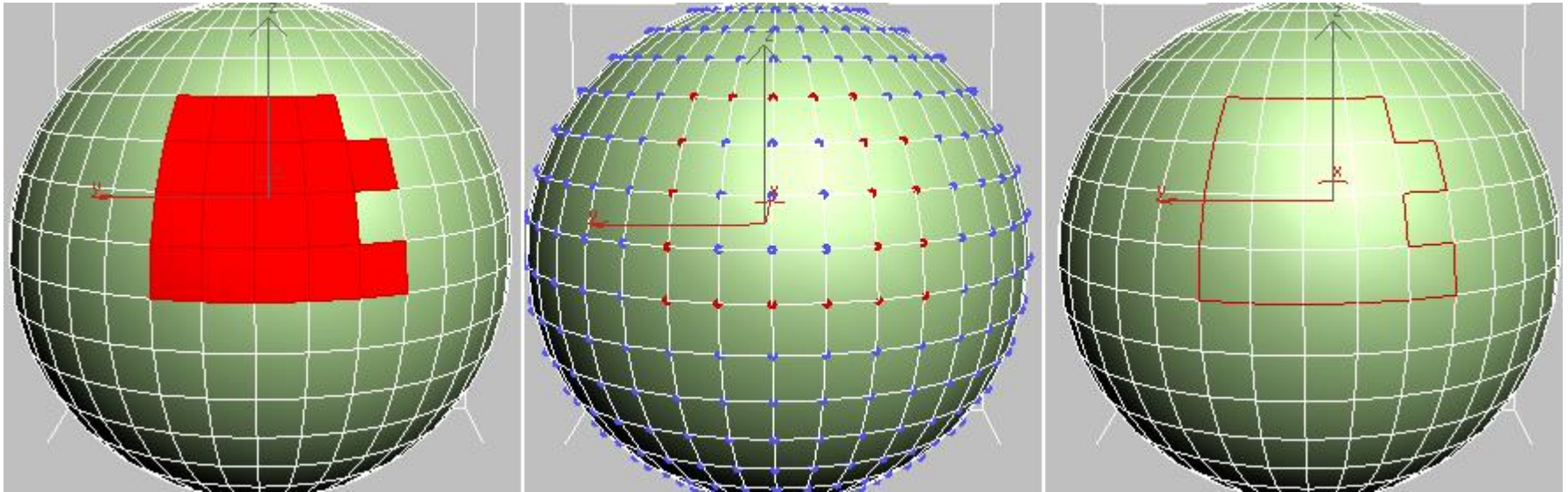


edit poly, 편집 가능한 폴리.



polygon

vertex.

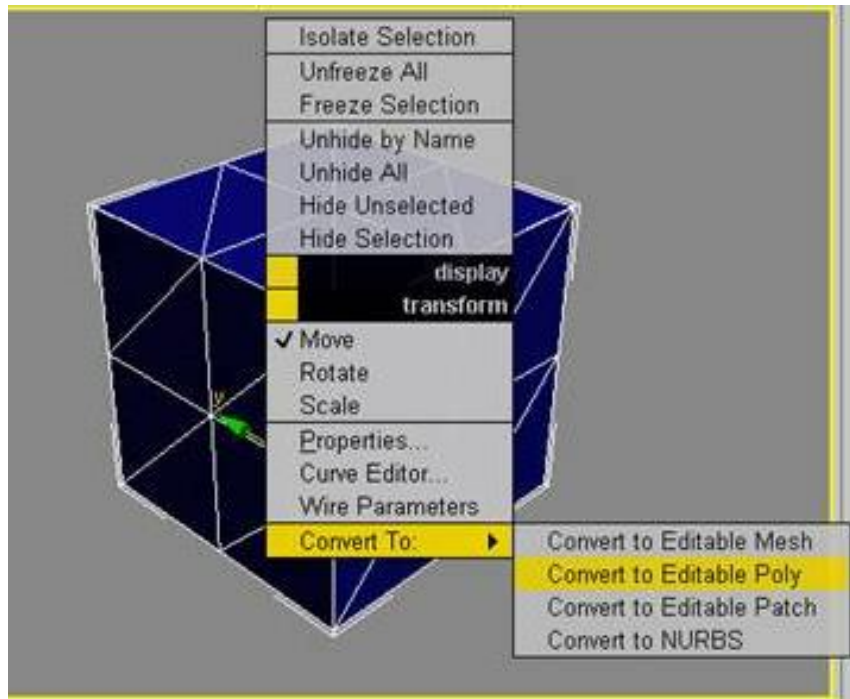
edge.

URL

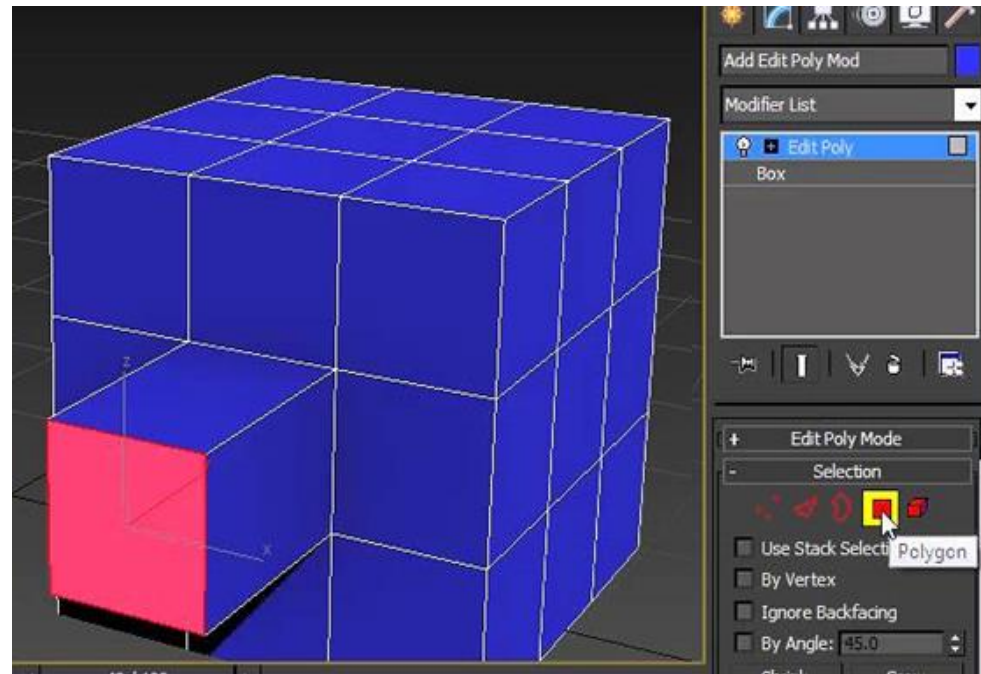
http://www.tutorials3d.com/eng/tut_free4_poli.asp?id=4#2

