

3ds max:

Perspective can be changed

Set default shading and edged faces

Shortcut f4

alt and middle mouse to rotate view (also use view cube)

orbit subobject to rotate (to remove right click in empty space for most tools)

middle mouse pans

ctrl, alt and middle mouse: precision zooming

alt+w: maximise viewport

select tool: Q

Jam Q: change select

Move Tool: W

Right click on arrow on axis to reset

Rotate: E

Scale: R

Angle snap tool: right click to change options

Focus: Z

Select and place: Y

Right click: editable poly

Modify list: edit poly

alt+c: cut tool (vertex)

cut tool: alt+c

Interpolation (chamfer smoothing out an edge to create a curve)

The normal (Direction in which the polygon is facing)

Boolean: (operation between meshes)

compound objects > boolean, select shape

Lathe:

create shapes, line tool, vertex, smooth, then lathe

if your lathe looks like a nasty mess open up lathe move the x axis

show end result

Interpolation steps is the addition of the vertex point between your vertices

flip normals if inside out

vertex, refine

Sweep:

modify list, sweep

pick then line

material editor, modes compact

Materials:

Material editor: M

Modes, compact

Diffuse: map that controls the colour of the material

Opacity: controls the transparency

Specularity: shiny

Diffuse, bitmap, choose texture

go to parent to switch back

show shaded material in viewport if can't see texture

Stitch: explode, flatten by polygon angle, select edge, stitch to custom

Quick Peel: Flatten out uv

Preview from Notesale.co.uk  
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