

Modeling Speakers in 3dsmax.



<https://www.youtube.com/watch?v=UbIsSV2AM8I>



1. 본체
ChamferBox

2. 스피커

2D spline > lathe





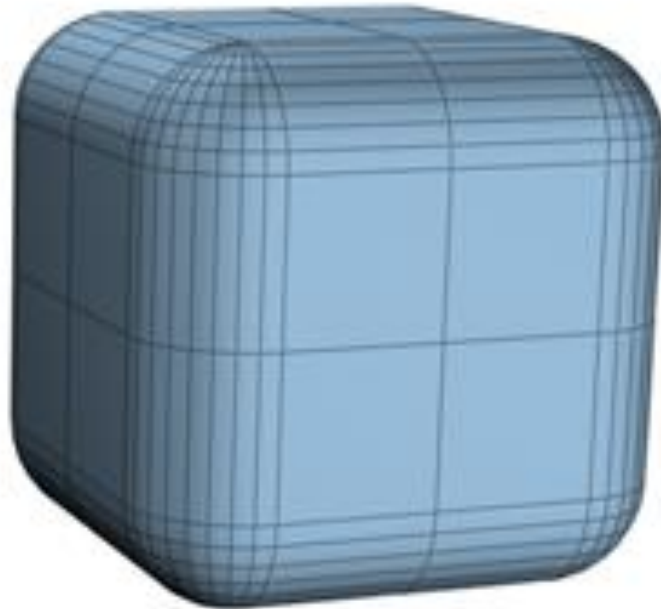
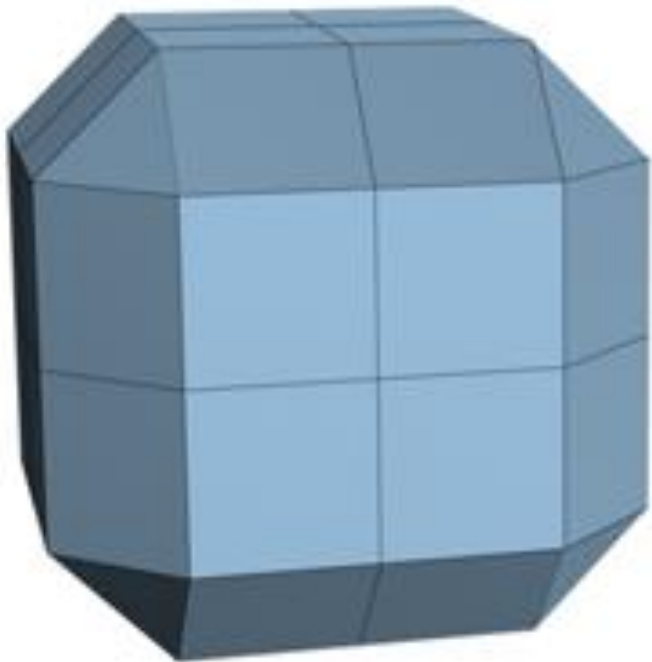




본체 만들기

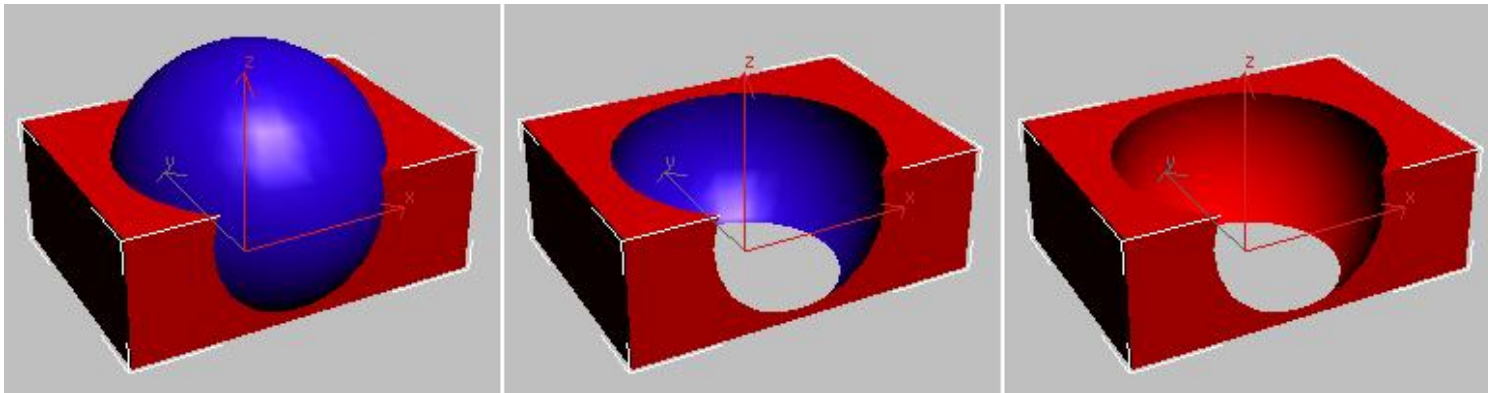
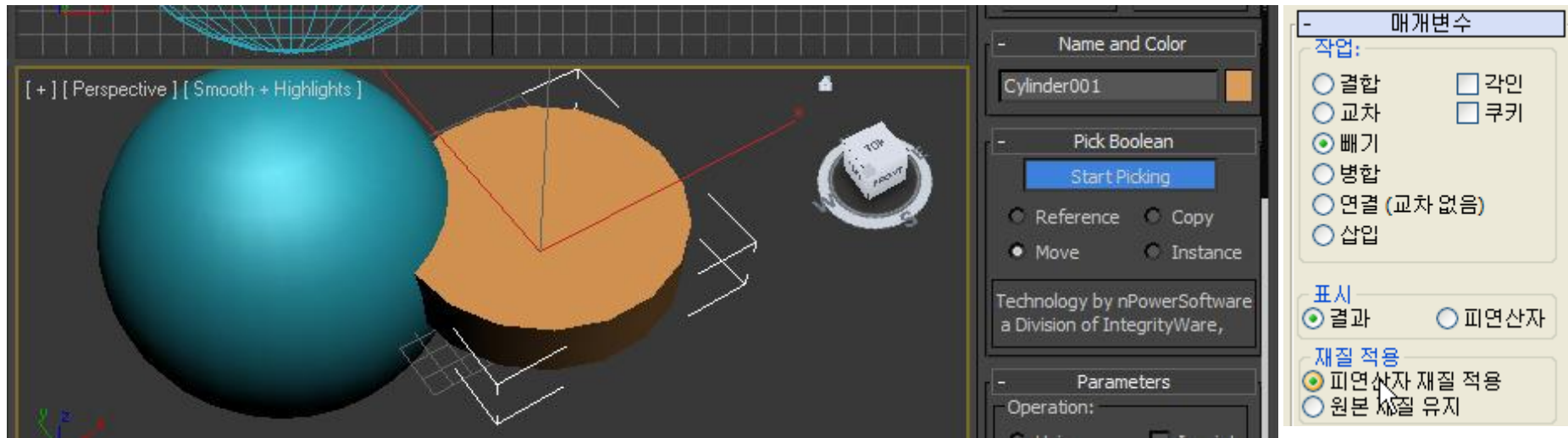
ChamferBox(fillet, or chamfer)

Create panel > (Geometry) > Extended Primitives > Object Type rollout > ChamferBox button



proBoolean 도형 중첩 부분 삭제 방법

create- geometry - compound objects - object type - proboolean



The image shows a software interface for creating compound objects. It features a toolbar at the top with various icons. Below the toolbar is a dropdown menu labeled "Compound Objects". The main interface is divided into several sections: "Object Type" with buttons for Morph, Scatter, Conform, Connect, BlobMesh, ShapeMerge, Boolean, Terrain, Loft, Mesher, ProBoolean, and ProCutter; "Name and Color" with a text field containing "Box001" and a color swatch; "Pick Boolean" with radio buttons for Reference, Copy, Move, and Instance, and a "Start Picking" button; "Parameters" with radio buttons for Union, Intersection, Subtraction, Merge, Attach (No Intersections), and Insert, and checkboxes for Imp and Cookie; "Display" with radio buttons for Result and Operands; "Apply Material" with radio buttons for Apply Operand Material and Retain Original Material; "Sub-object Operations" with buttons for Extract Selected, Reorder Ops, and Change Operation, and radio buttons for Remove, Copy, and Inst; and a list of operands showing "0: Union - Box001" and "1: Subtr - Box002". A "Technology by nPowerSoftware a Division of IntegrityWare, Inc." logo is at the bottom left. A "Advanced Options" section is partially visible at the bottom.

