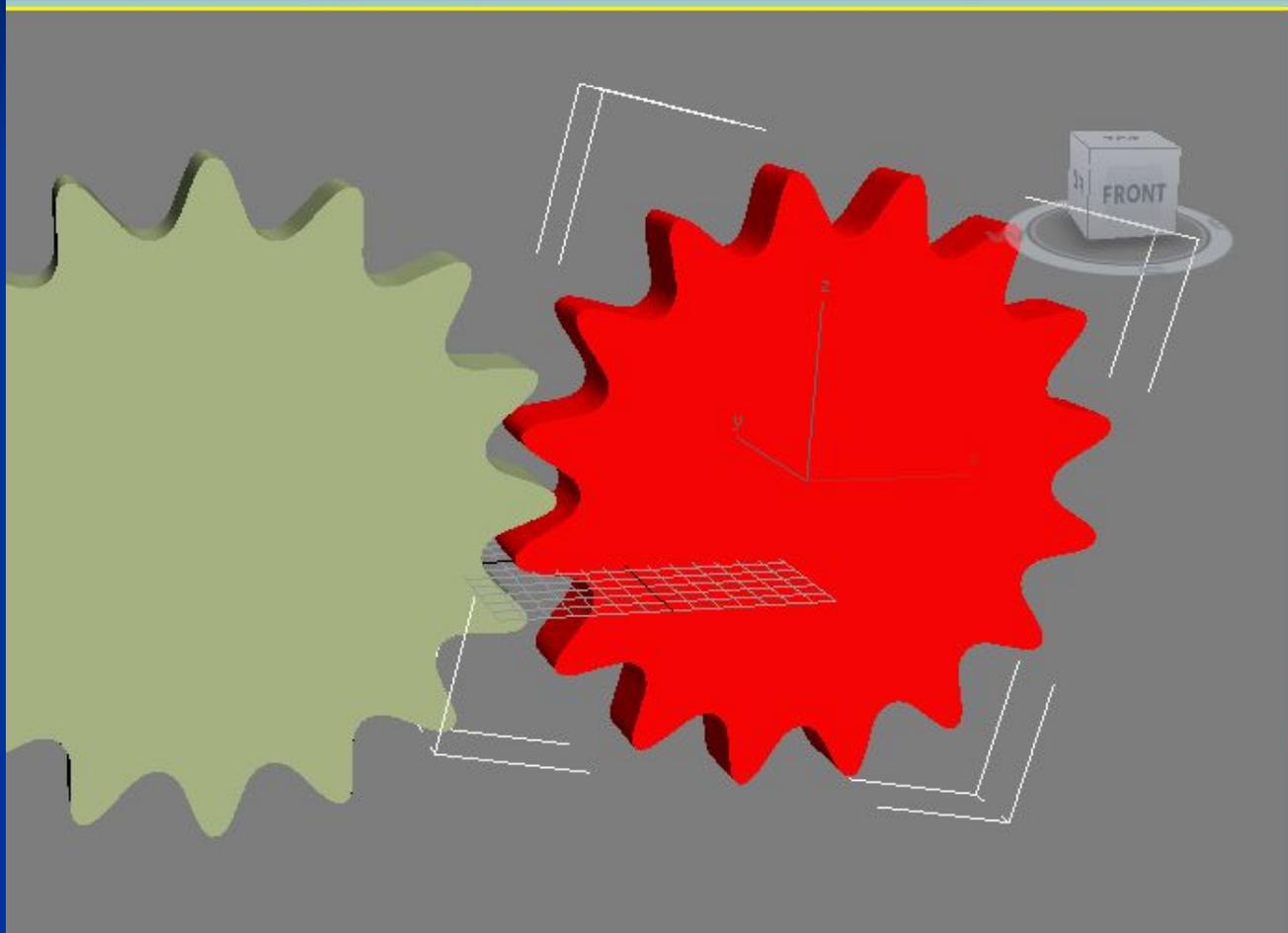
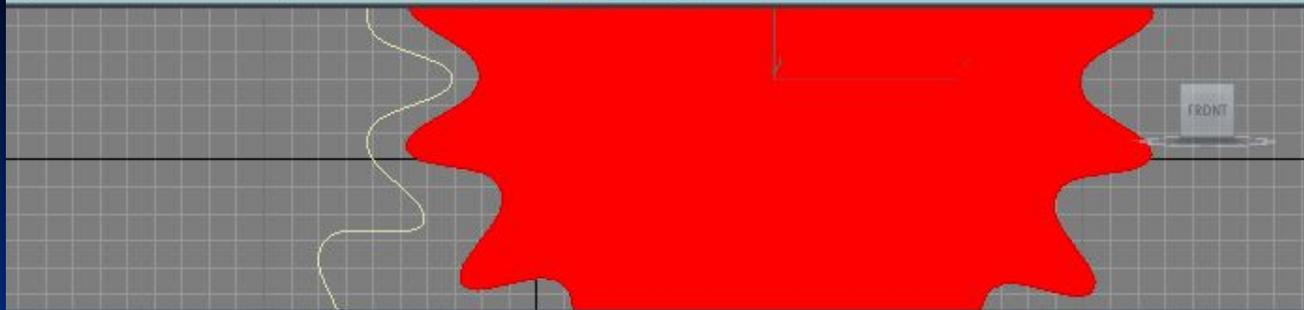
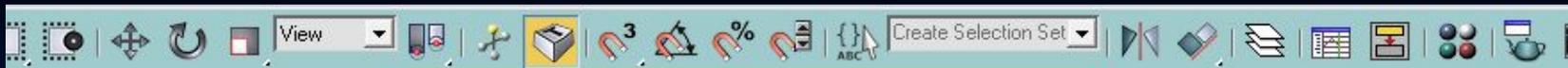


