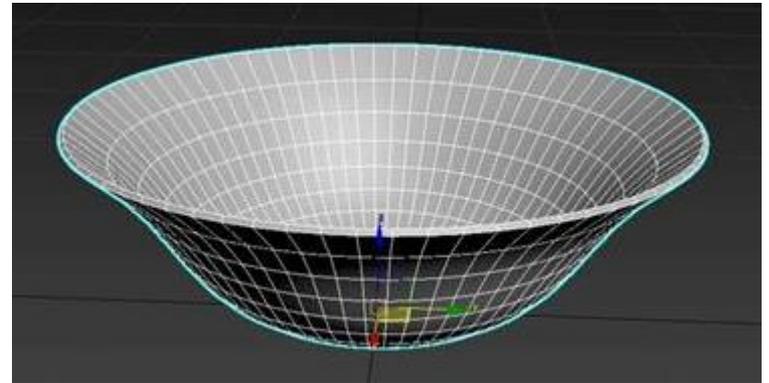
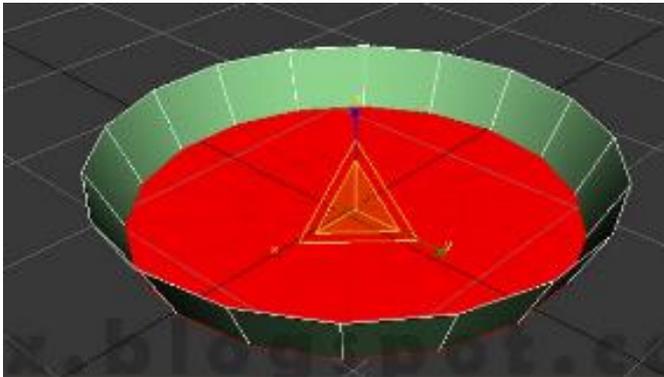
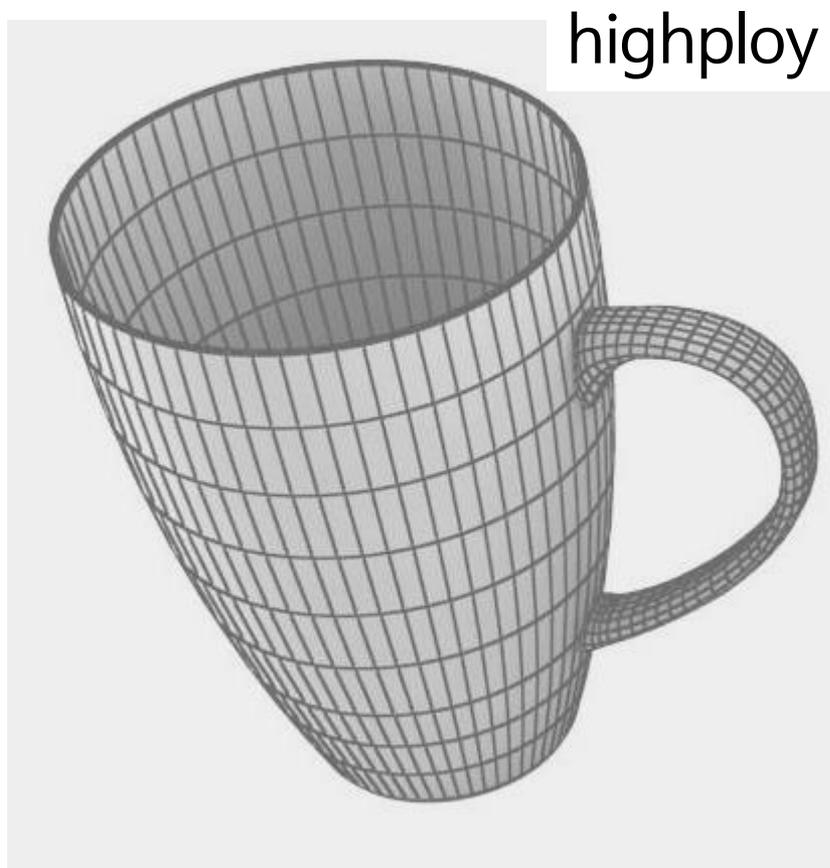
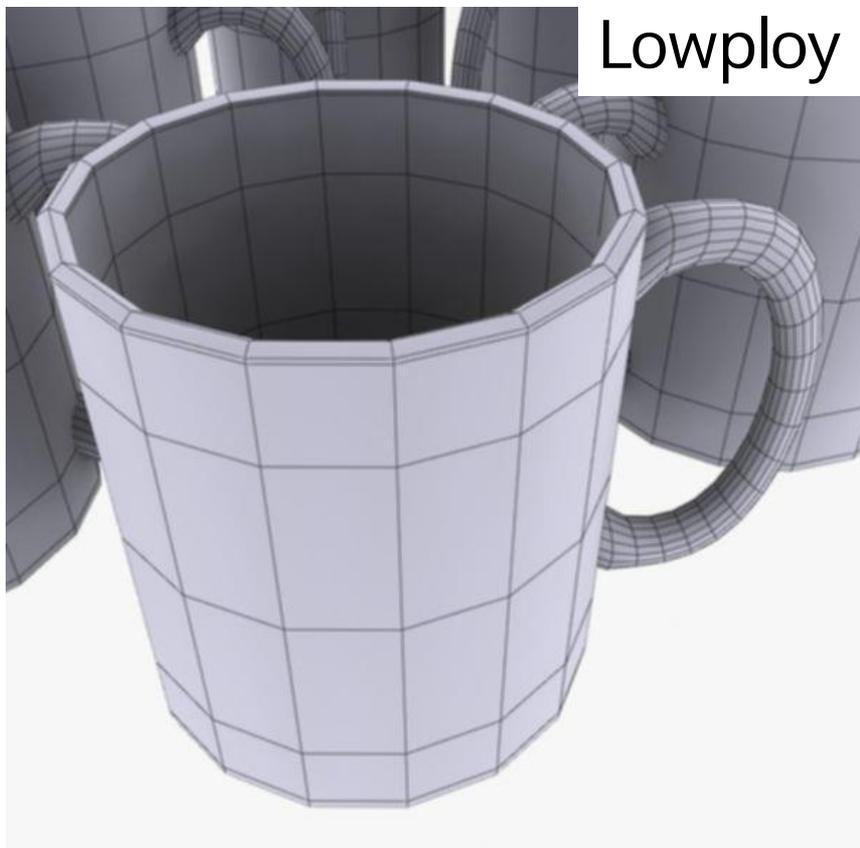