1

2

3

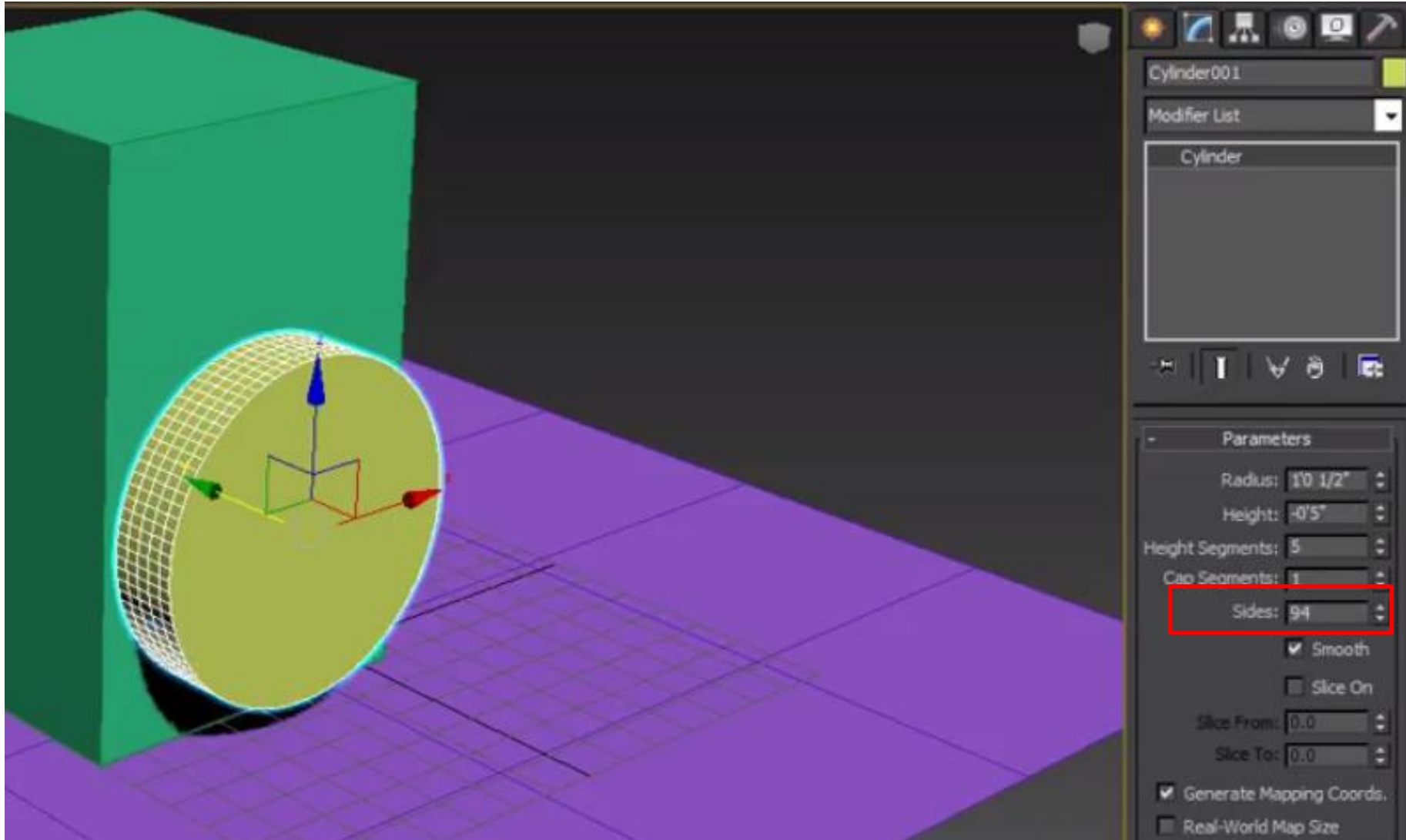
4

5

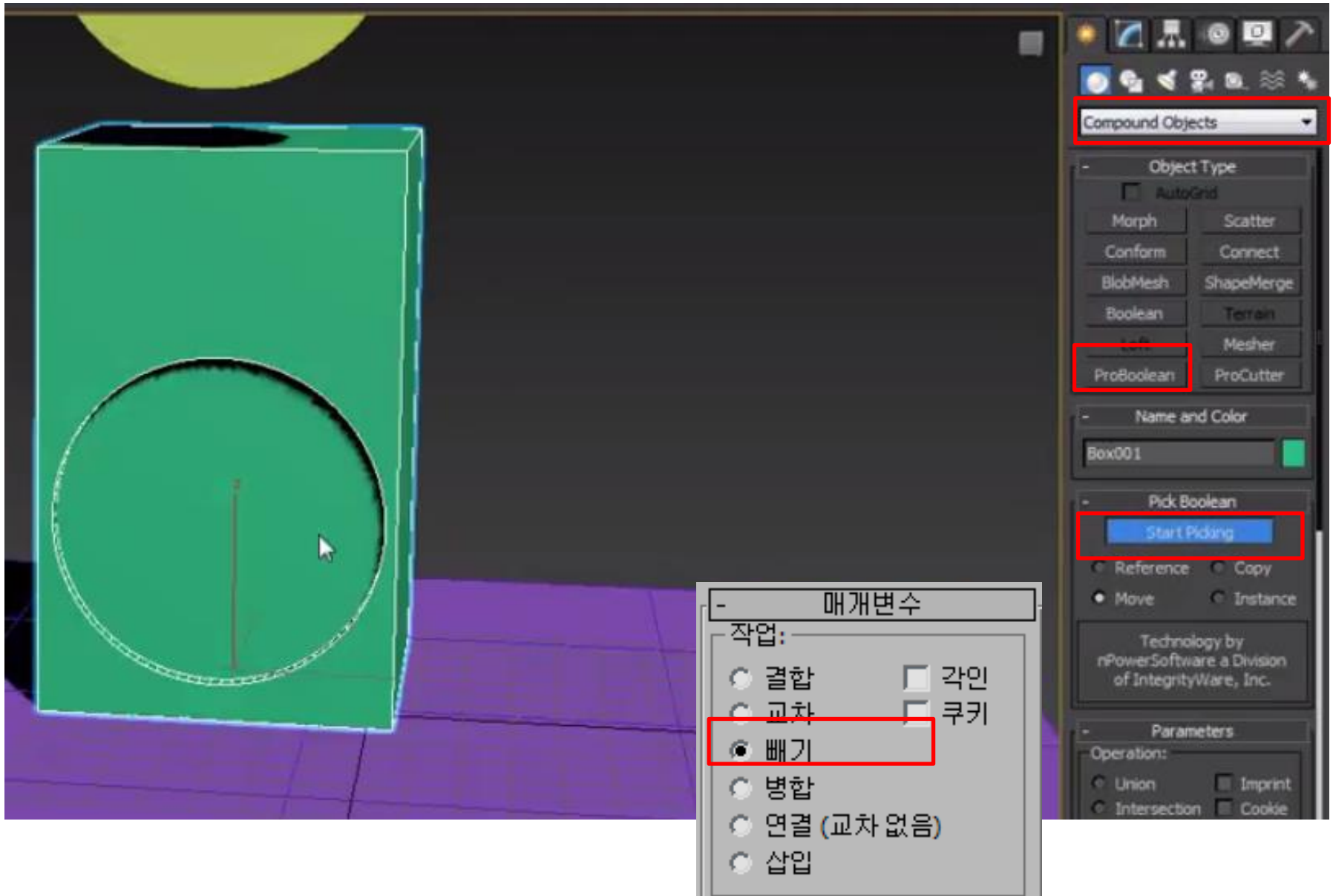
Choose the type of boolean operation to perform on the next picked mesh

The list of operands. Choose "Extract Selected" to remove, or "Reorder Ops" to change the order.