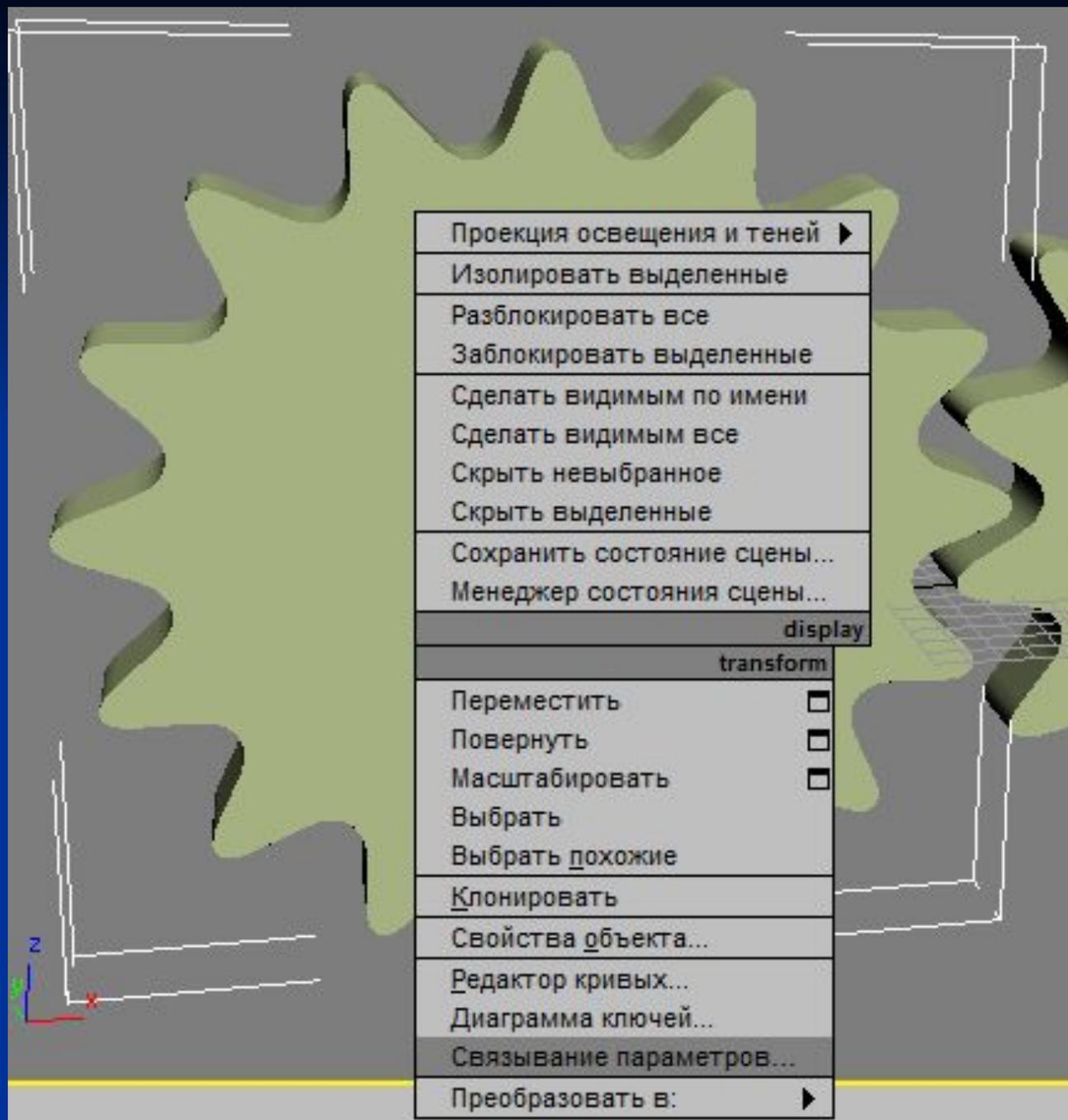




Star02

- Poly Select
- Vol. Select
- WORLD-SPACE MODIFIE**
- Camera Map (WSM)
- Displace Mesh (WSM)
- Hair and Fur (WSM)
- MapScaler (WSM)
- PatchDeform (WSM)
- PathDeform (WSM)
- Point Cache (WSM)
- Subdivide (WSM)
- Surface Mapper (WSM)
- SurfDeform (WSM)
- OBJECT-SPACE MODIFIE**
- Affect Region
- Attribute Holder
- Bend
- Camera Map
- Cap Holes
- Cloth
- DeleteMesh
- DeletePatch
- Disp Approx
- Displace
- Edit Mesh**
- Edit Normals
- Edit Patch
- Edit Poly
- Face Extrude
- FFD 2x2x2
- FFD 3x3x3
- FFD 4x4x4