# 로우폴리 (Lowpoly) modeling



# Lowpoly

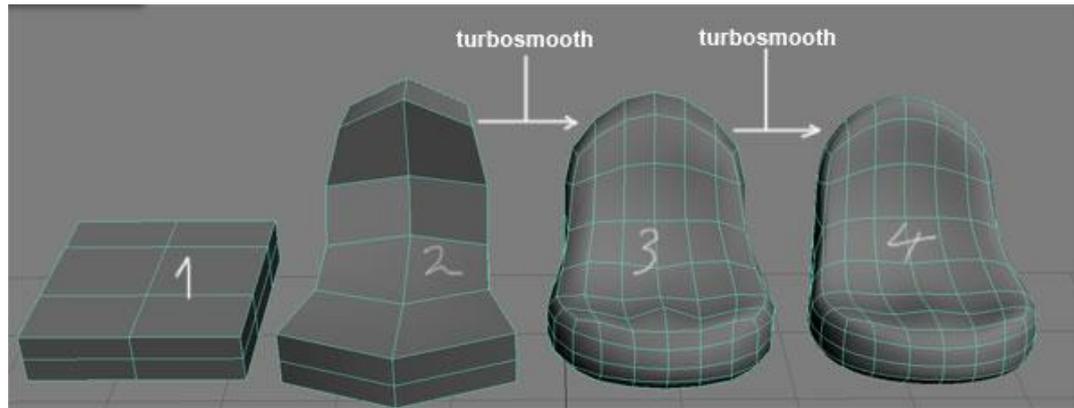
적은 수의 폴리곤 (polygon)으로 높은 퀄리티의 모델링을 가능하게 만들어주는 기술



# 섭디비전(Subdivision) Surfaces

직관적인 폴리곤의 장점과 곡선이 완벽한 녀스의 장점을 모두 가지고 있다.

겉으로 보이는 폴리곤 모델링을 기본으로 완만한 곡선이 계산되어 곡선 형태를 이루는 것.