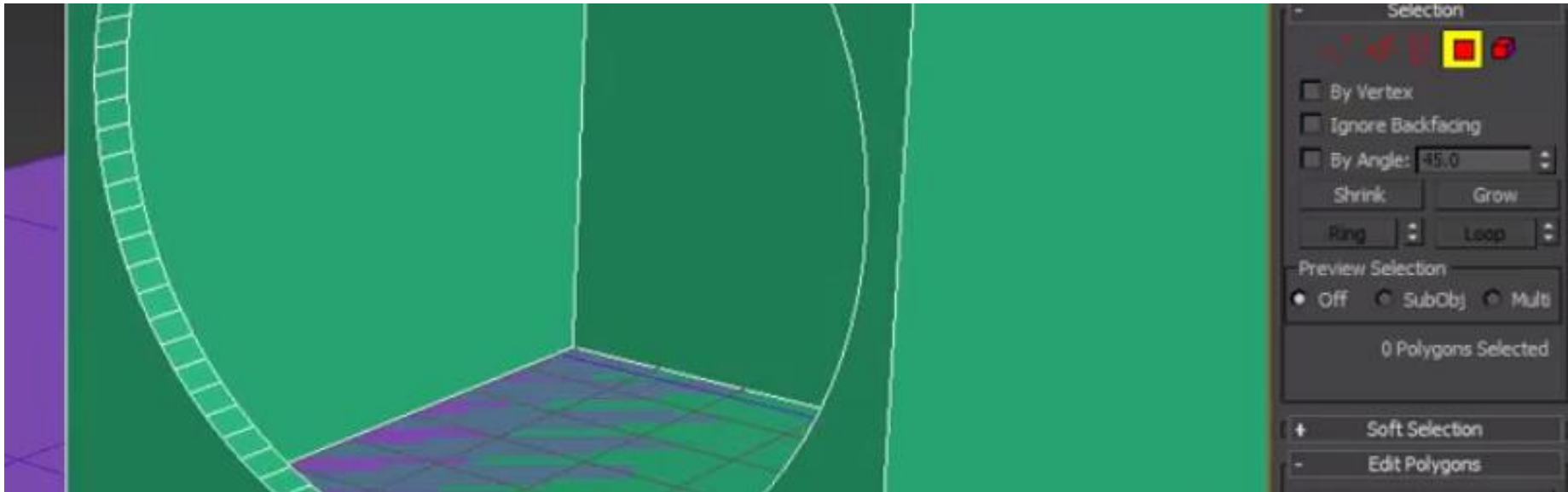
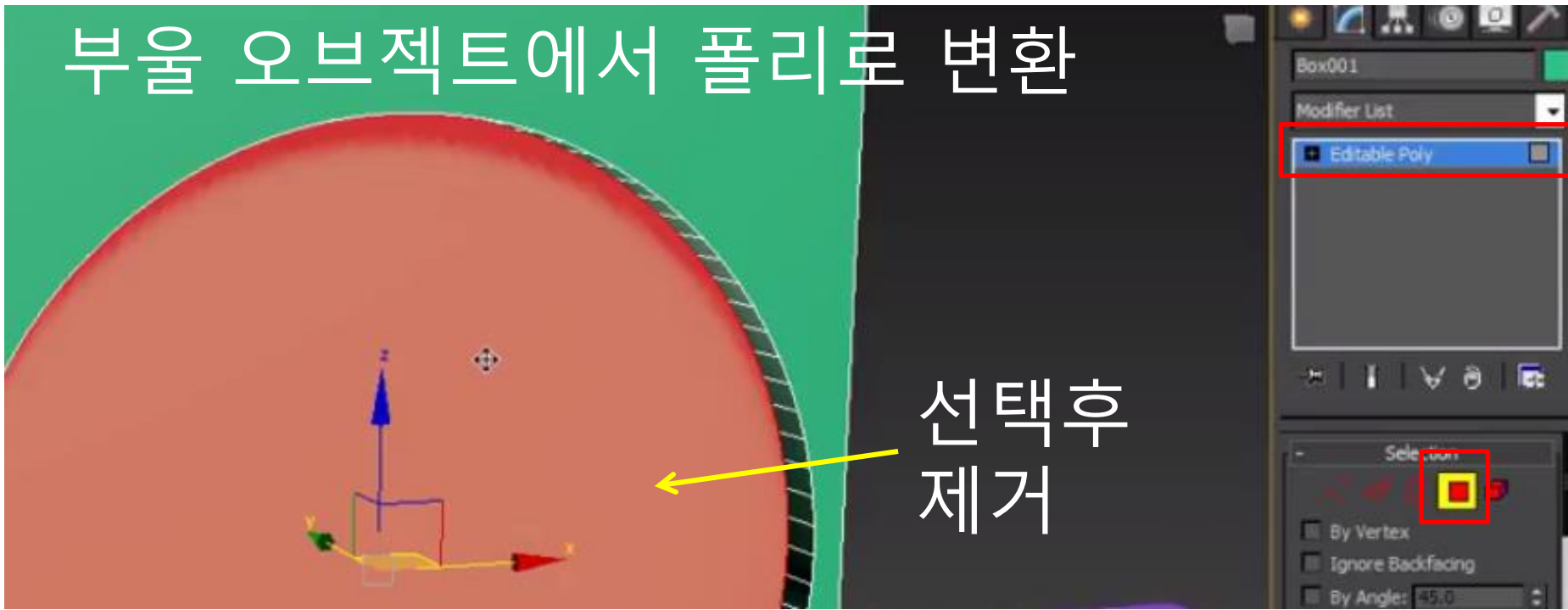
원기둥 면 부풀리기(부드러운 면 형성)