- FFD(box)
- FFD(cyl)
- Flex
- HSDS
- Lattice
- Linked XForm
- MapScaler
- Material
- MaterialByElement
- Melt
- Mesh Select
- MeshSmooth





Проекция освещения и теней ▶

Изолировать выделенные

Разблокировать все

Заблокировать выделенные

Сделать видимым по имени

Сделать видимым все

Скрыть невыбранное

Скрыть выделенные

Сохранить состояние сцены...

Менеджер состояния сцены...

display

transform

Переместить

Повернуть

Масштабировать

Выбрать

Выбрать похожие

Клонировать

Свойства объекта...

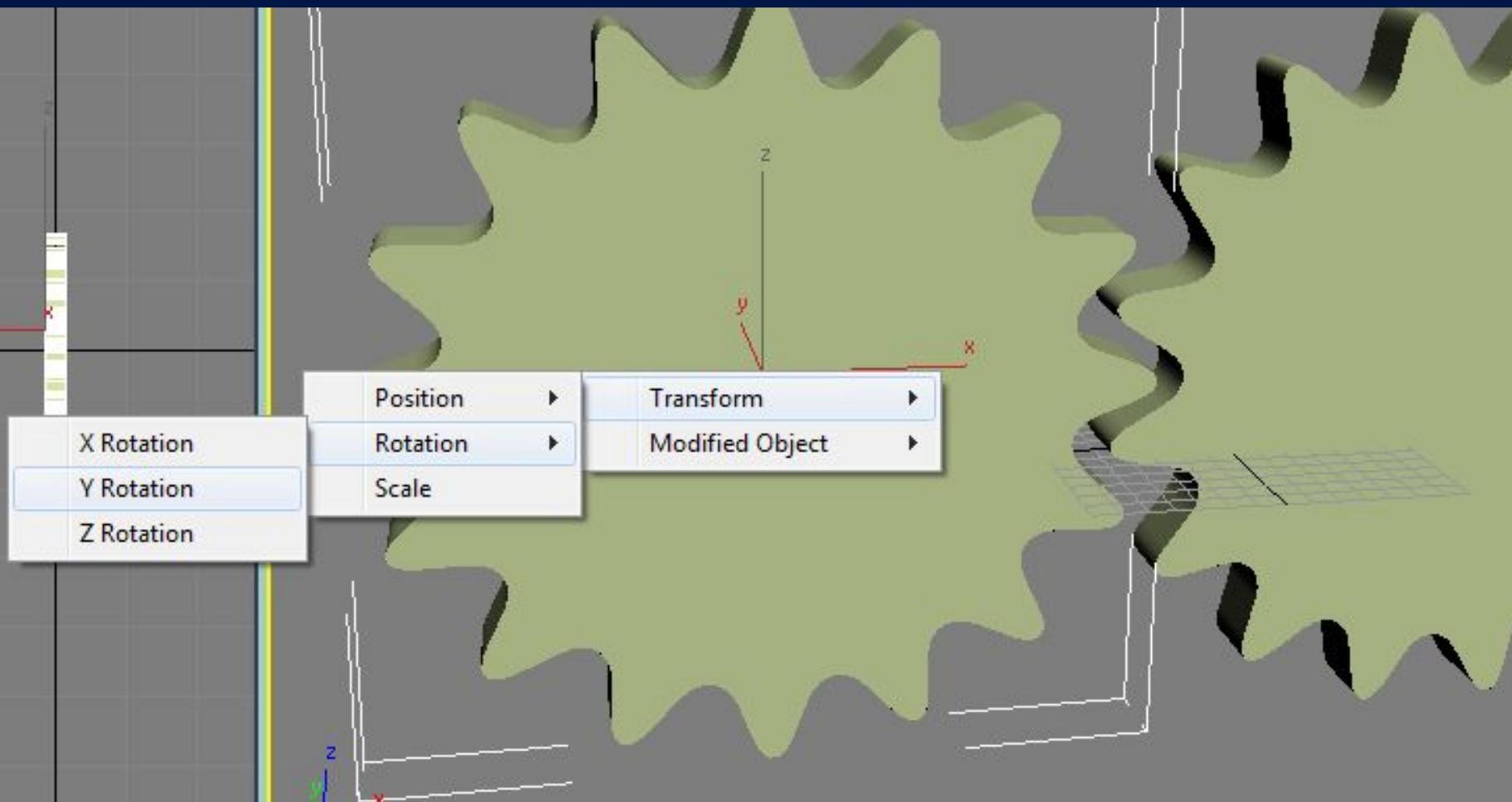
Редактор кривых...