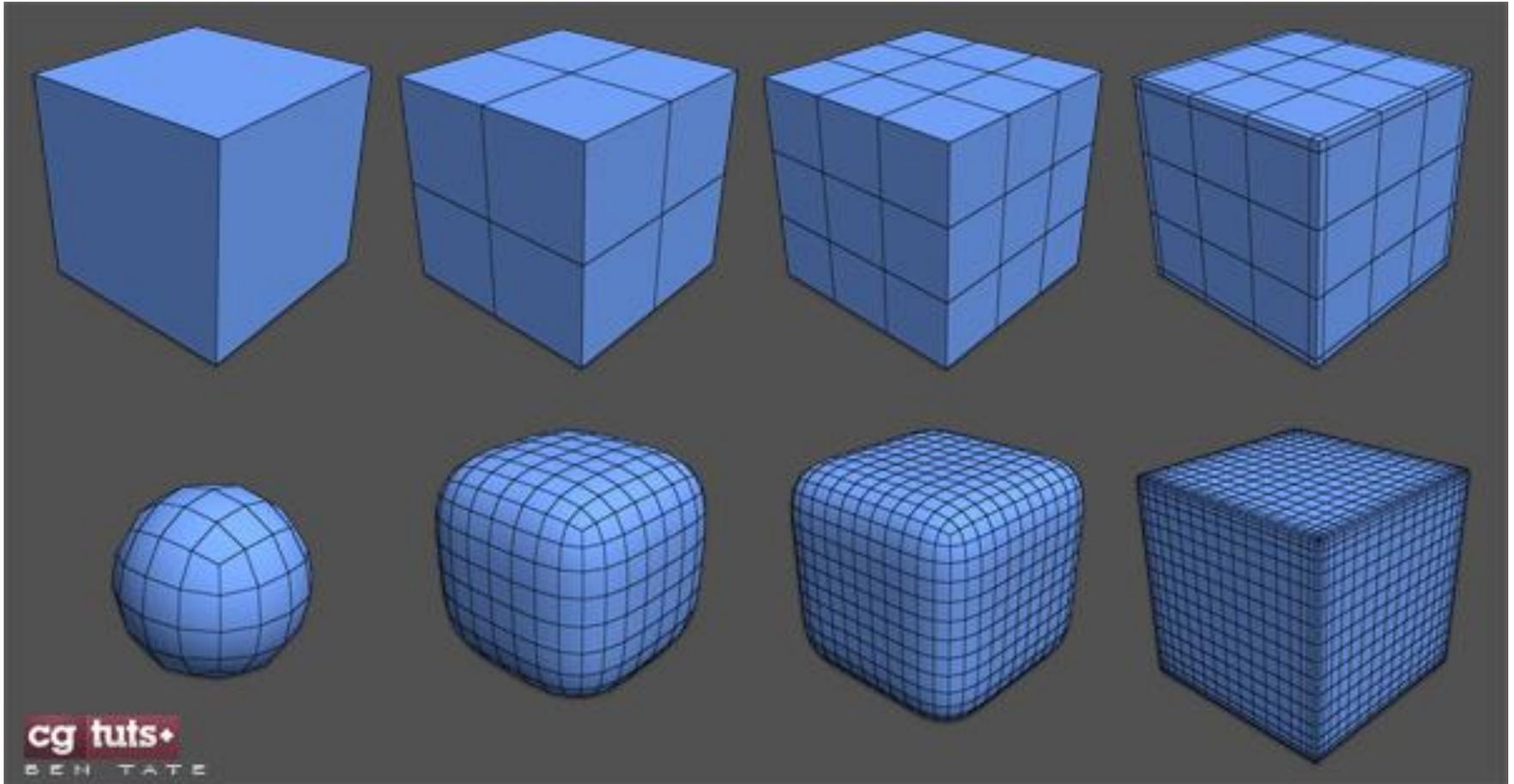


Polygon / edit polygon / turbosmooth



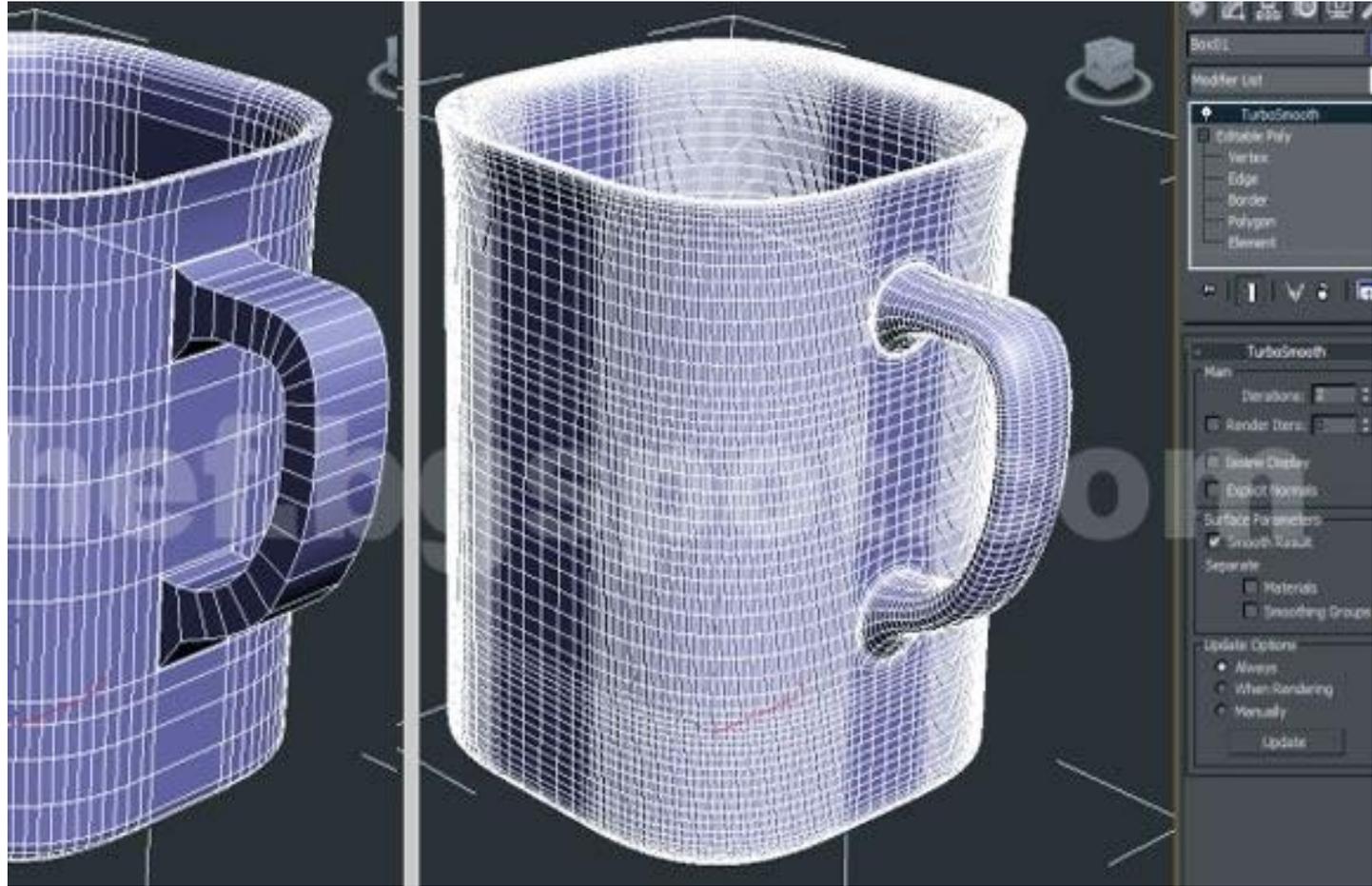
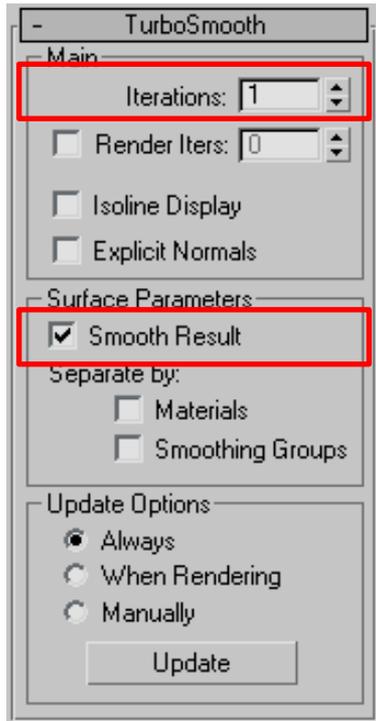
개체의 일반적인 모양을 유지하면서 더 많은면으로 분할된 다각형 메쉬.

# Edge의 갯수와 위치에 따라 스무딩 (turbosmooth) 이 적용된 후 