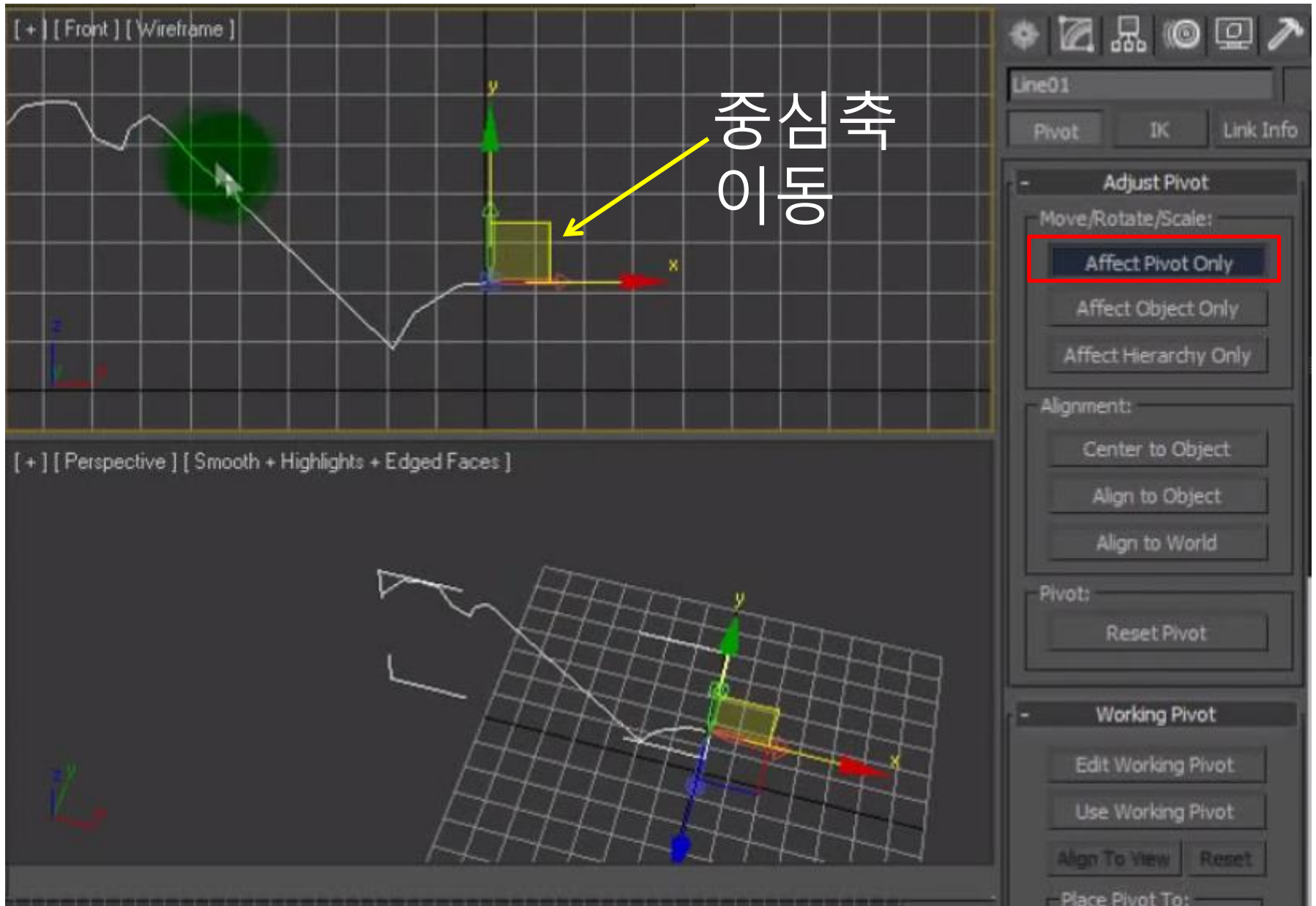
본체에서 스피커 구멍 파내기



부울 오브젝트에서 폴리로 변환

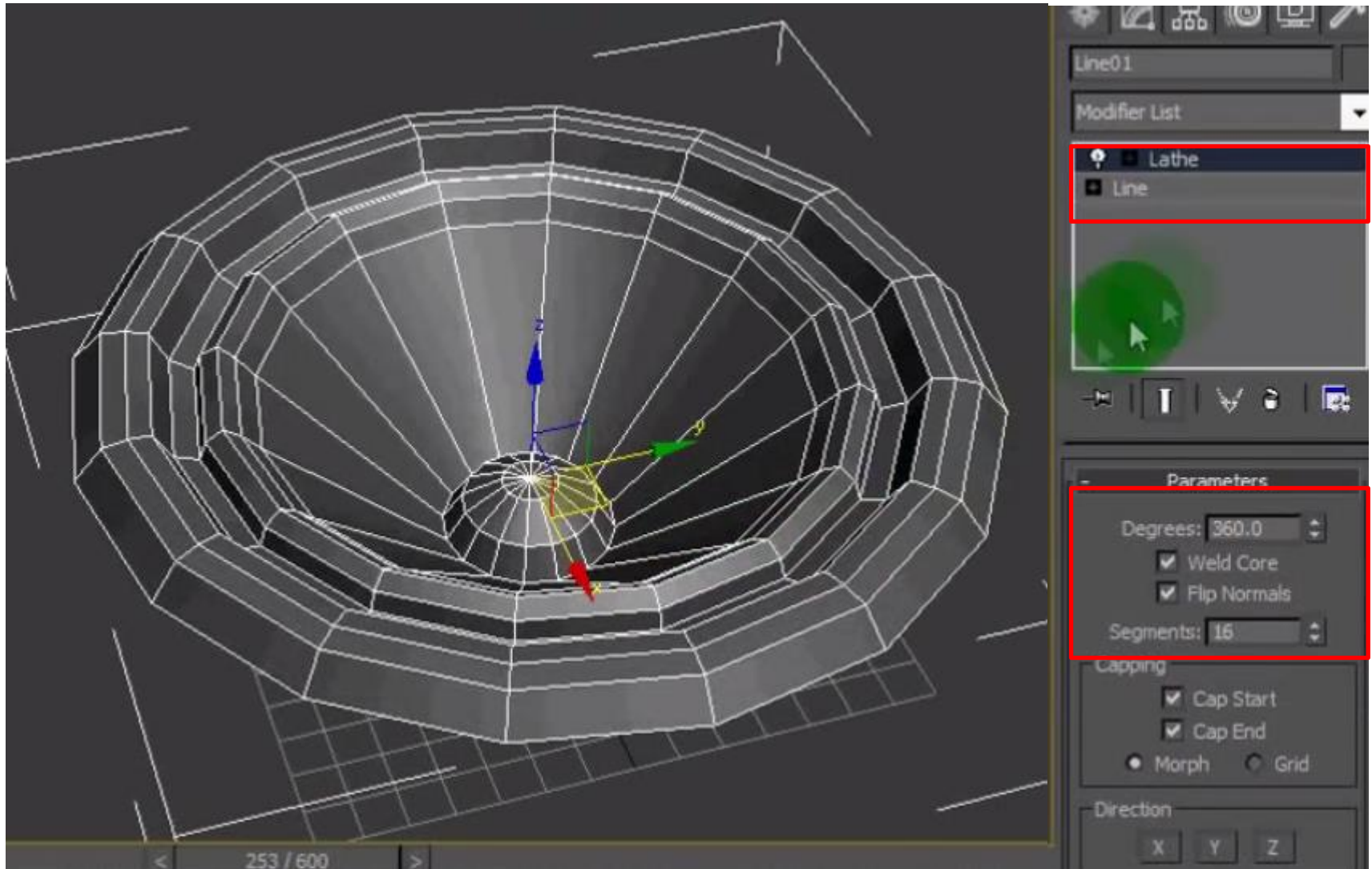


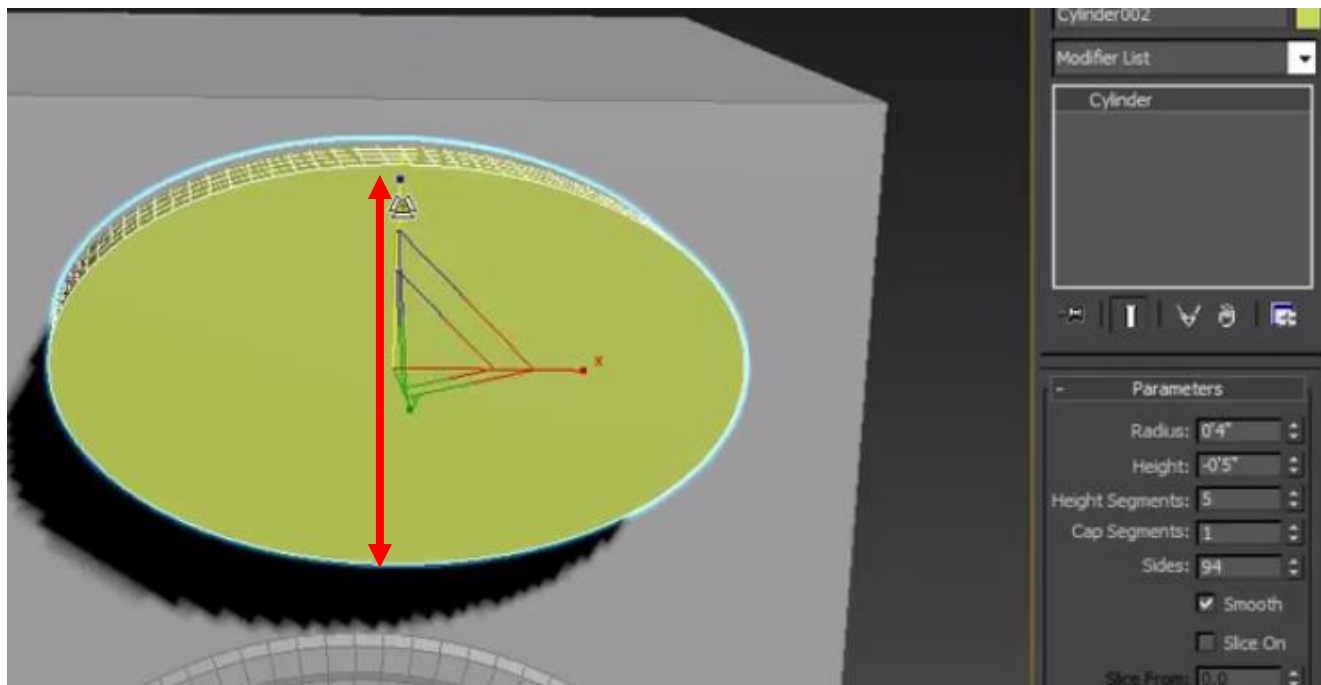
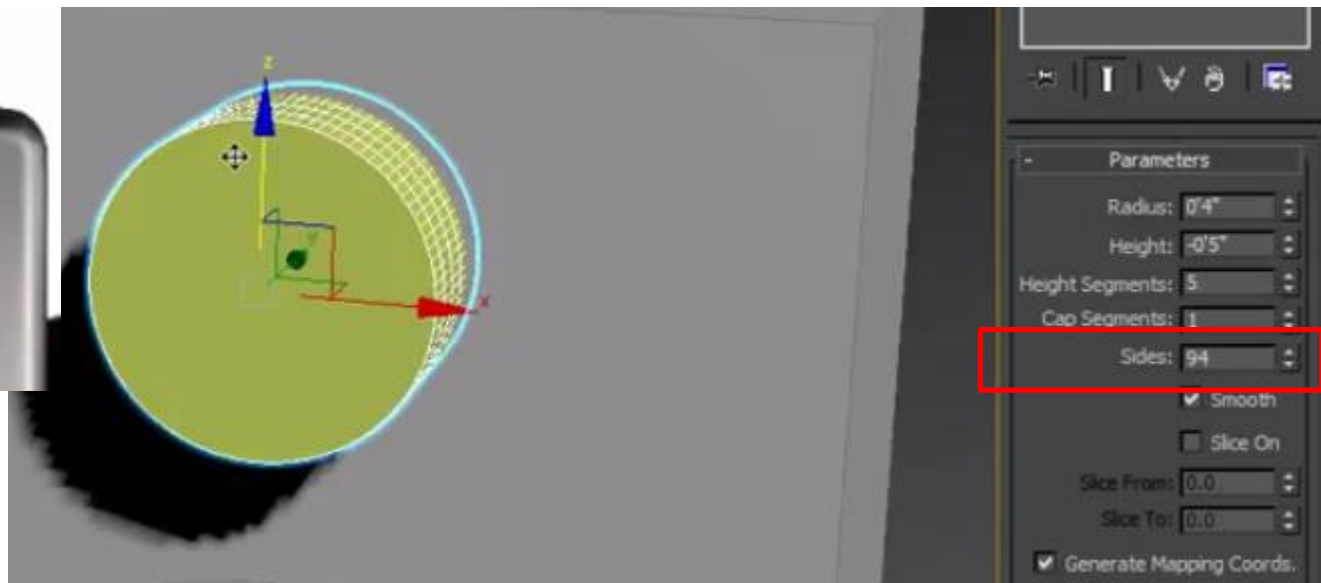
스피커 단면 만들기 spline