Диаграмма ключей...

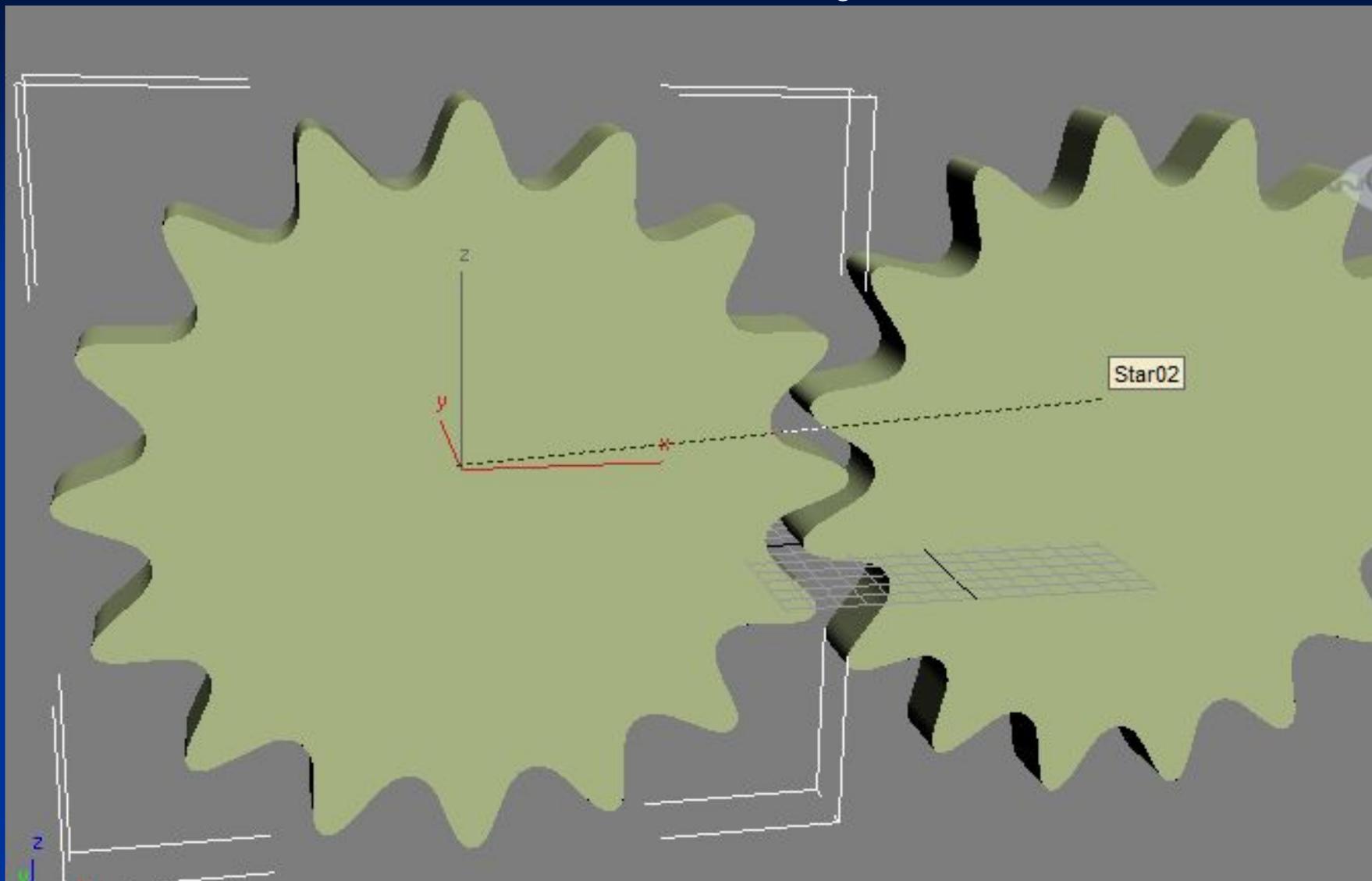
Связывание параметров...