Edit poly- convert poly

- edit poly
- geometry 에 대한 수정
- vertex. segment . border. polygon 에 대한 편집

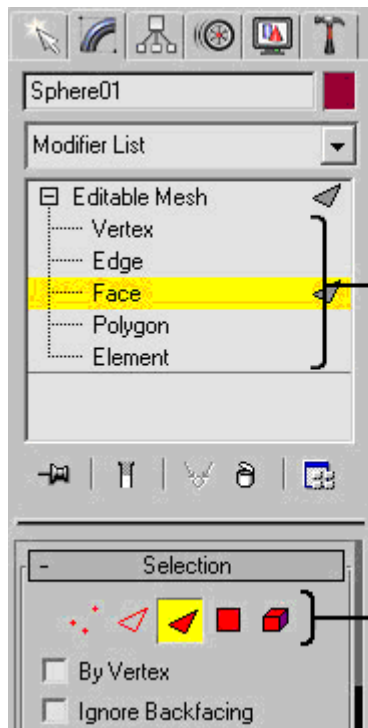


Convert to Editable Poly

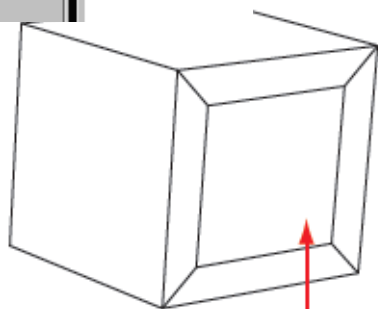
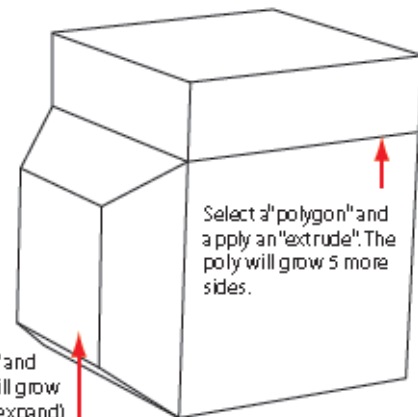
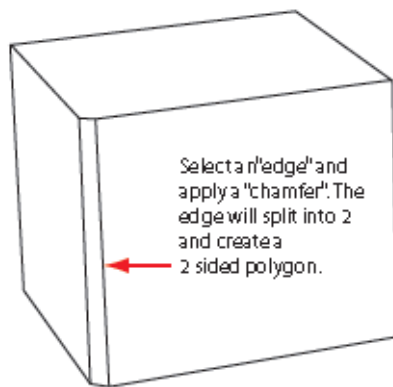
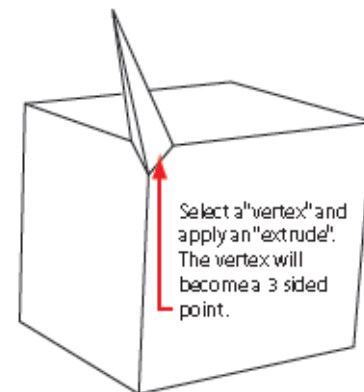
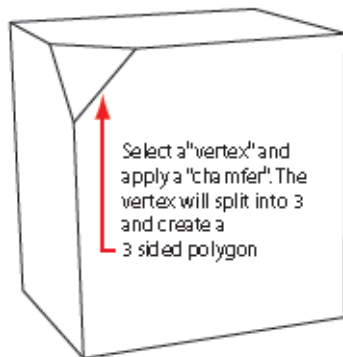


edit poly modifier

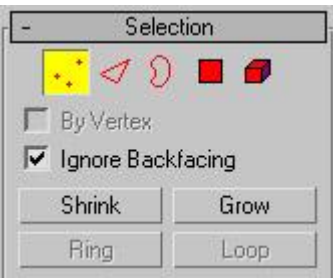
All "Geometry" and "Shapes" (Objects) in 3D Max are made of a combination of **sub-object parts**. You can place the "Edit Poly" modifier on 3D objects. **select and move them to develop your models.**