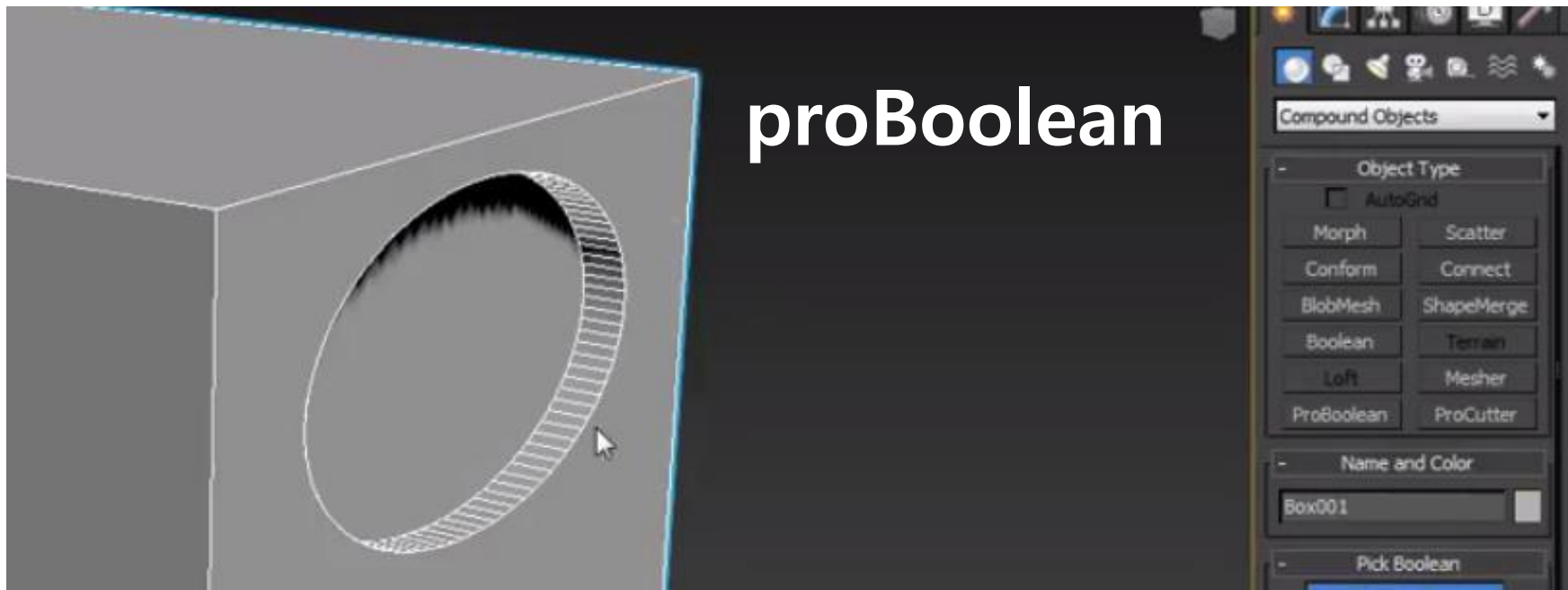
스피커 단면 spline > 원통형으로 만들기

부드러운 면 형성: segments

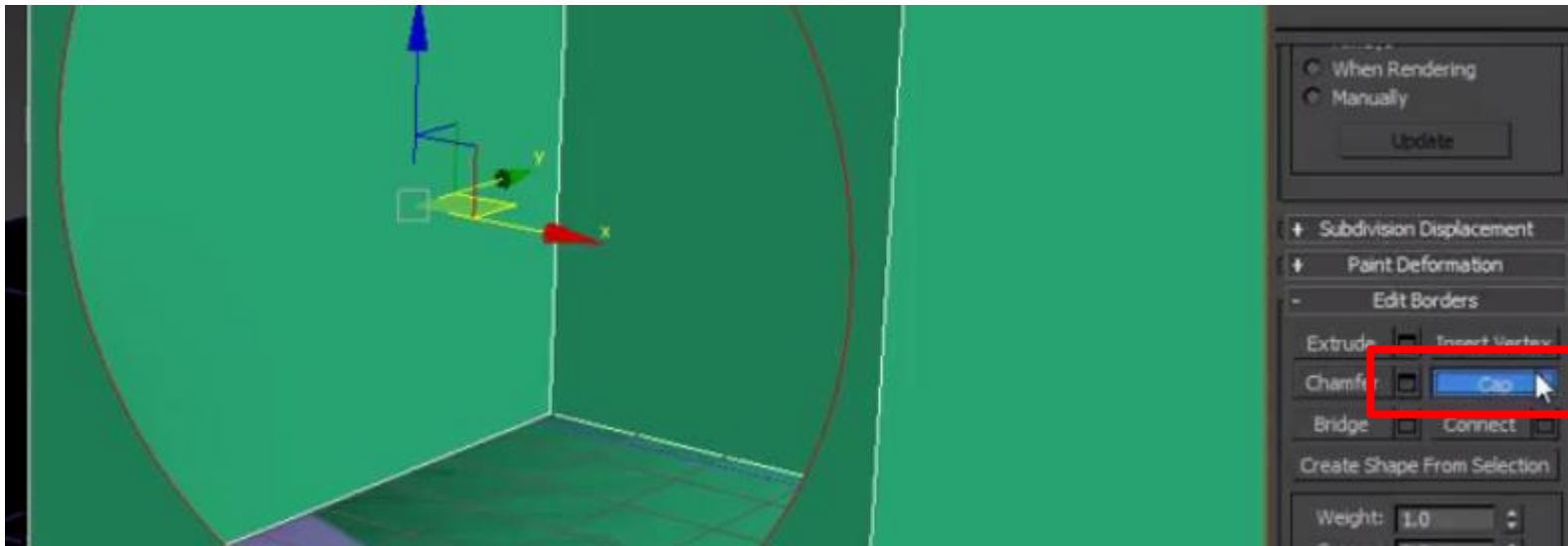