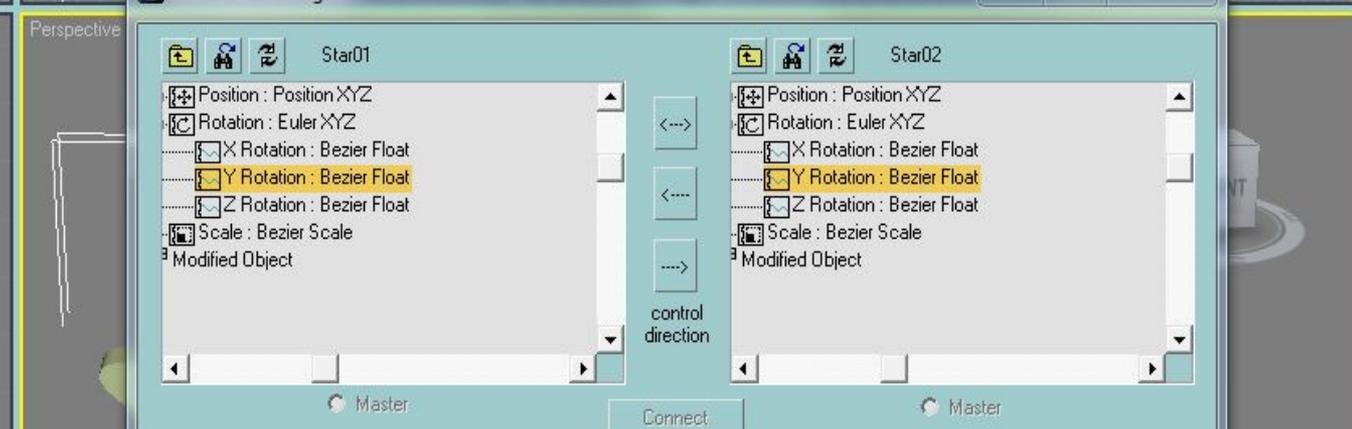
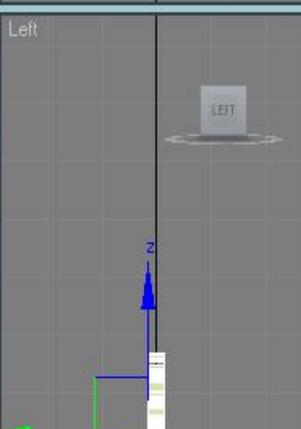
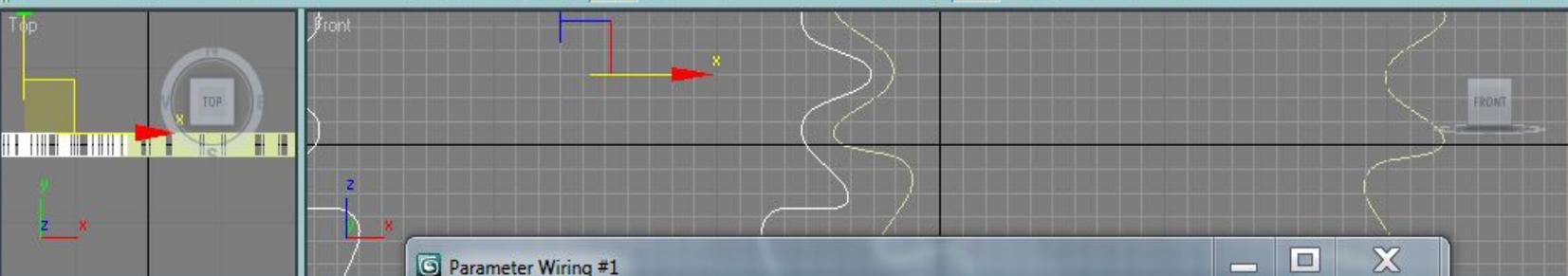
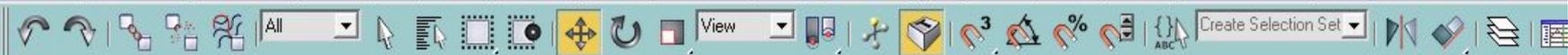
Преобразовать в: ▶