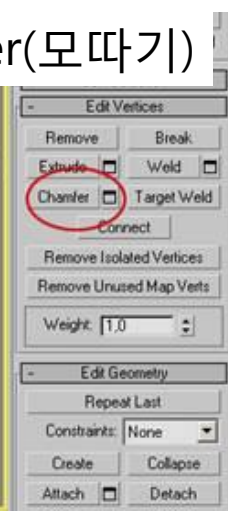
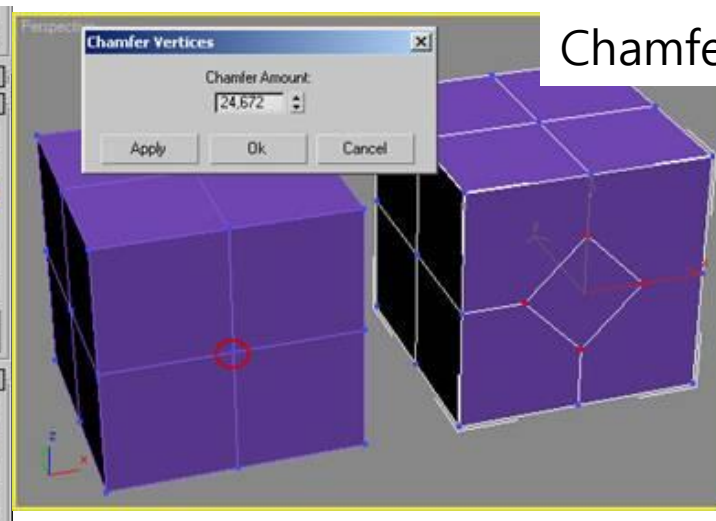
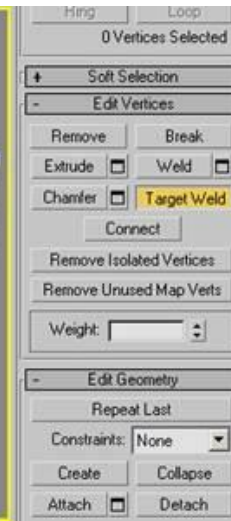
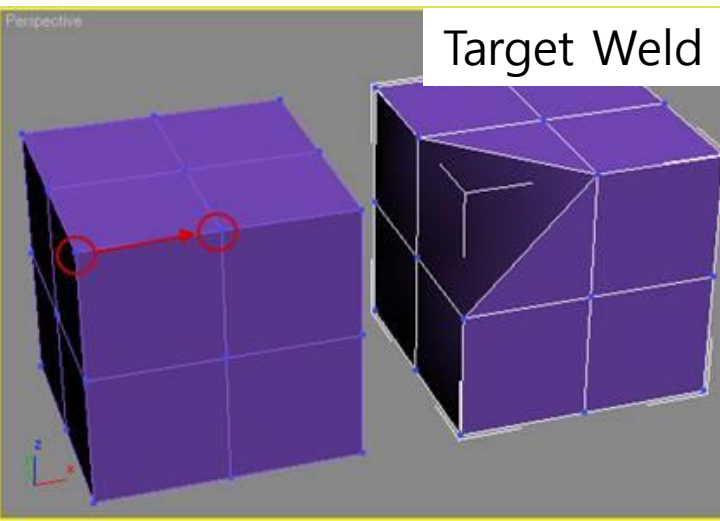
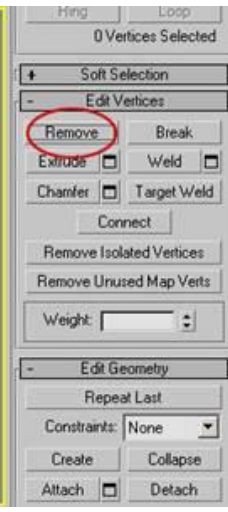
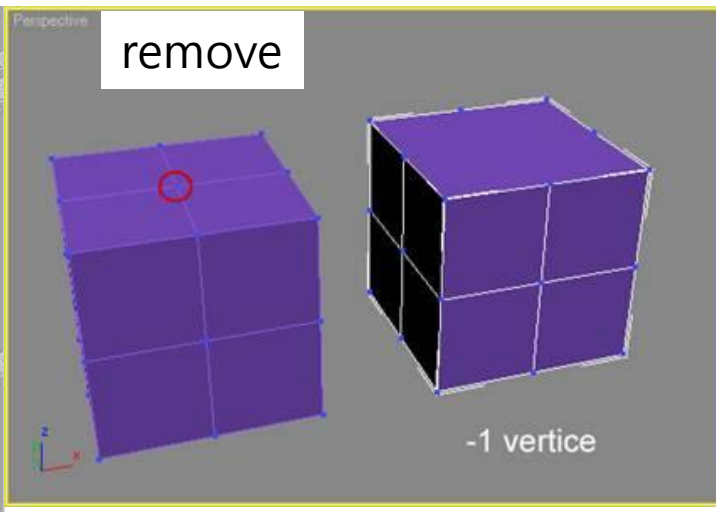
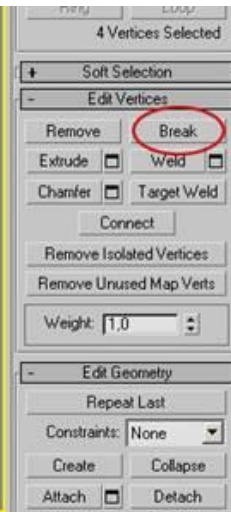
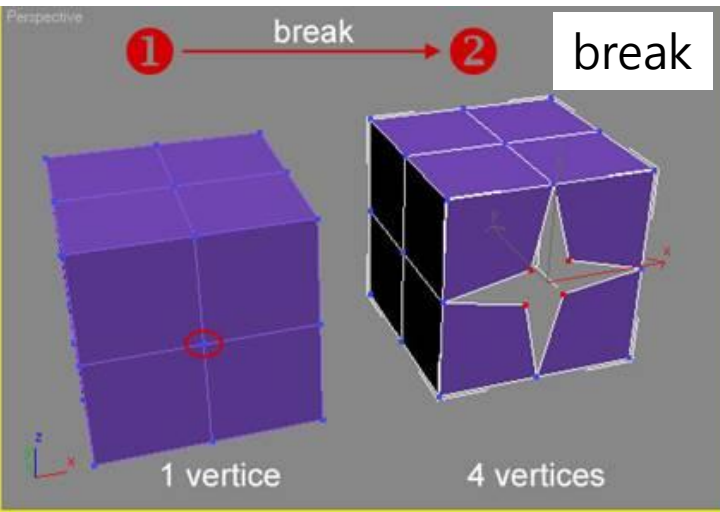
Sub-Objects for a box:

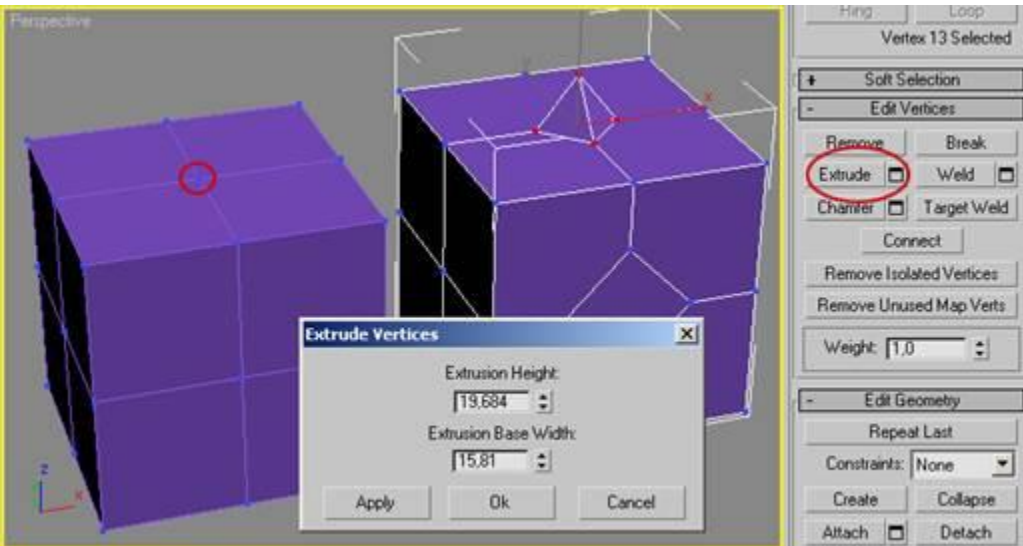


Apply a "Bevel" and the polygon will grow and shrink (or expand) depending on how you move the mouse!

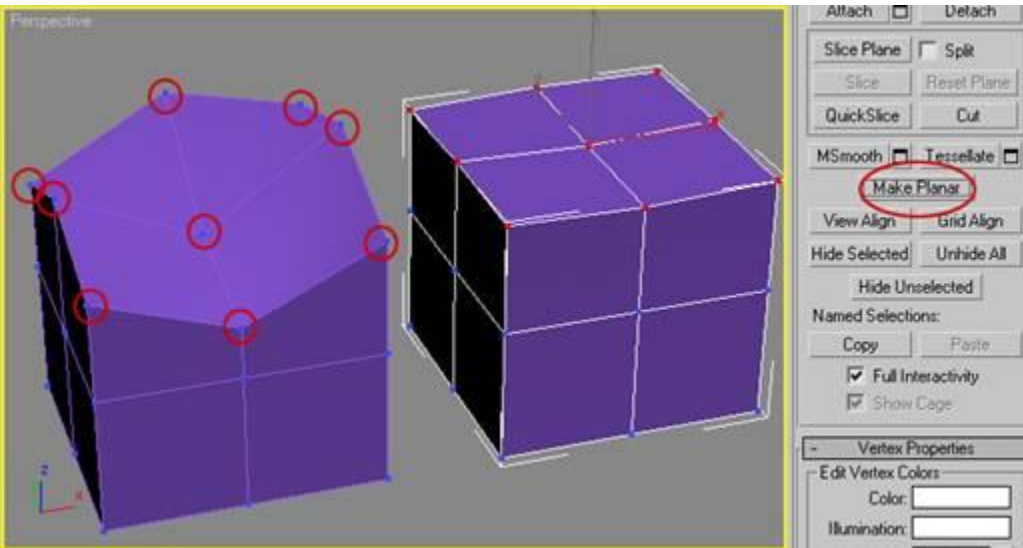


정점(vertex)