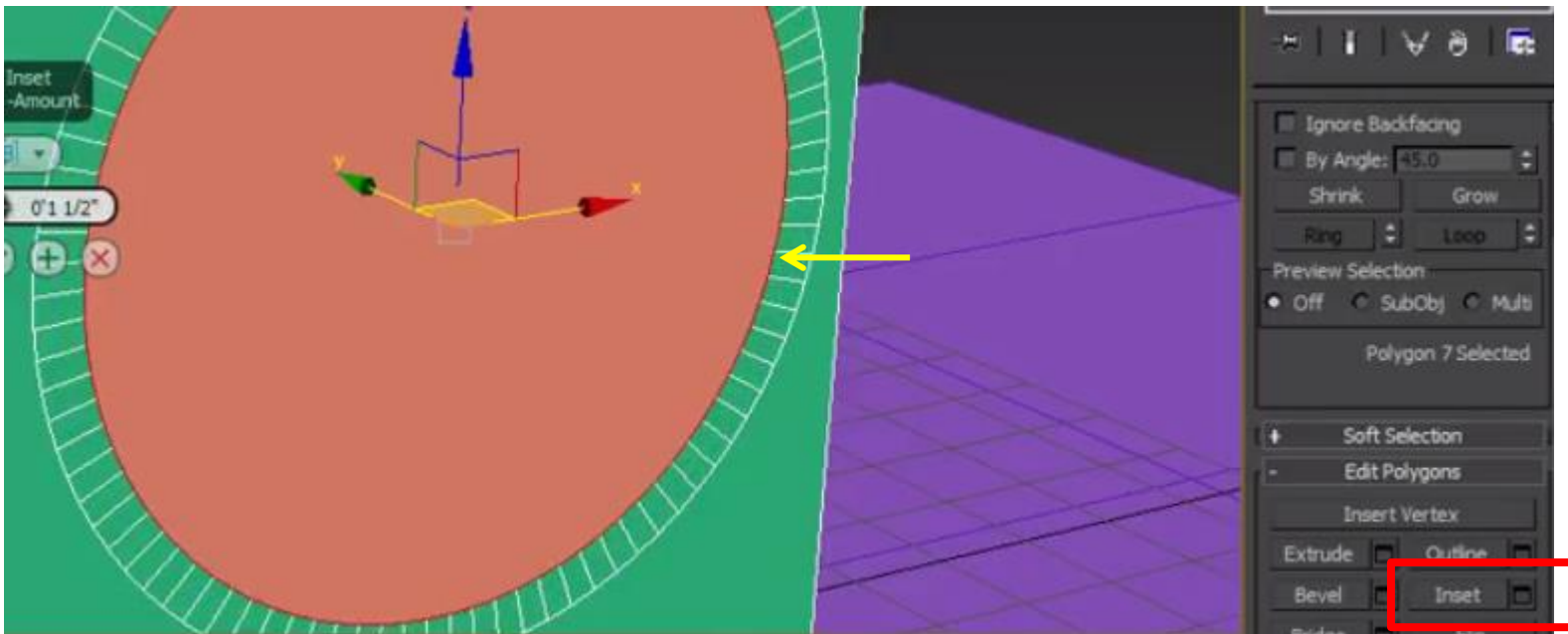
스케일

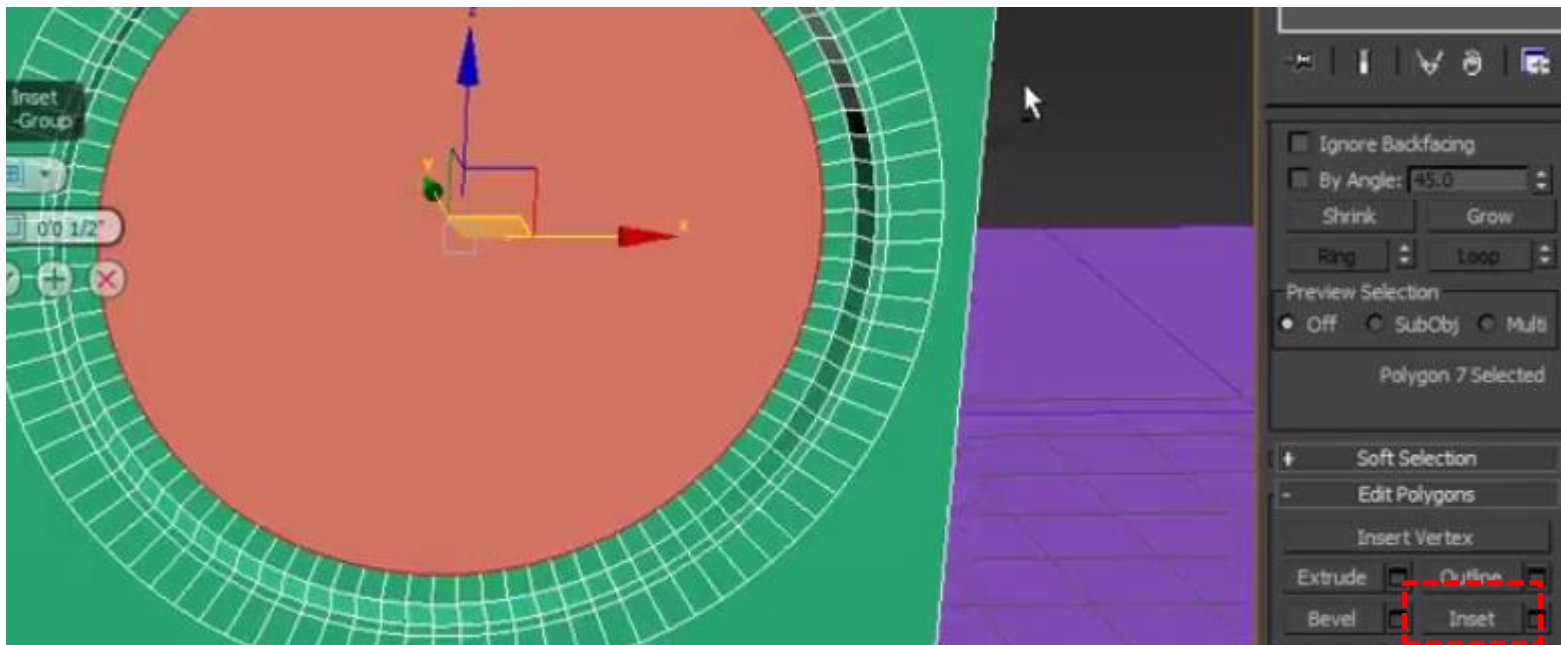
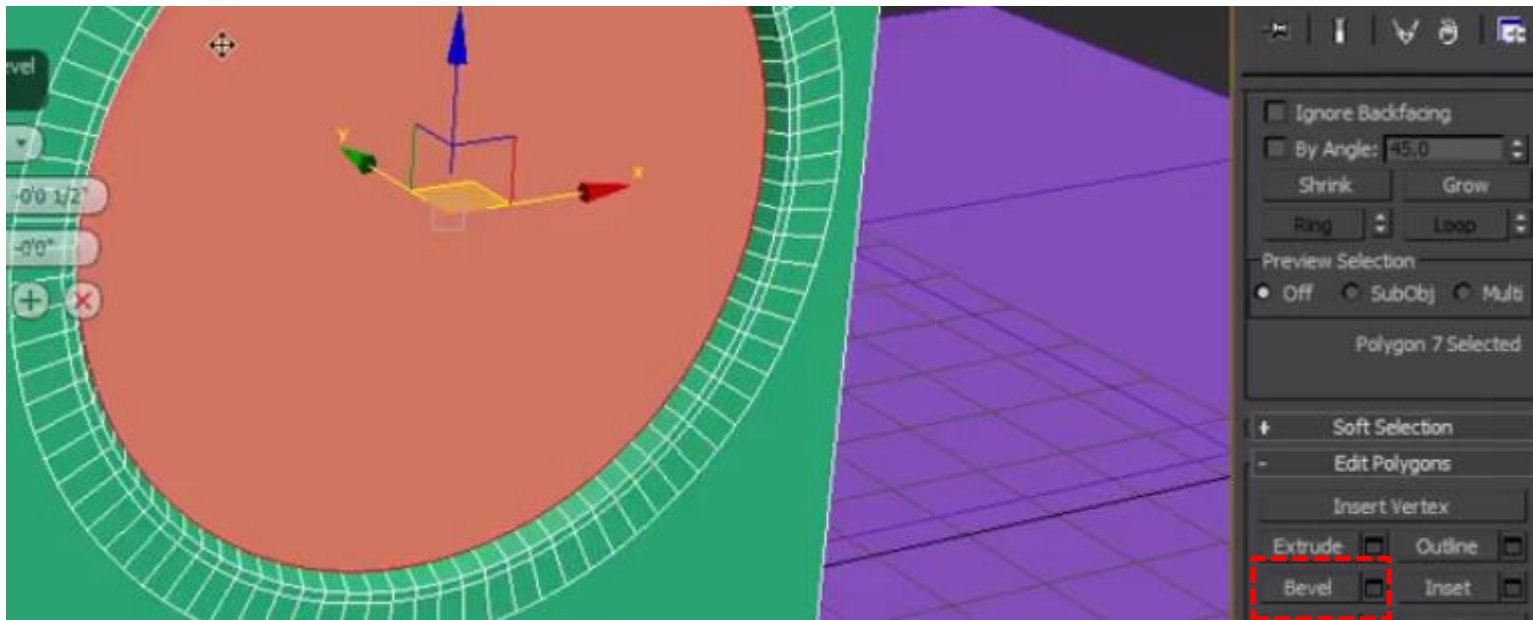