모델의 모양



# Smooth modifier: **turbosmooth**

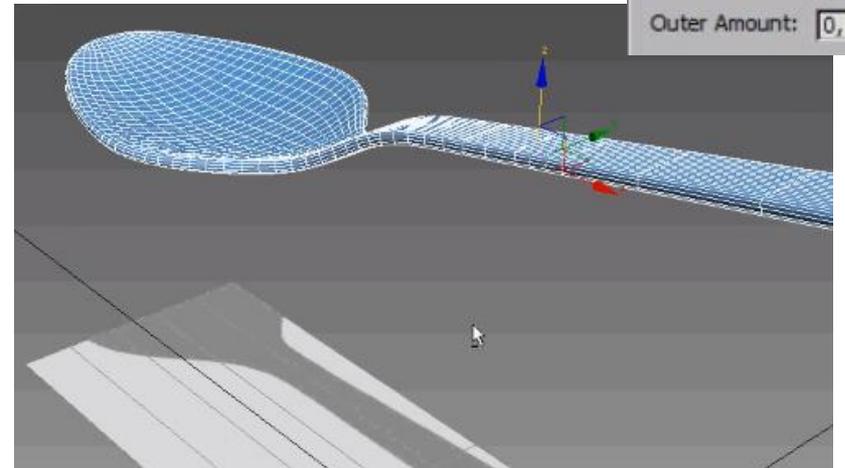
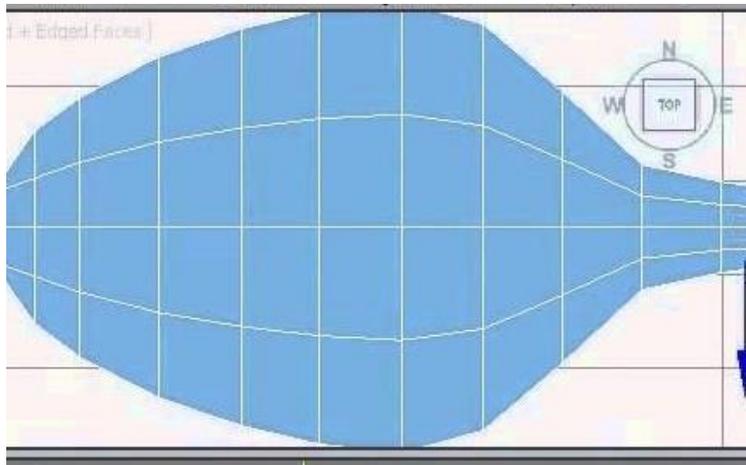
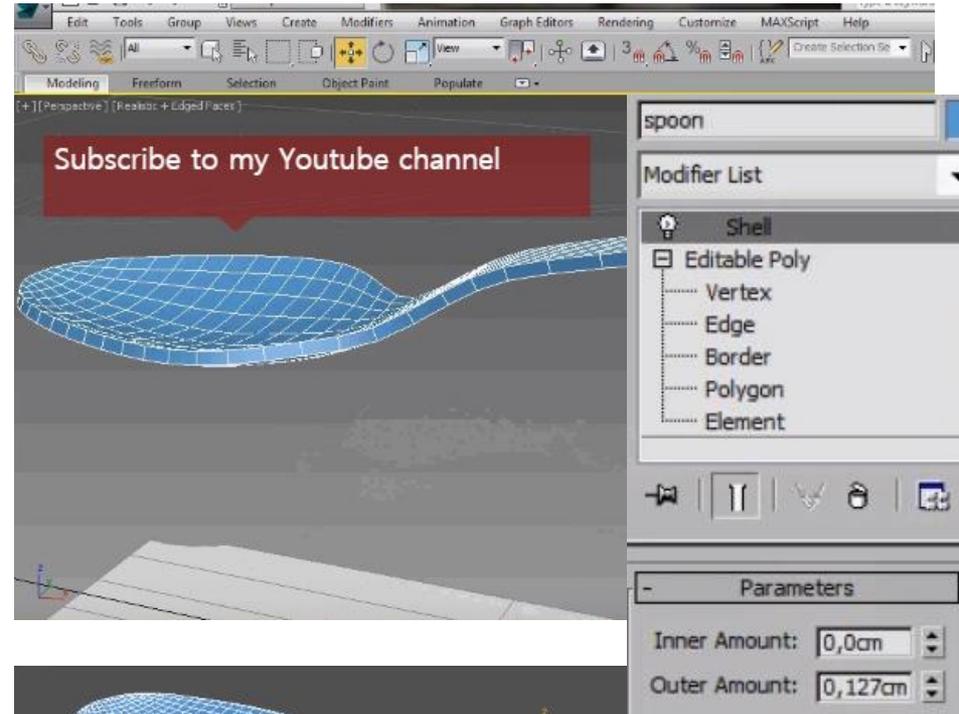
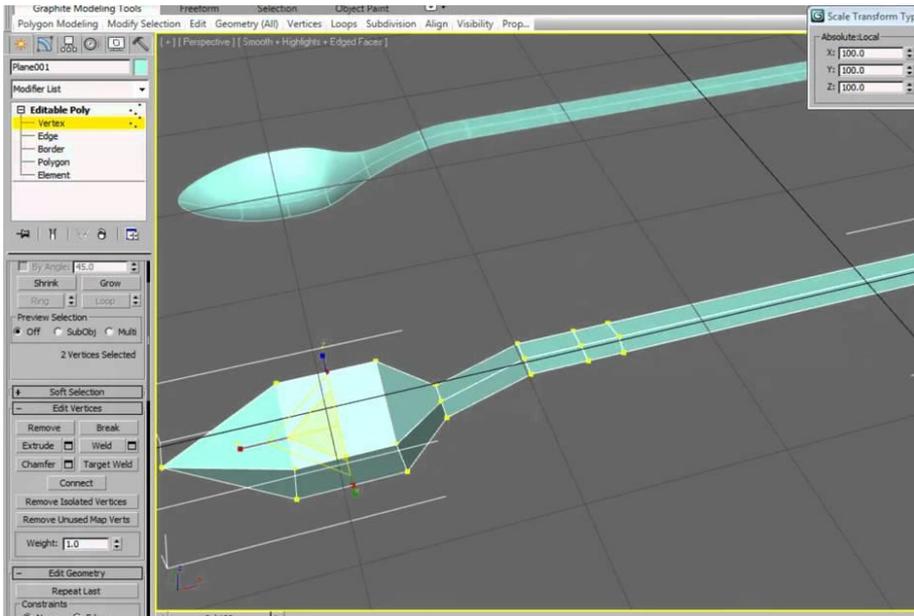
개체의 일반적인 모양을 유지하면서 더 많은면으로 분할하게 하는 수정자