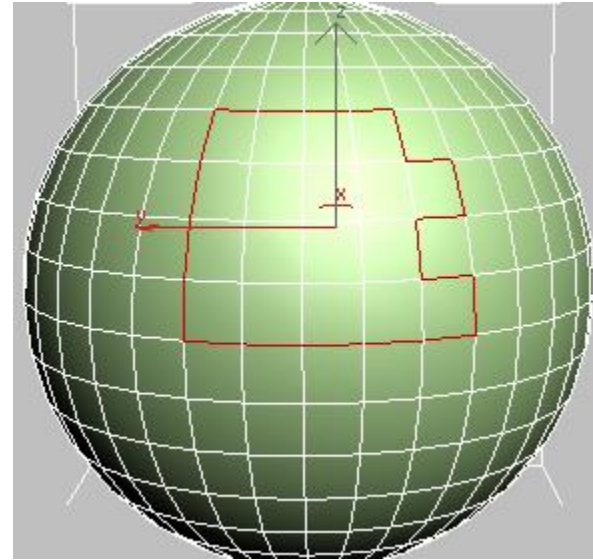
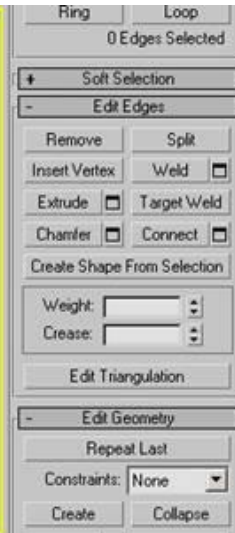
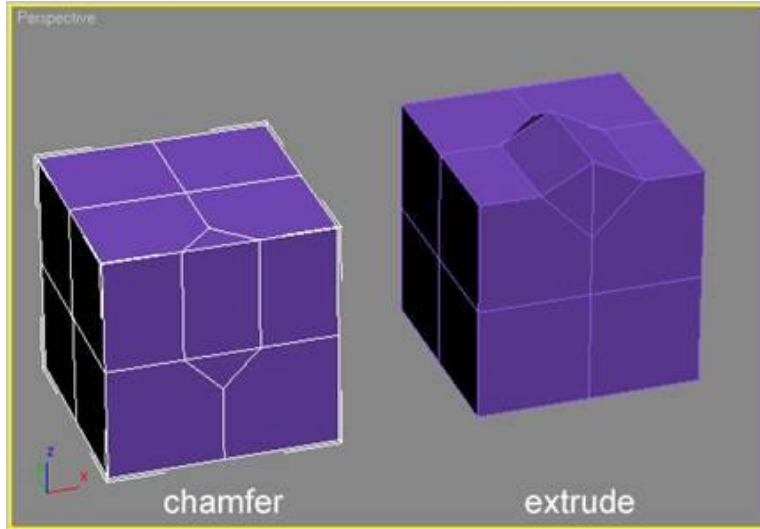
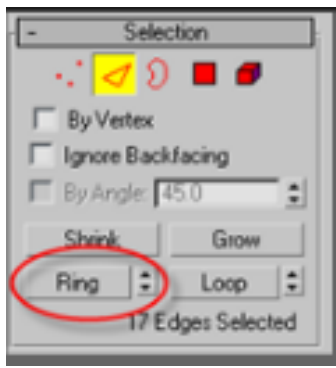


extrude
정점을 돌출.



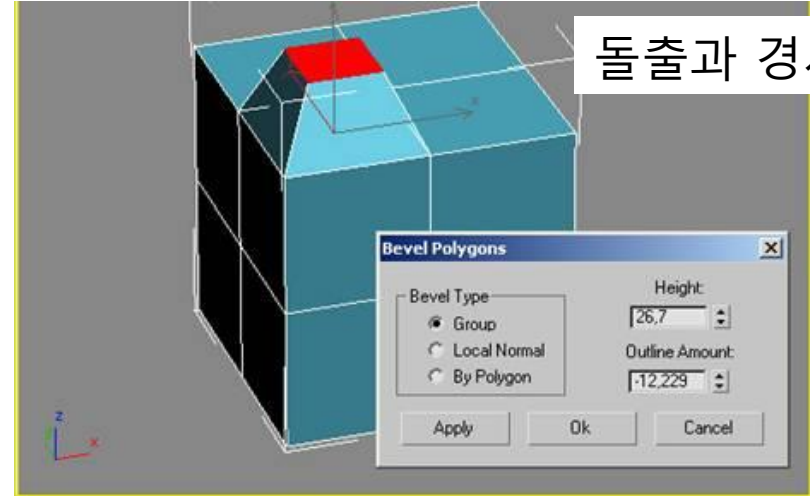
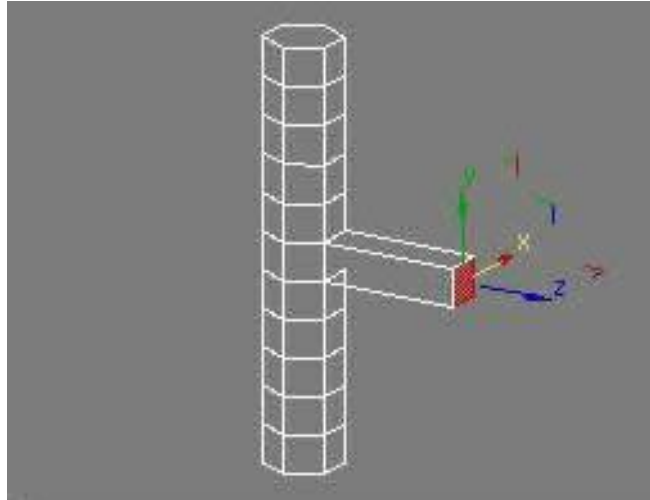
Make planer
평면 만들기'는 선택한 모든 폴리
곤을 동일 평면 상으로 만듭니다.