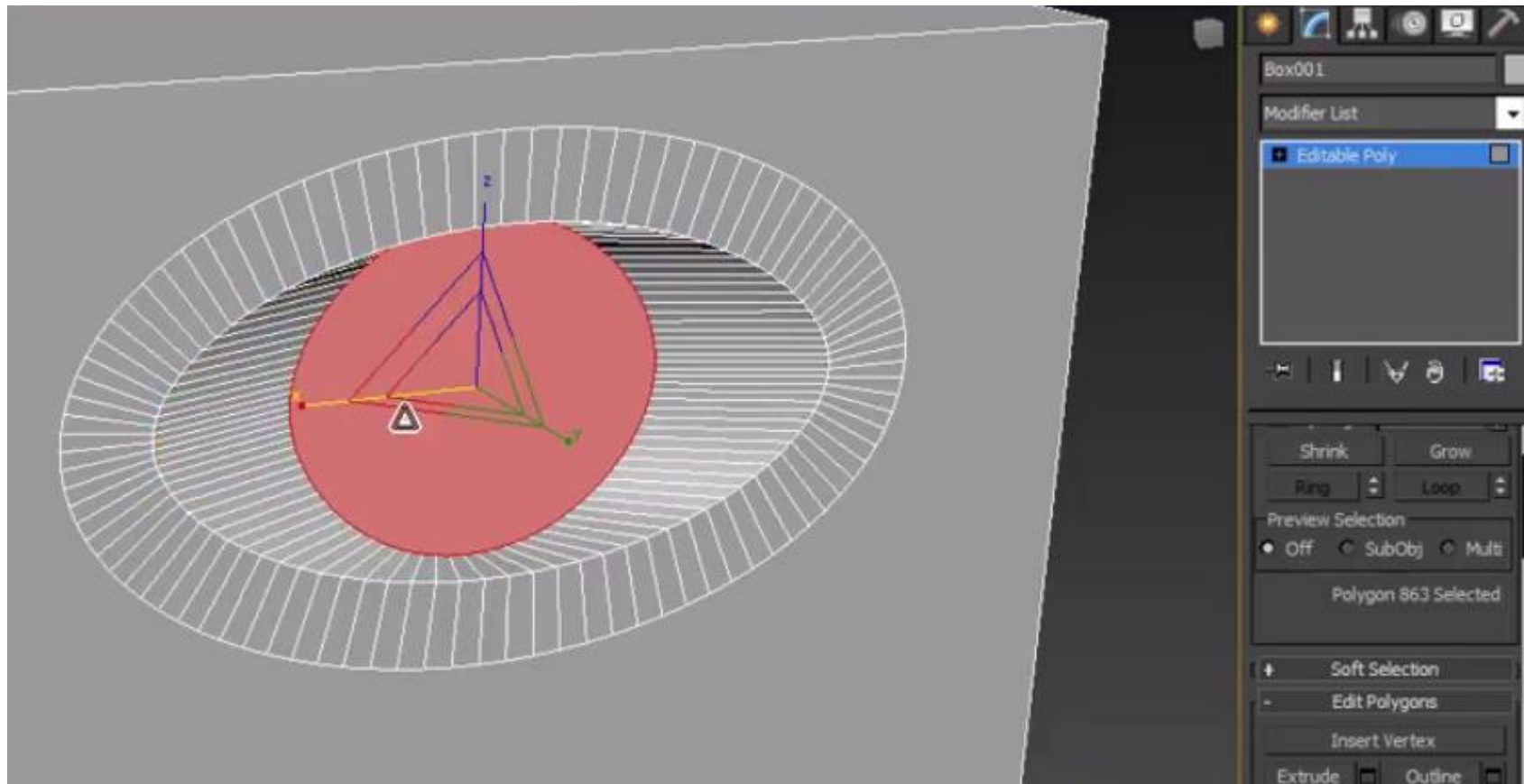
Cap (뚫린 면 닫기)