<http://www.3dchf.com/2012/01/modelling-nescafe-mug-with-3ds-max-2010.html>

# Spoon Modeling

<https://www.youtube.com/watch?v=x2jlvQs0guE>

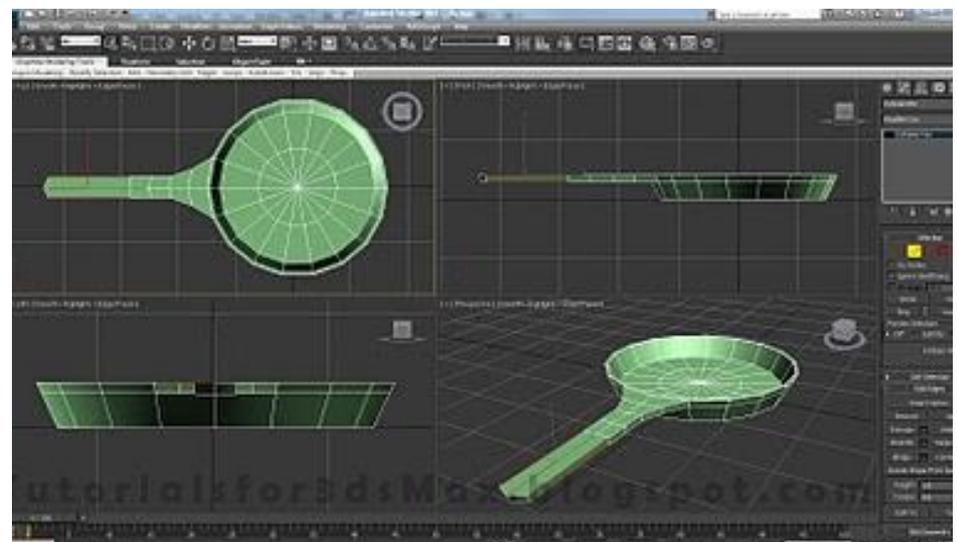
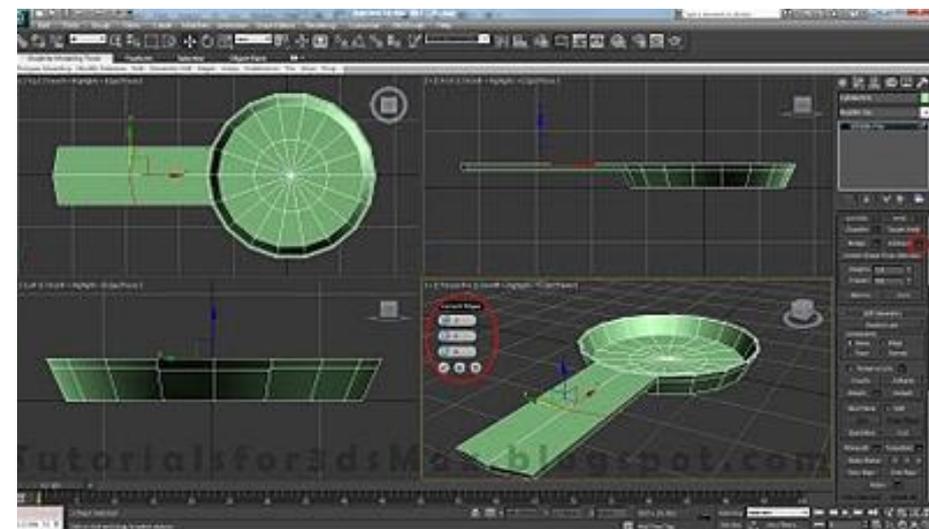
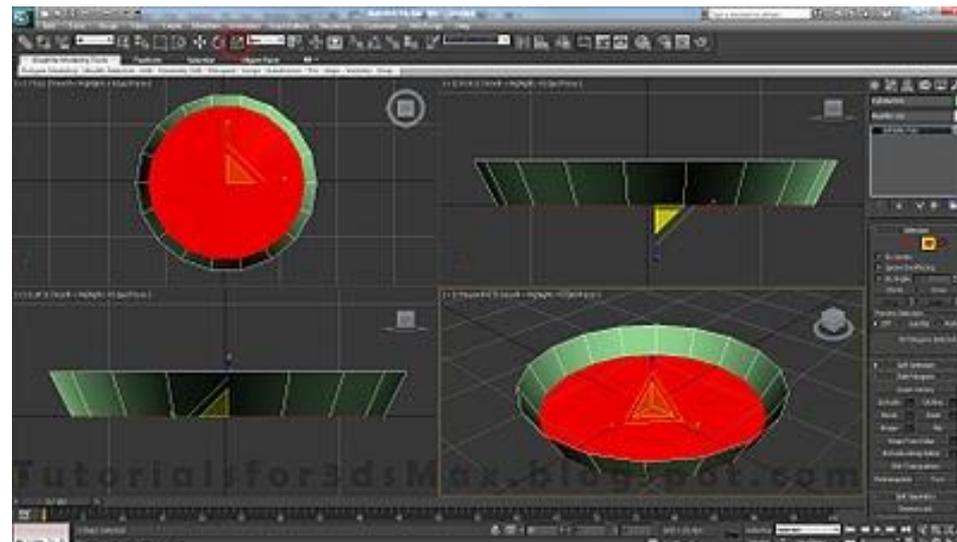
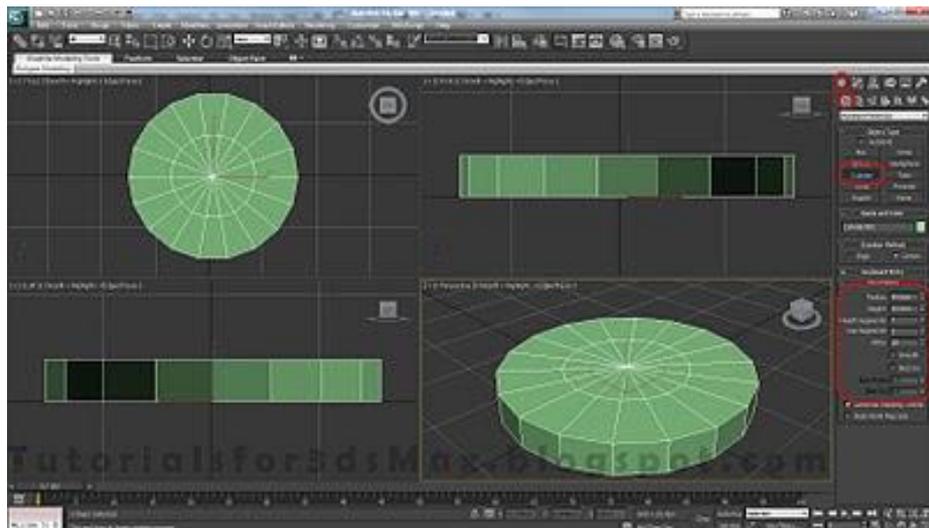
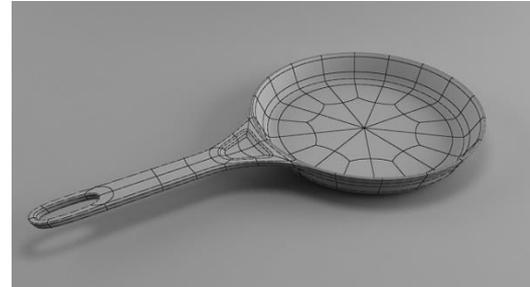


