3D Max Design Notes

Create objects:

* Create/standard primitives/choose a shape

Edit mesh

* Modifiers/mesh editing/edit mesh
  + Click on the plus sign of your object

Shortcuts

Mouse

* Left Button – Select option
* Right Button – Menu options
* Center Button – Scroll

Move screen: press down and move mouse

Keyboard

* w – Move tool
* e – Rotate tool
* r – Scale tool
* m – Material options

Lights

Create/Lights/Standard Lights

* Target Spot –
* Free spot –
* Target Direct –
* Omni – General lighting

To view effects of lights

During perspective view, left click on last option (Smooth)

* Click on: Lighting and Shadows / Illuminate with scene lights

This will change the view to see your new light settings.

Assign material