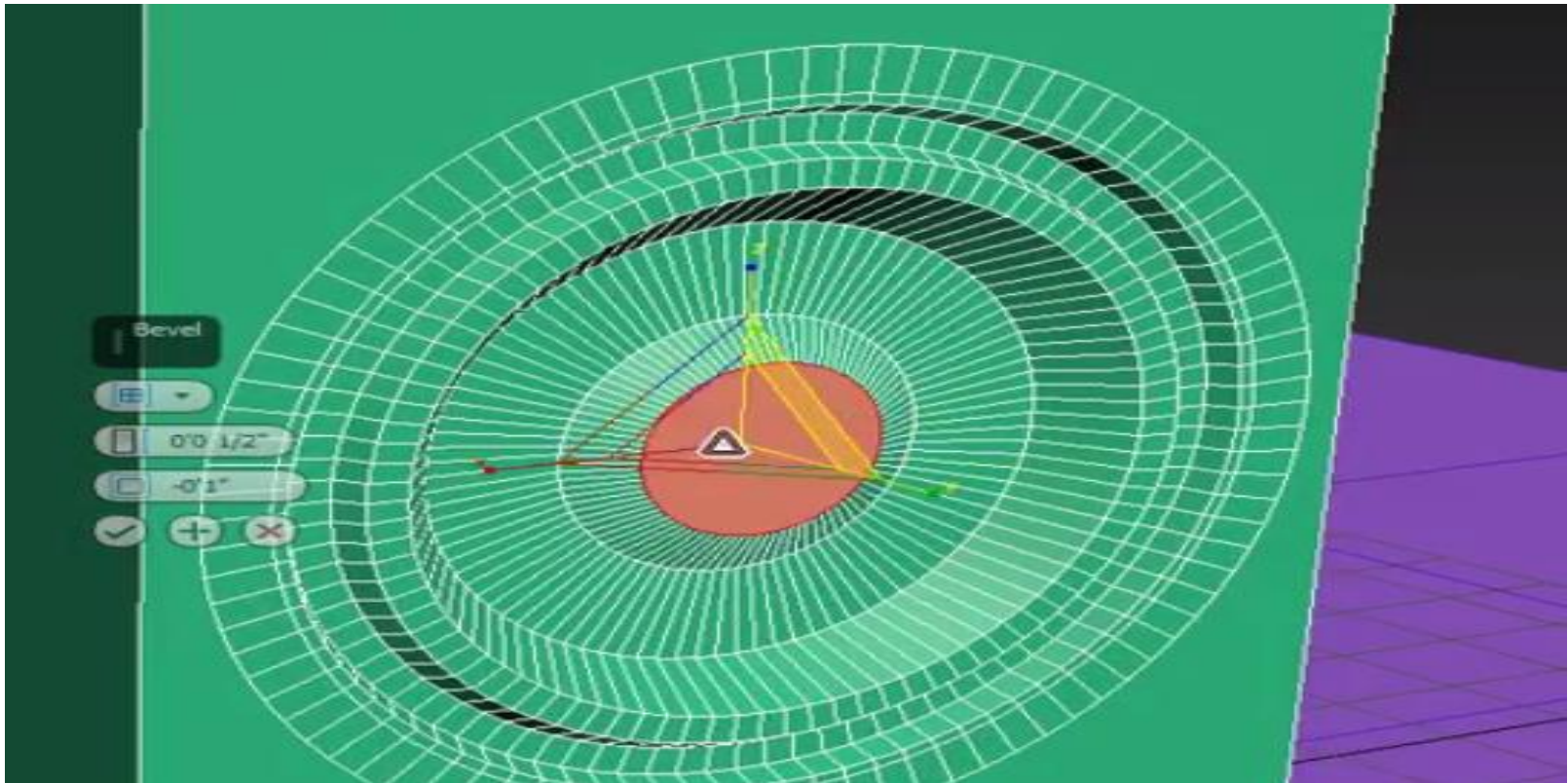


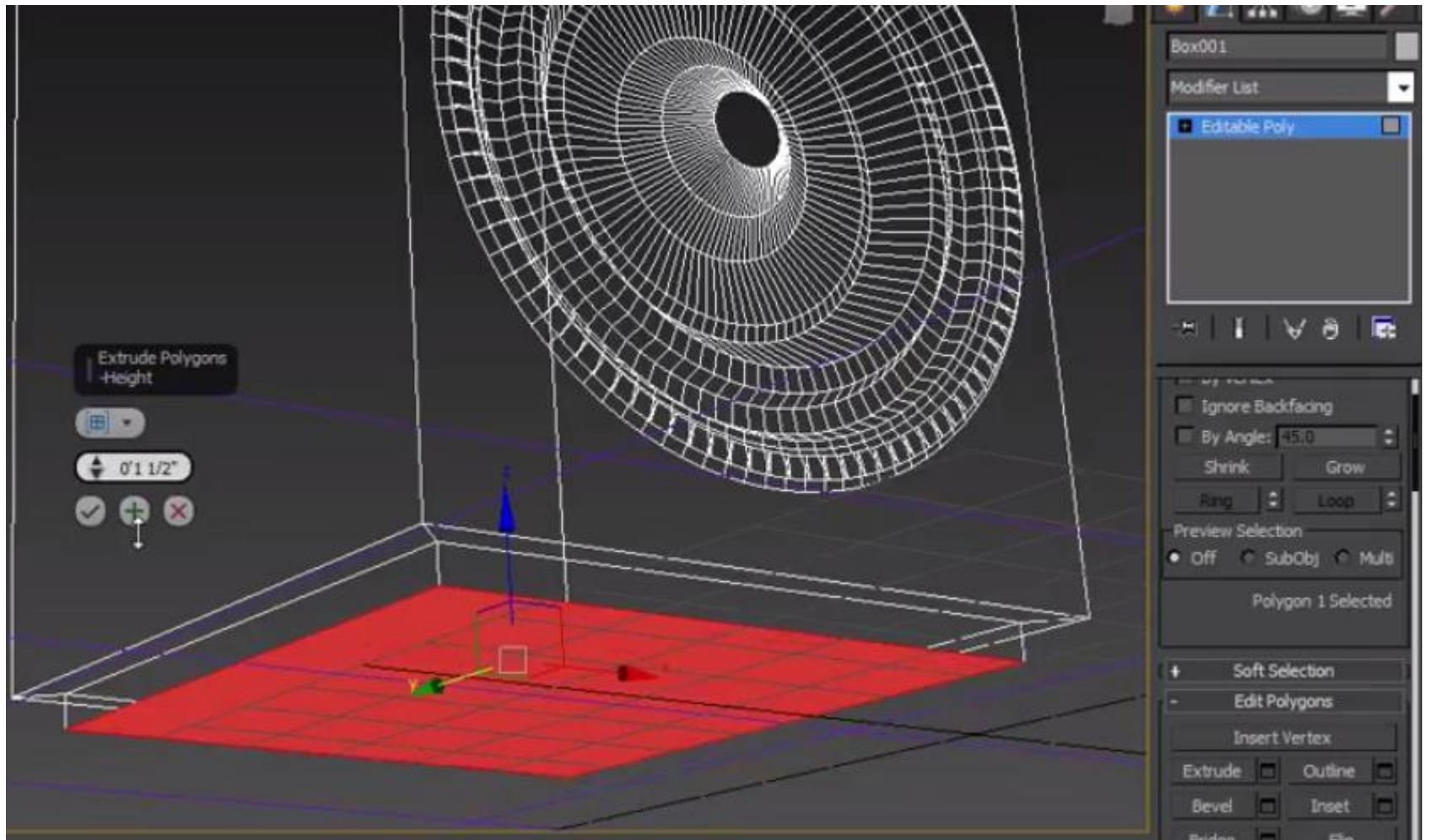
insert (안쪽으로 면 추가)





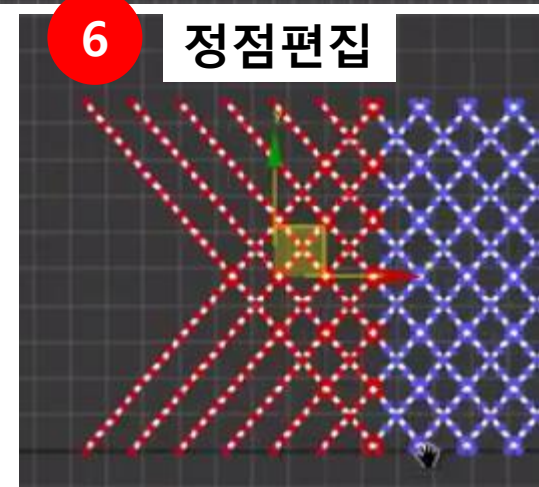
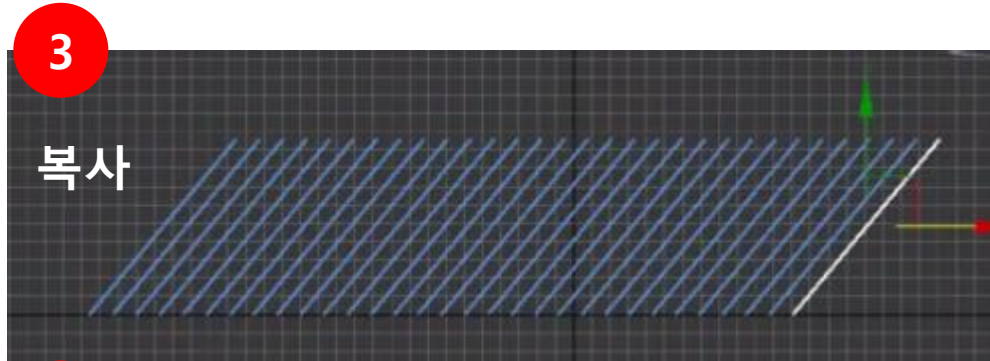
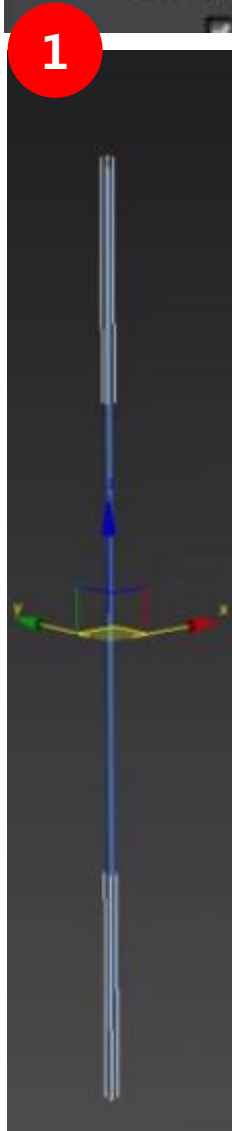






Grill 만들기

<https://www.youtube.com/watch?v=dmlbxpGOUFM>



Material Editor - 01 - Default

Modes Material Navigation Options Utilities

01 - Default Standard

Shader Basic Parameters

Blinn Wire 2-Sided
 Face Map Faceted

Blinn Basic Parameters

Ambient: Diffuse: Specular: None

Self-Illumination

Color: 0 Opacity: 100

Specular Highlights

Specular Level: 61 Glossiness: 10 Soften: 0.1

Extended Parameters

SuperSampling

Create Collapse

Extrude Bevel Inset Polygons

Bridge GeoPoly Flip

Insert Remove Loops

Edit Turn Re-Tri Tris

MSmooth Tessellate Use Displac... Subdivision

Visibility

The 3D viewport displays a dark grey, cylindrical object with a circular opening at the top, resembling a speaker or a lens. Below the object is a purple plane. The background is dark grey.