Связывание параметров



Тянем к объекту связи





Parameter Wiring #1

Star01	Control	Star02
<input checked="" type="checkbox"/> Position : Position XYZ	<input type="checkbox"/>	<input checked="" type="checkbox"/> Position : Position XYZ
<input checked="" type="checkbox"/> Rotation : Euler XYZ	<input type="checkbox"/>	<input checked="" type="checkbox"/> Rotation : Euler XYZ
<input type="checkbox"/> X Rotation : Bezier Float	<input type="checkbox"/>	<input type="checkbox"/> X Rotation : Bezier Float
<input checked="" type="checkbox"/> Y Rotation : Bezier Float	<input type="checkbox"/>	<input checked="" type="checkbox"/> Y Rotation : Bezier Float
<input type="checkbox"/> Z Rotation : Bezier Float	<input type="checkbox"/>	<input type="checkbox"/> Z Rotation : Bezier Float
<input type="checkbox"/> Scale : Bezier Scale	<input type="checkbox"/>	<input type="checkbox"/> Scale : Bezier Scale
<input type="checkbox"/> Modified Object	<input type="checkbox"/>	<input type="checkbox"/> Modified Object

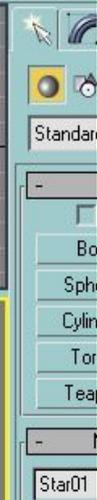
control direction

Master

Expression for Star01's Y_Rotation

Master

Expression for Star02's Y_Rotation



Parameter Wiring #1

Star01

- Rotation : Euler XYZ
- X Rotation : Bezier Float
- Y Rotation : Bezier Float
- Z Rotation : Float Wire
- Scale : Bezier Scale
- Modified Object

Star02

- Rotation : Euler XYZ
- X Rotation : Bezier Float
- Y Rotation : Float Wire
- Z Rotation : Float Wire
- Scale : Bezier Scale
- Modified Object