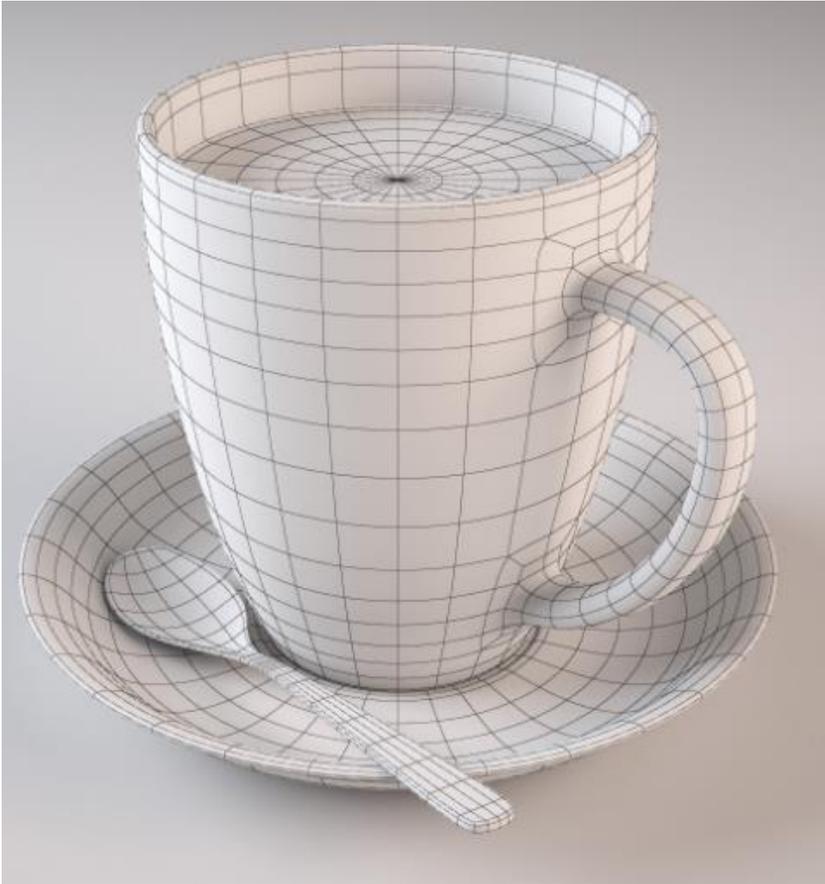


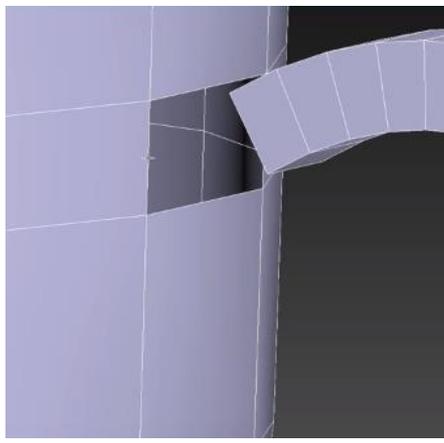
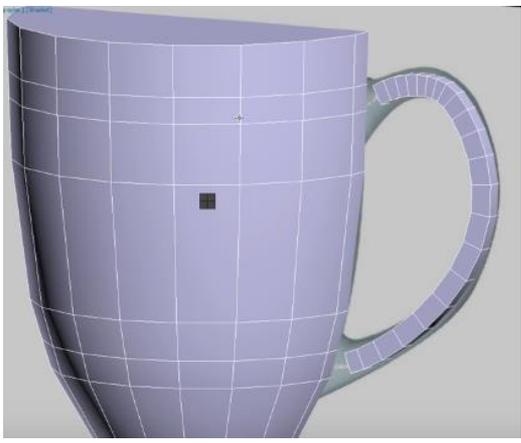
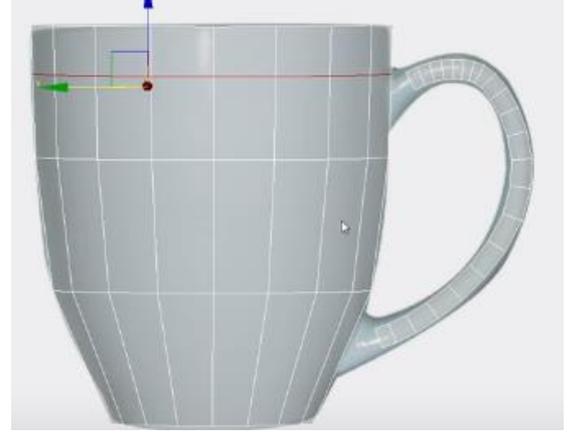
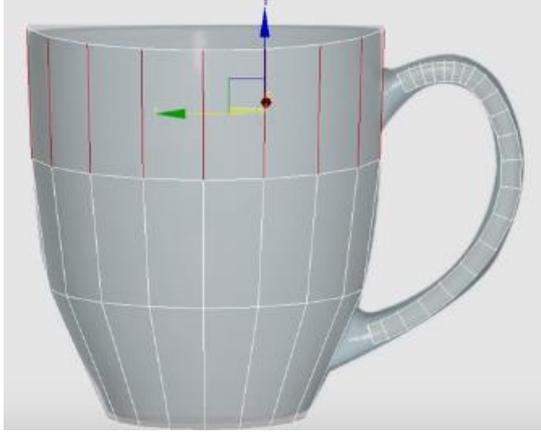
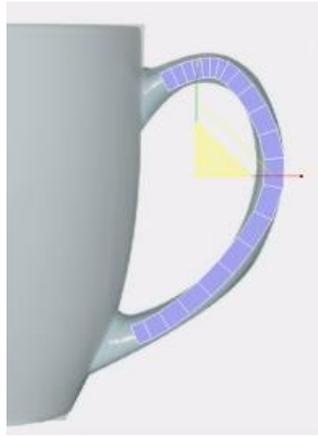
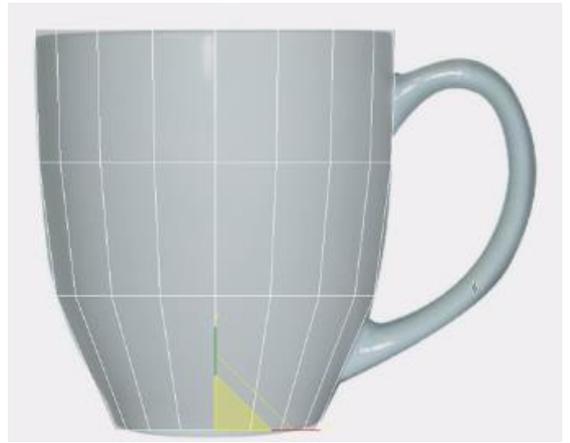
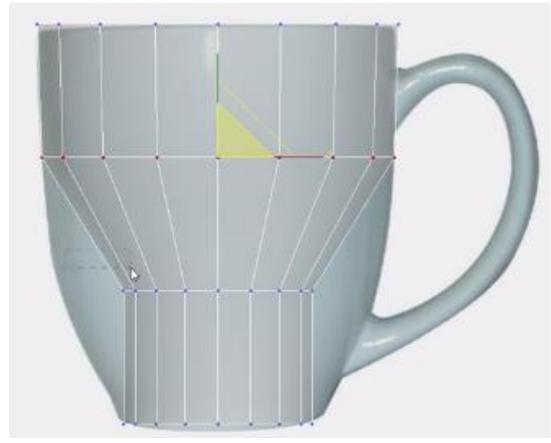
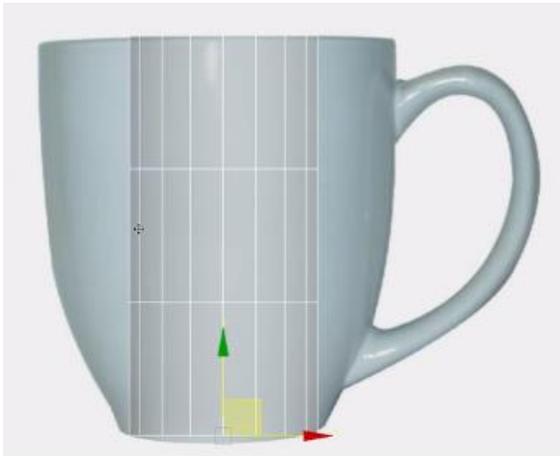
Subdivision Level 1