가장자리 (edge)_

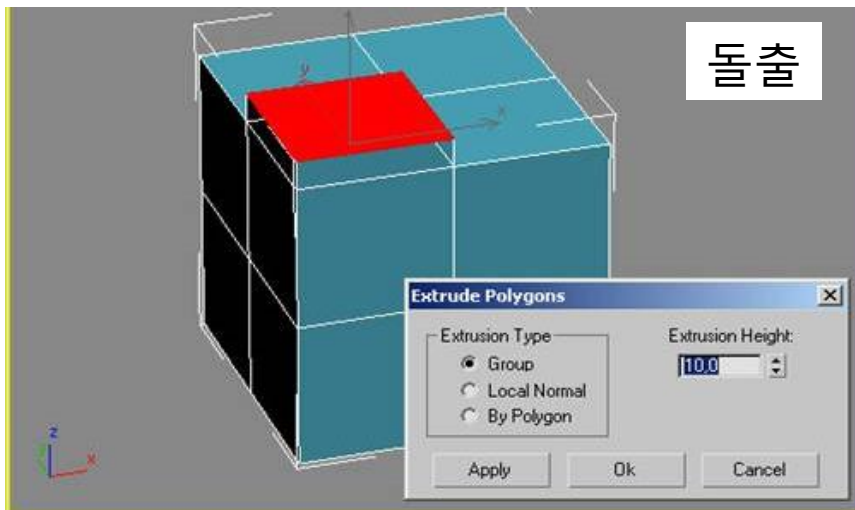


정점 옵션과 유사

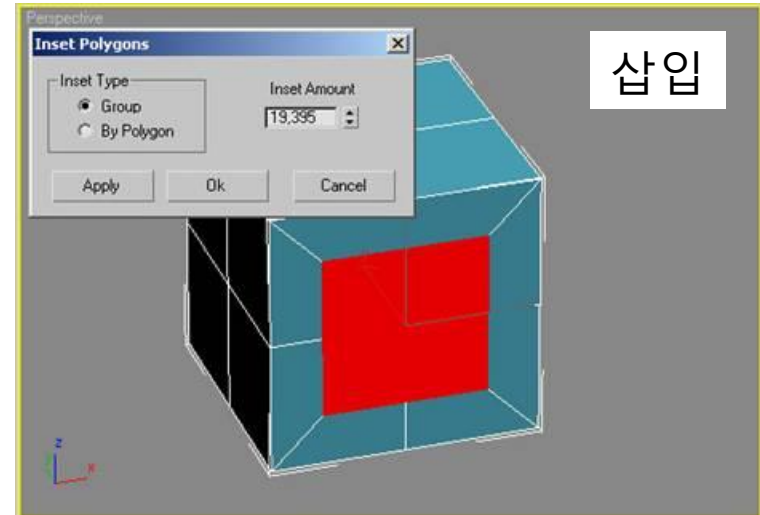
면 (Polygon)



돌출과 경사

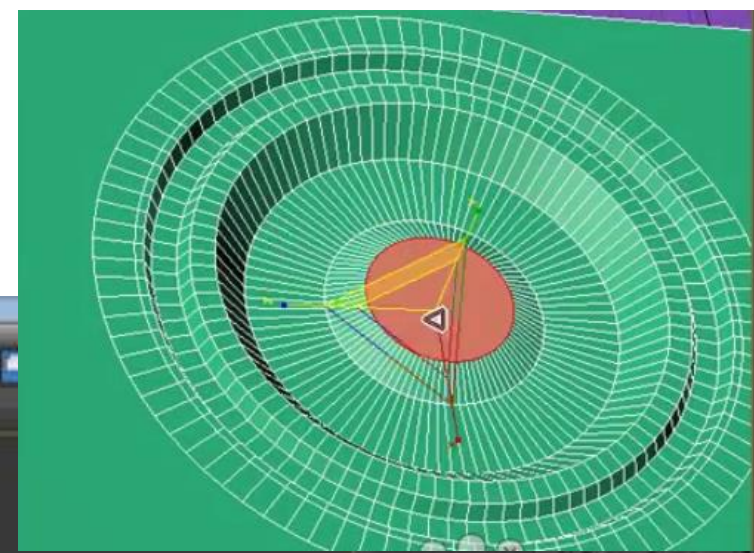
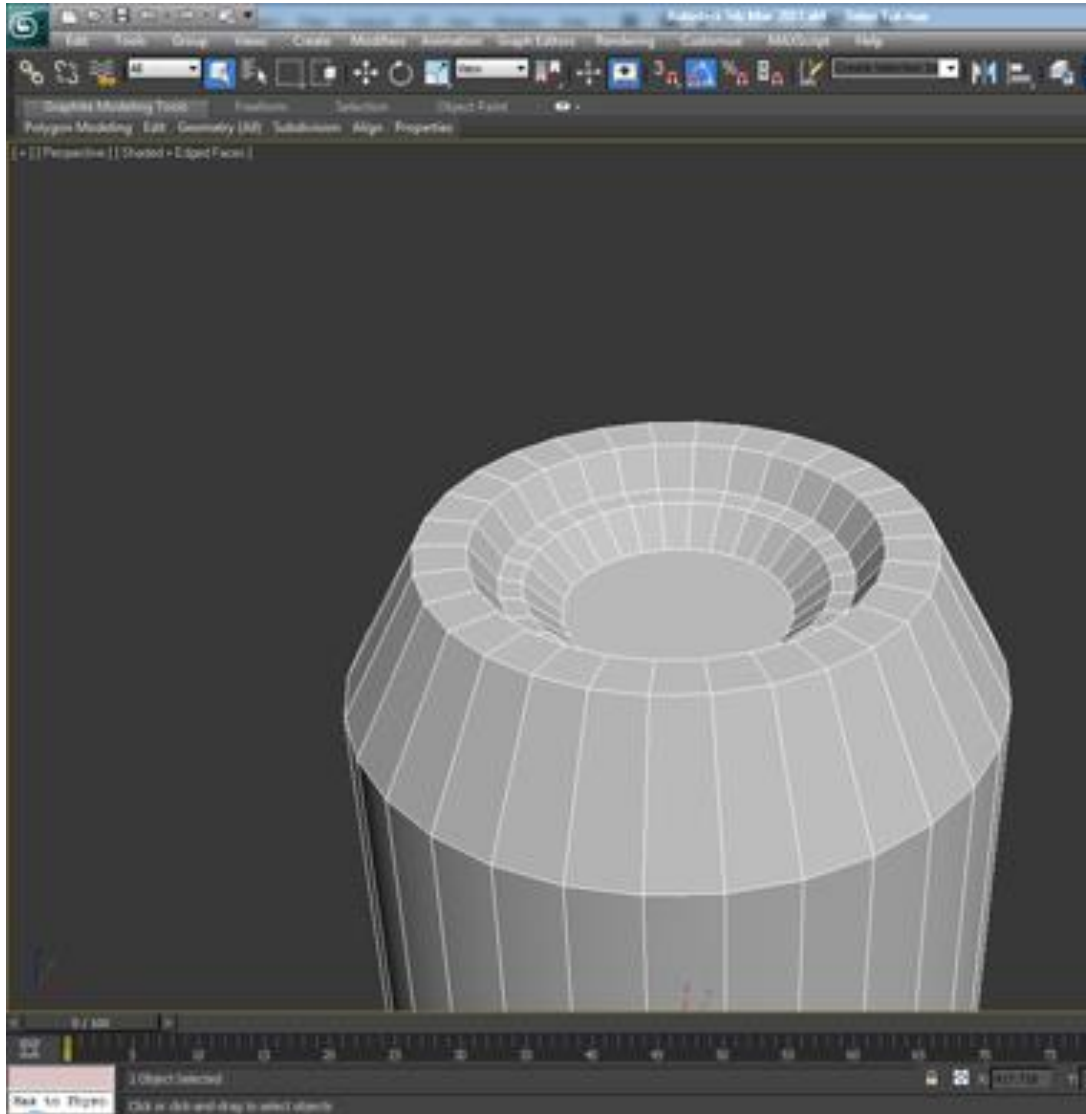