<--->

<---

--->

control direction

Master

Update

Disconnect

Master

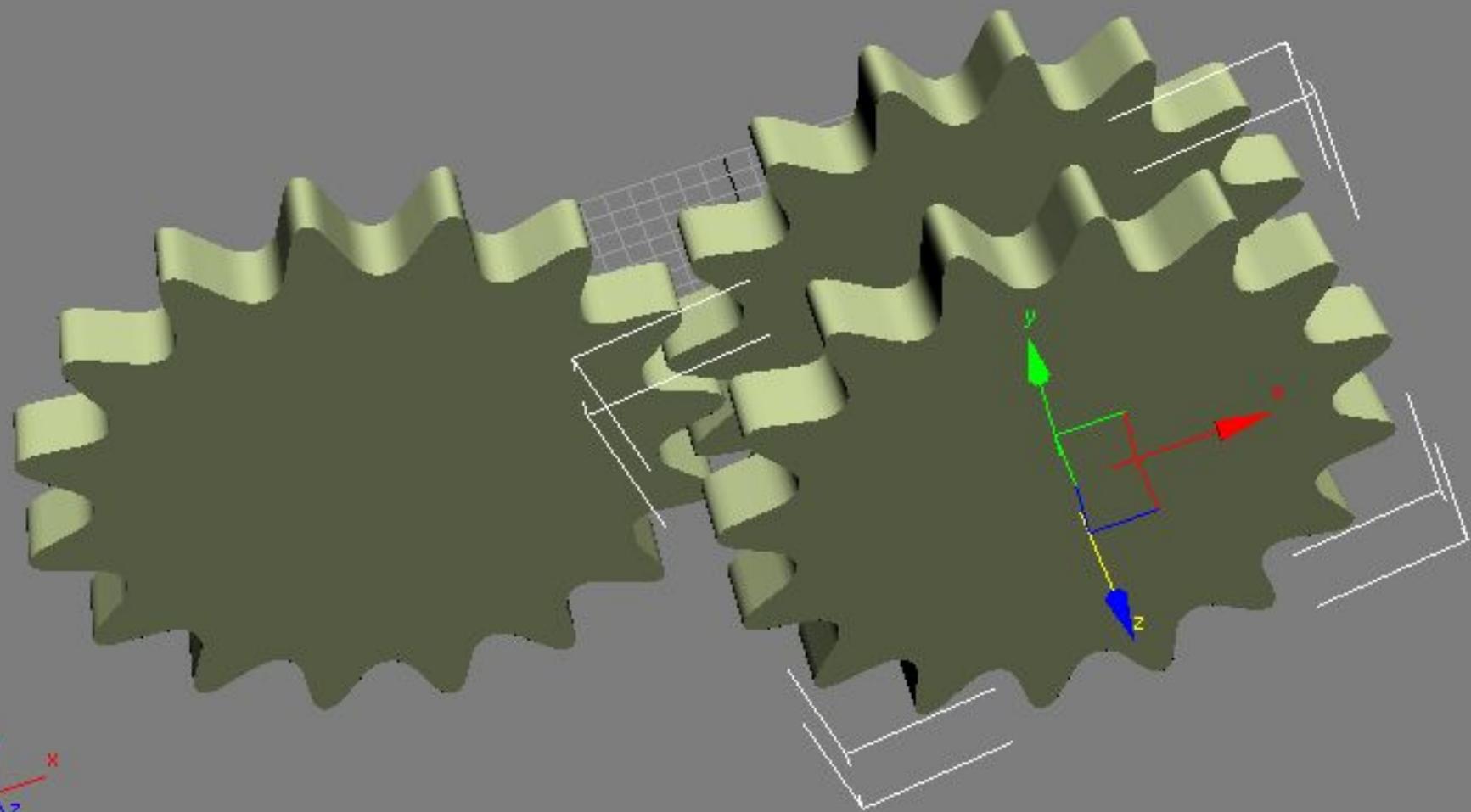
Expression for Star01's Z_Rotation

Expression for Star02's Z_Rotation