# FRYING PAN – 3DS MAX MODELING

<http://www.cgsmooth.com/2010/10/frying-pan-3ds-max-modeling-tutorial.html>





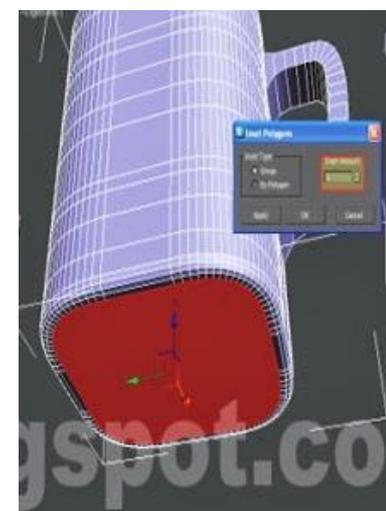
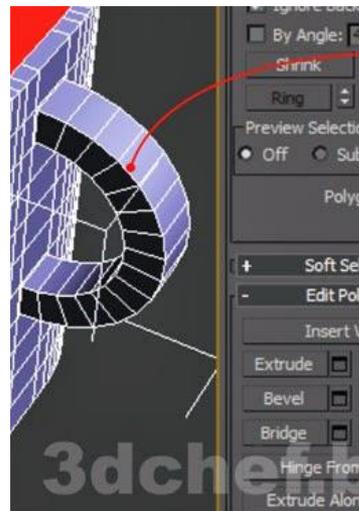
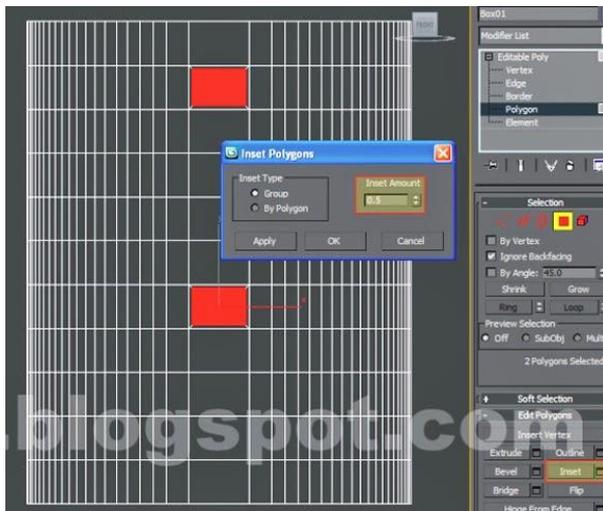
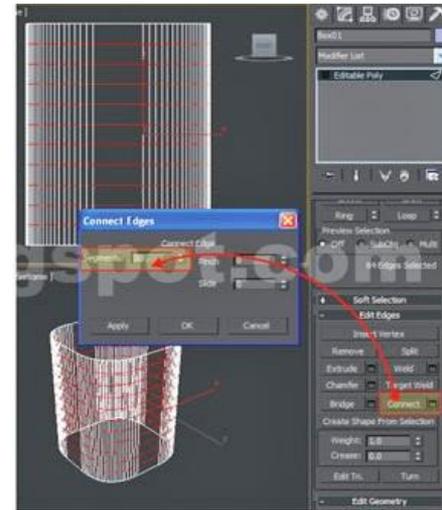
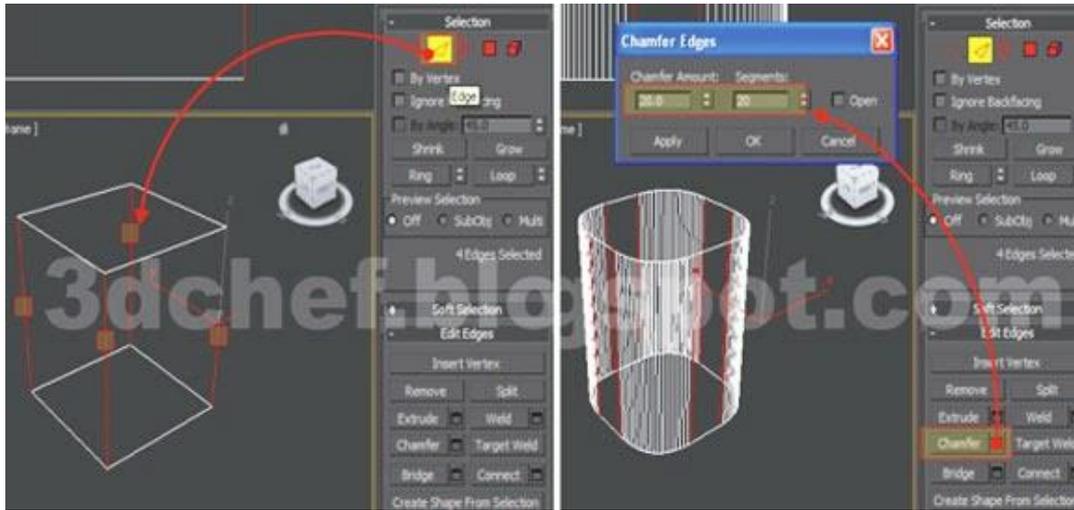


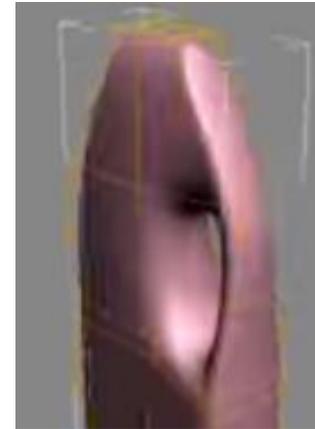
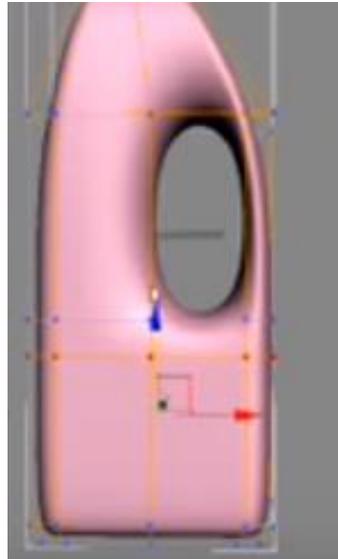
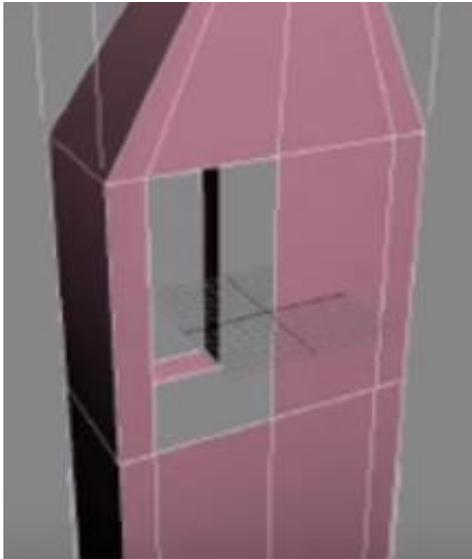
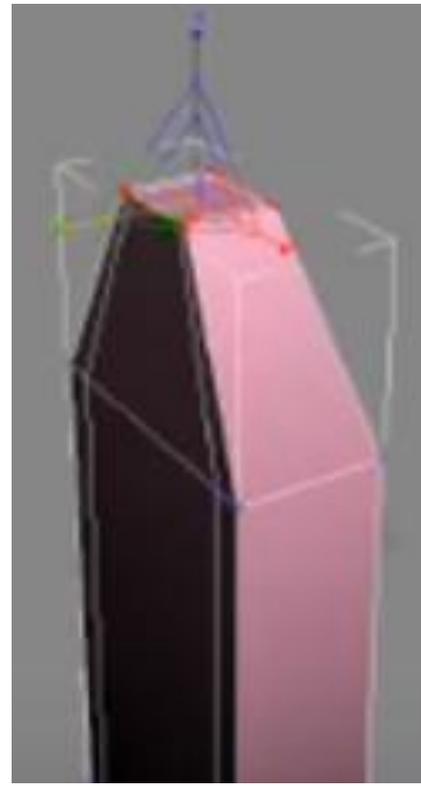
<https://www.youtube.com/watch?v=ZxpuZgnTZg&t=385s>

# Modelling A Nescafe Mug With 3Ds Max

4 edges, and chamfer it with an amount 20 and segment 20.