돌출



삽입

Edit poly > insert, bevel

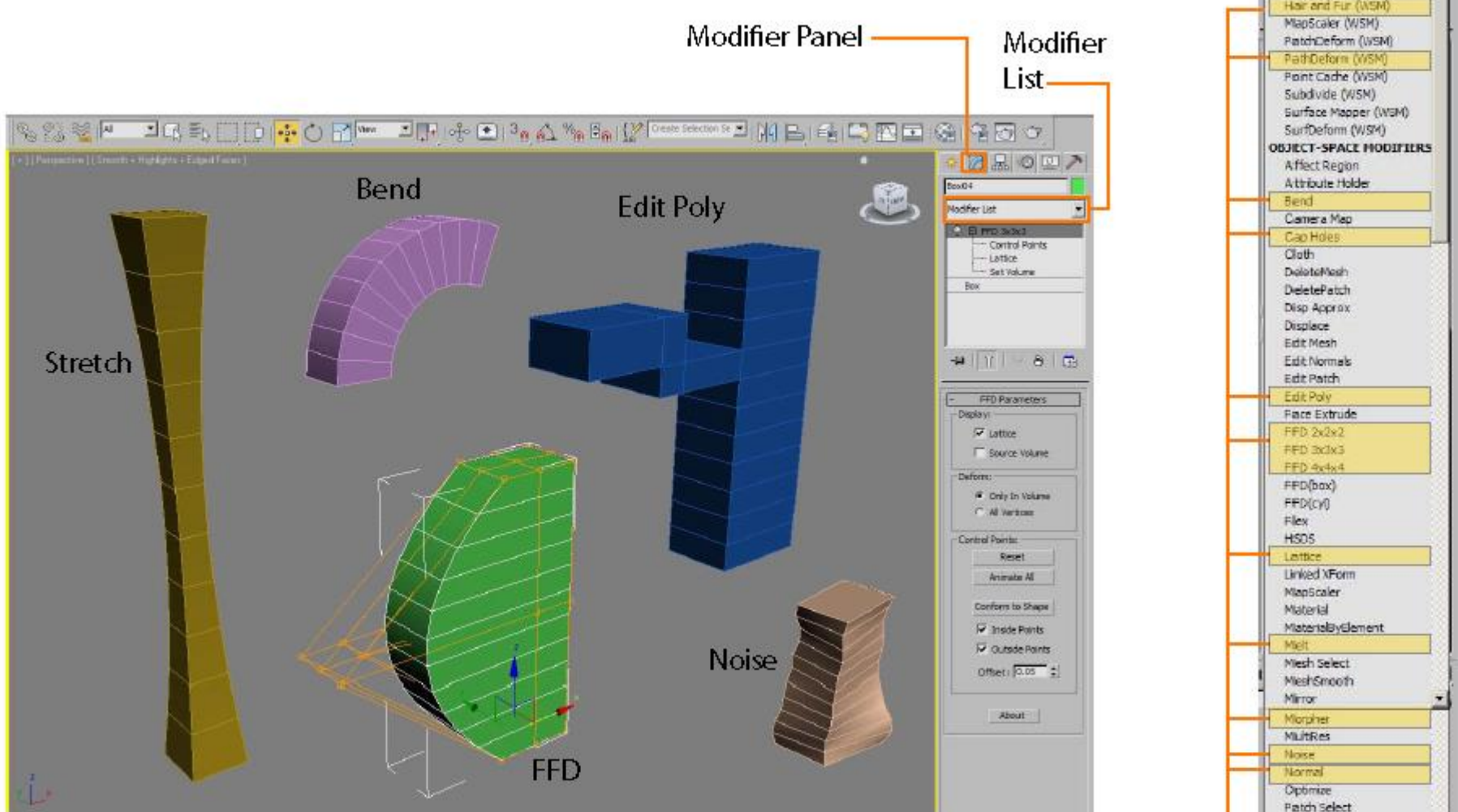


Modifiers: 수정자

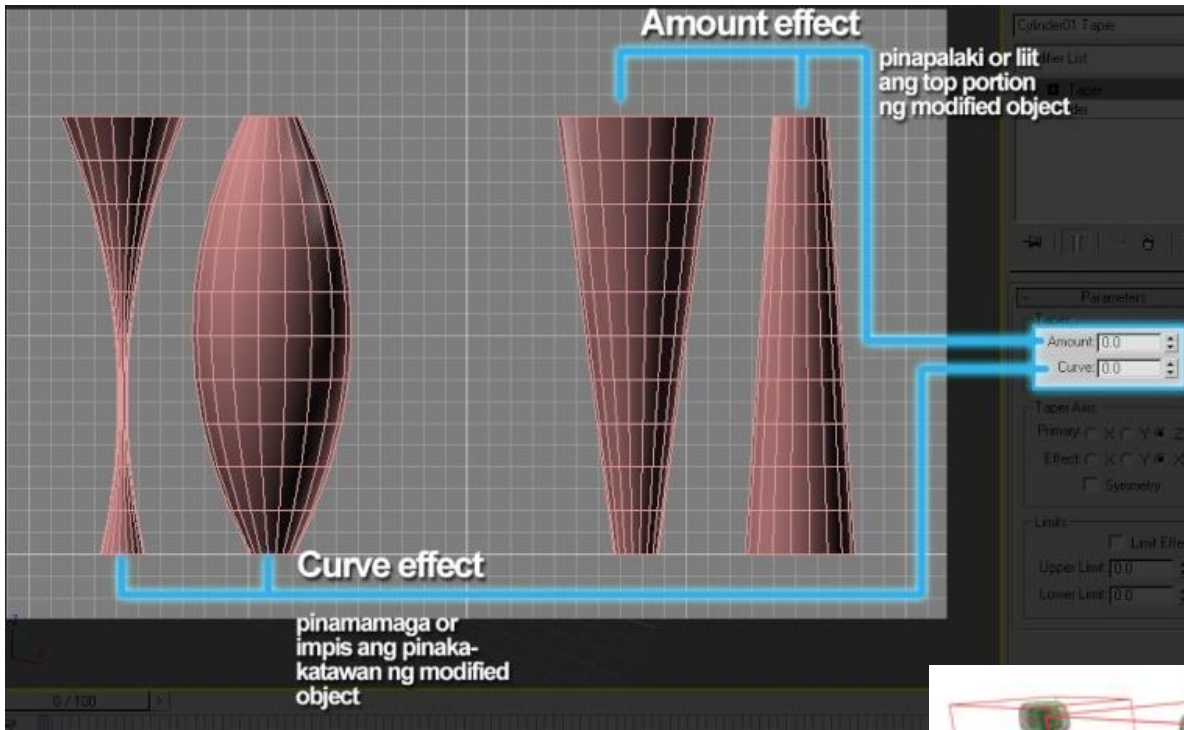
Modifiers change the shape or behavior of a model.