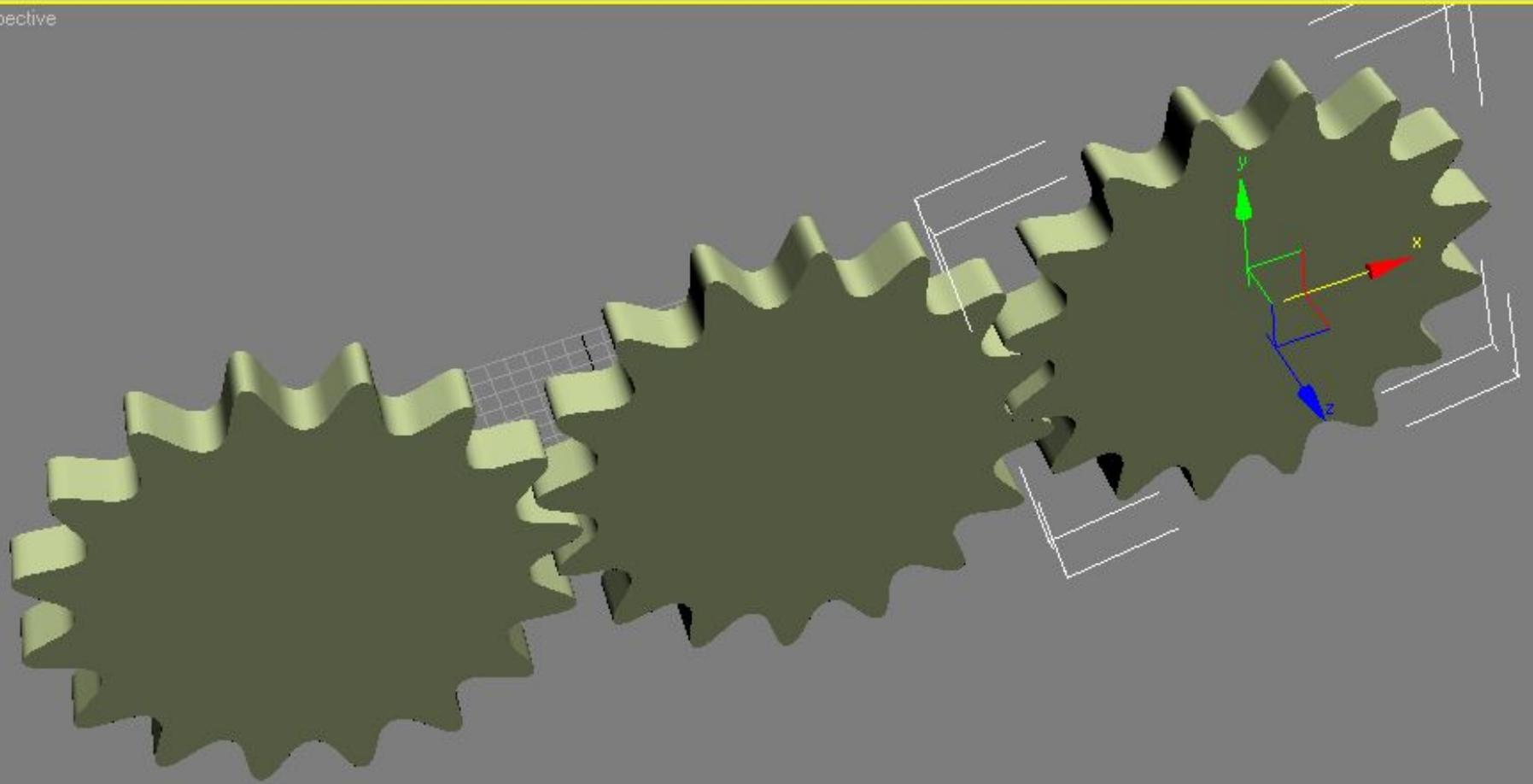
Z_Rotation

Z_Rotation

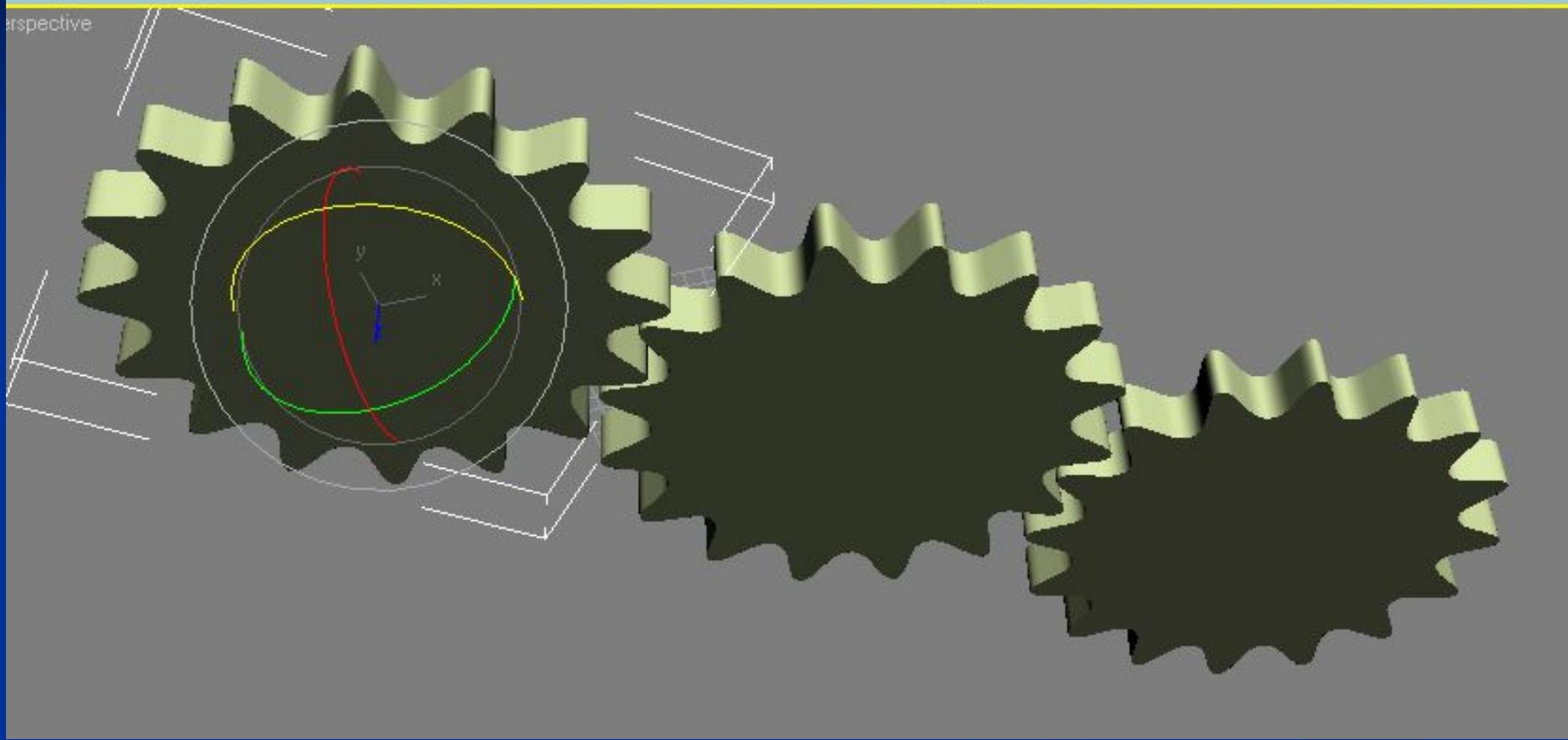
Perspective



Perspective



perspective





Movavi Screen Recorder

Пробная версия

movavi.com/rec