There are dozens of modifiers on the "Modifier List" but in this class we generally use only a handful.

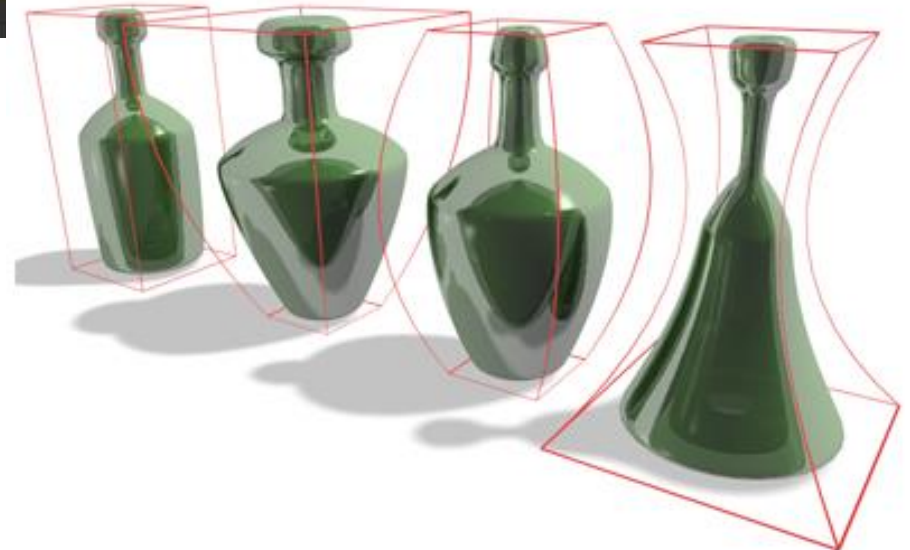
Modifiers change the shape or behavior of a model.



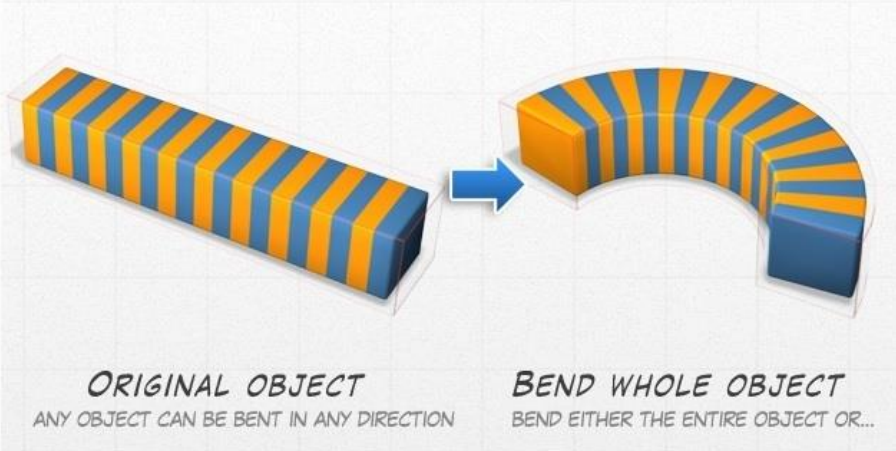
modifier -Taper



Parameter 로 조정한다.



modifier -Bend



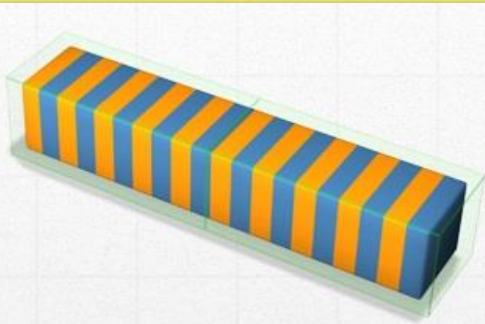
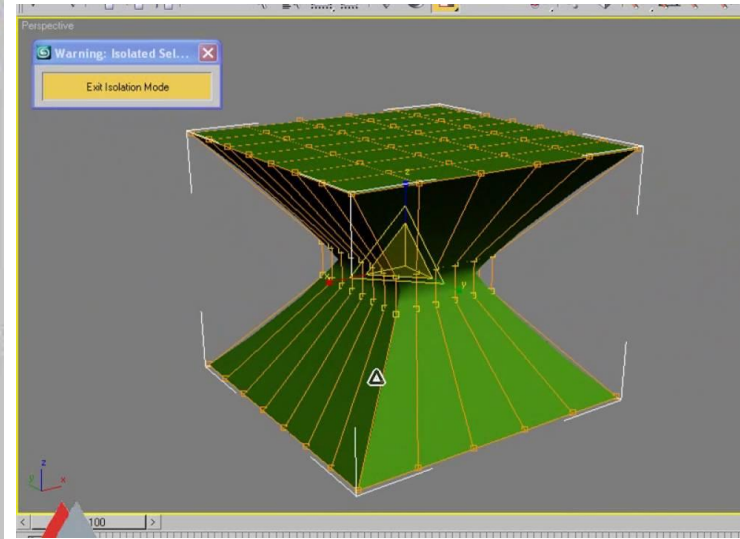
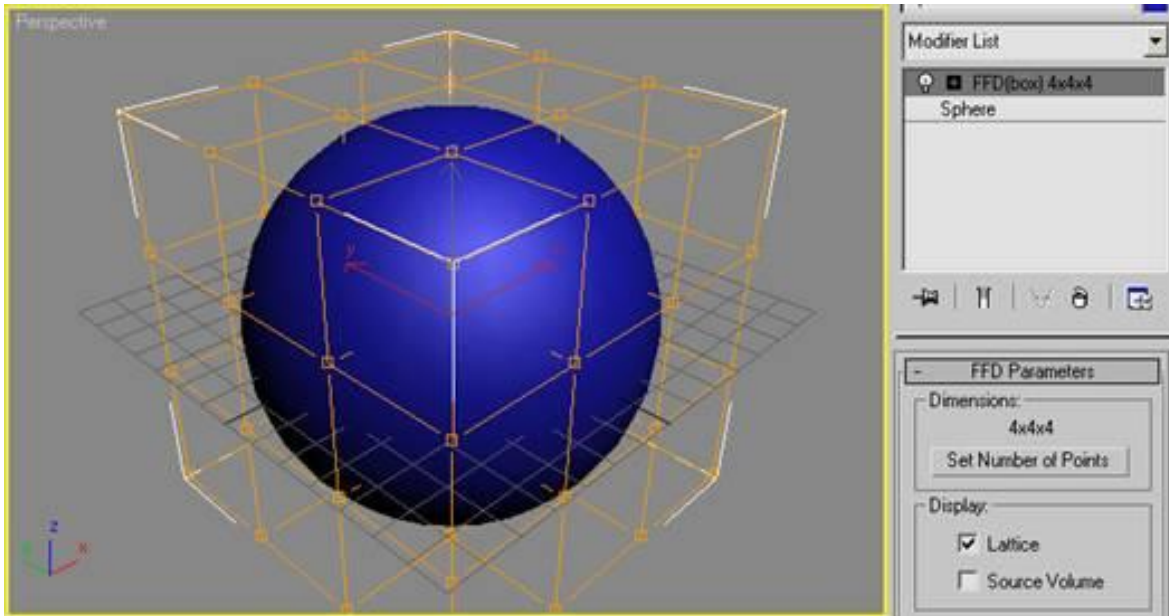
The screenshot shows a 3D software interface with four viewports: Top, Front, Left, and Perspective. The Bend modifier is applied to a cylinder. The Properties panel on the right shows the following settings:

- Object: Cylinder01
- Modifier List: Bend
- Parameters:
 - Bend Angle: 90.0
 - Direction: 0.0
- Bend Axis: X, Y, Z (Z is selected)
- Limits:
 - Limit Effect:
 - Upper Limit: 0.0
 - Lower Limit: 0.0

Two arrows are pointing to the modifier list: a green arrow pointing to the 'Bend' modifier and a red arrow pointing to the 'Cylinder' object.

modifier -FFD box

FFD 수정자는 선택한 지오메트리를 격자 상자로 둘러 쌈.
격자의 조절 점을 조정하면 둘러싸인 지오메트리가 변형.



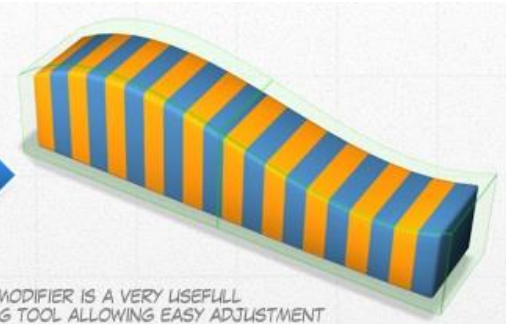
ORIGINAL OBJECT

ANY OBJECT CAN BE MODIFIED WITH FFD



3X3 FFD MODIFIER

CAN BE USED TO SHOW LARGE OBJECT STUCK...



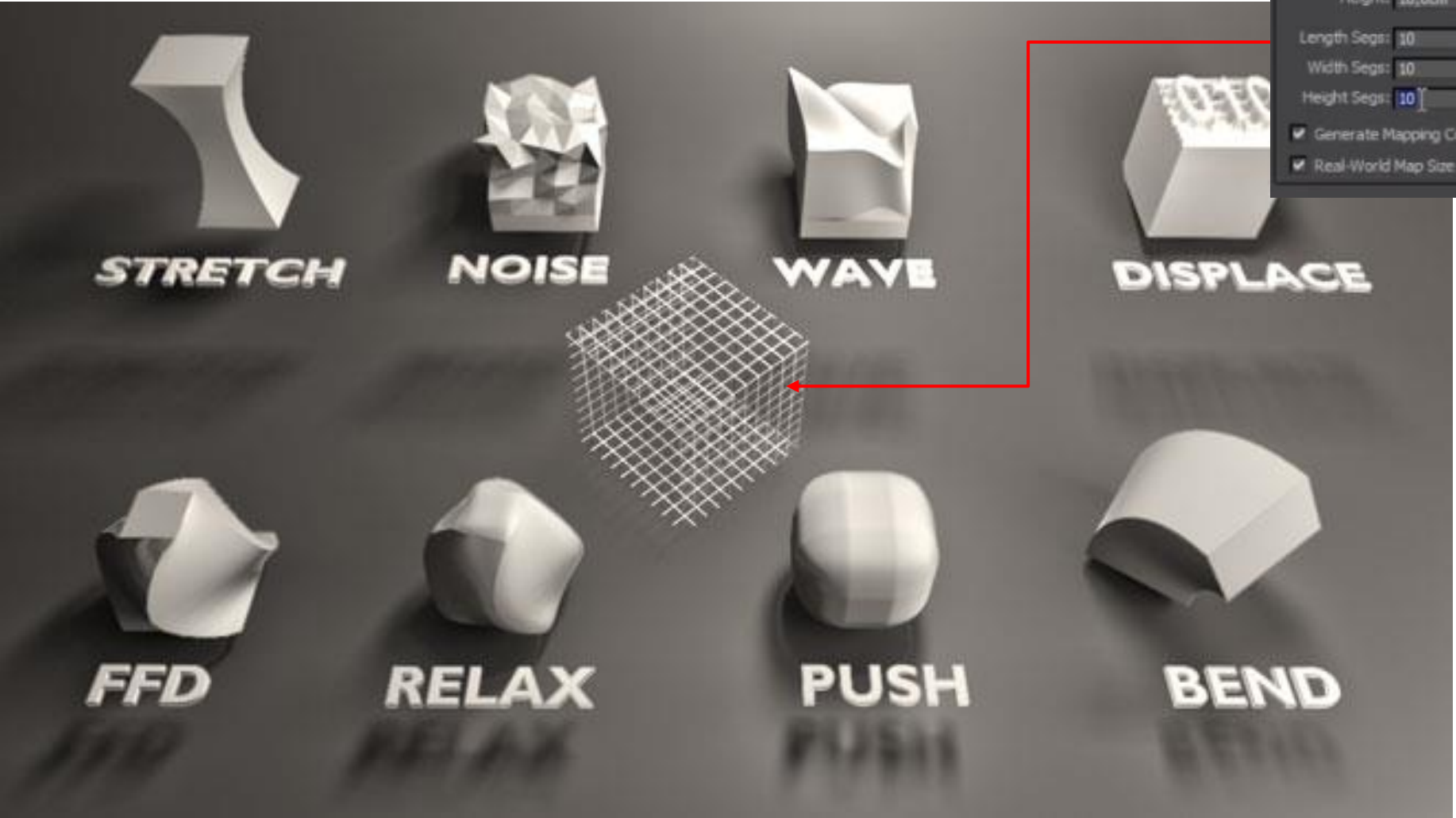
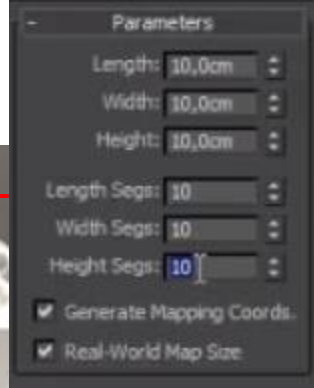
4X4 FFD MODIFIER

ALLOWS GREAT FLEXIBLE IN SMOOTHLY
MODIFYING MESHES.

THE FFD MODIFIER IS A VERY USEFULL
MODIFYING TOOL ALLOWING EASY ADJUSTMENT
OF MODELS

변형을위한 다양한 종류의 매개 변수 수정자

box



<http://de.hs-mainz.de/principles/parametric-modifier-in-3ds-max/>

https://www.youtube.com/watch?time_continue=294&v=HqA9bgB-Vrc