these edges, and connect with 10 segment



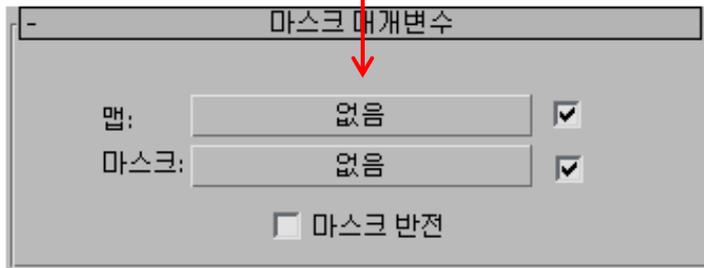
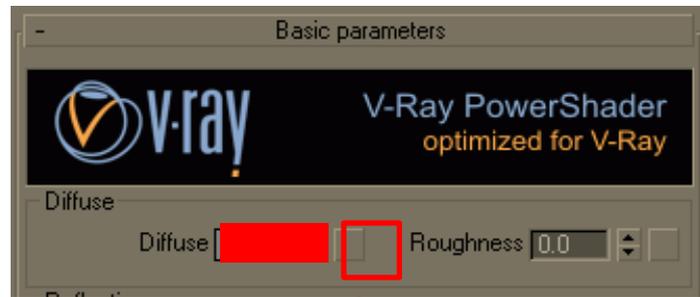


<https://www.youtube.com/watch?v=30Y3NLdaNkw>

# 마스크 맵

재질 편집기 > 재질/맵 브라우저 > 맵 > 표준 > 마스크

기본적으로 마스크의 더 밝은(흰색) 영역에는 적용된 맵이 표시되고 더 어두운(검은색) 영역에는 기본 재질 색상이 표시.



map



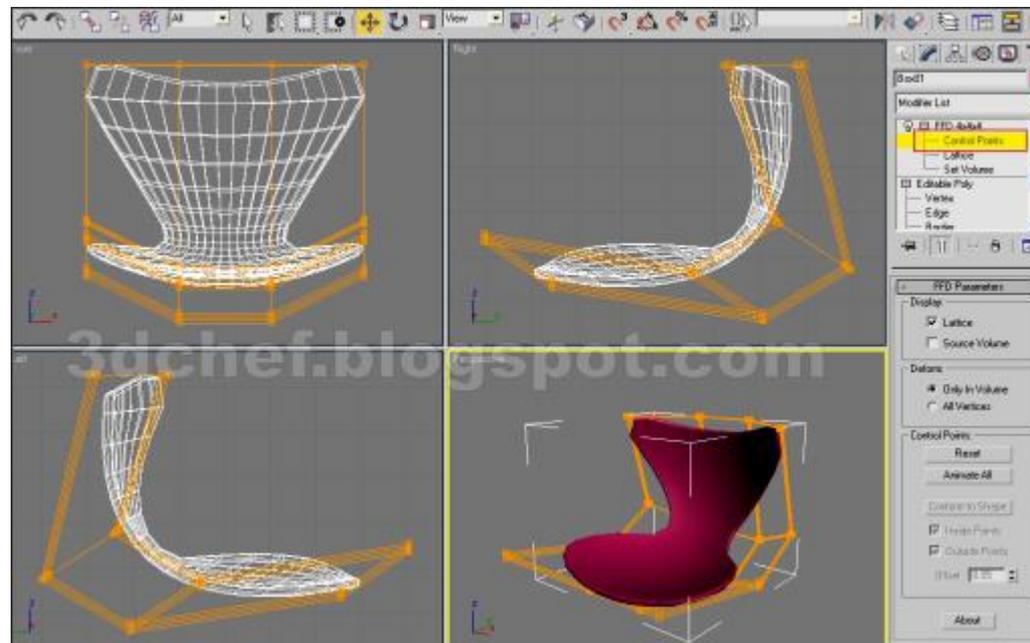
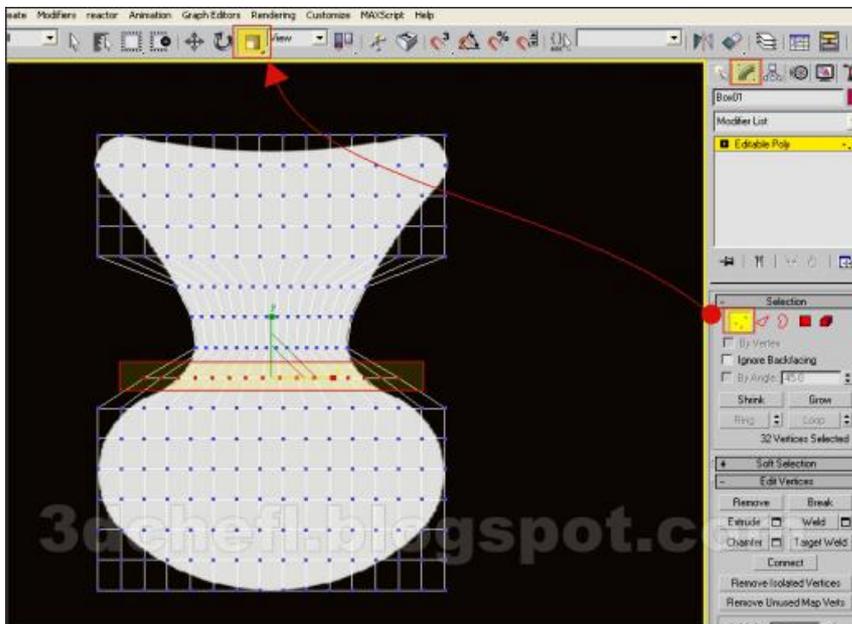
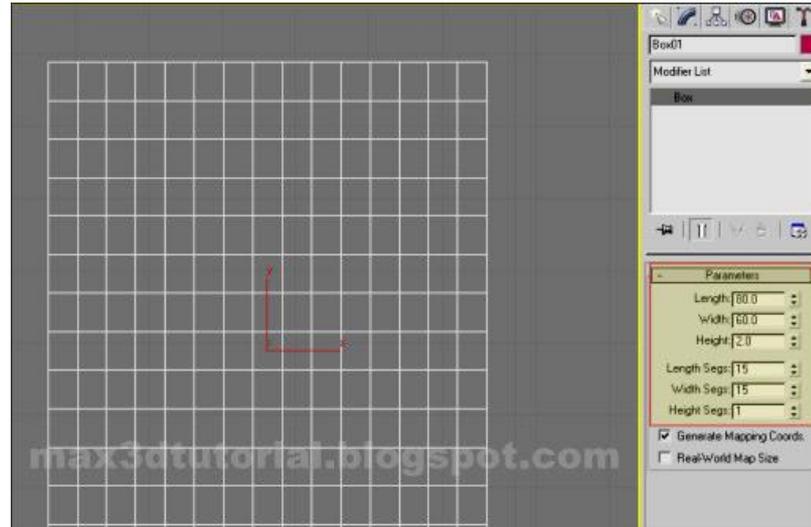
mask



1. 표준 재질의 diffuse 색상을 빨간색 같은 특정 색상으로 설정.
2. Apply a Mask map to the Diffuse map input in the Standard material.

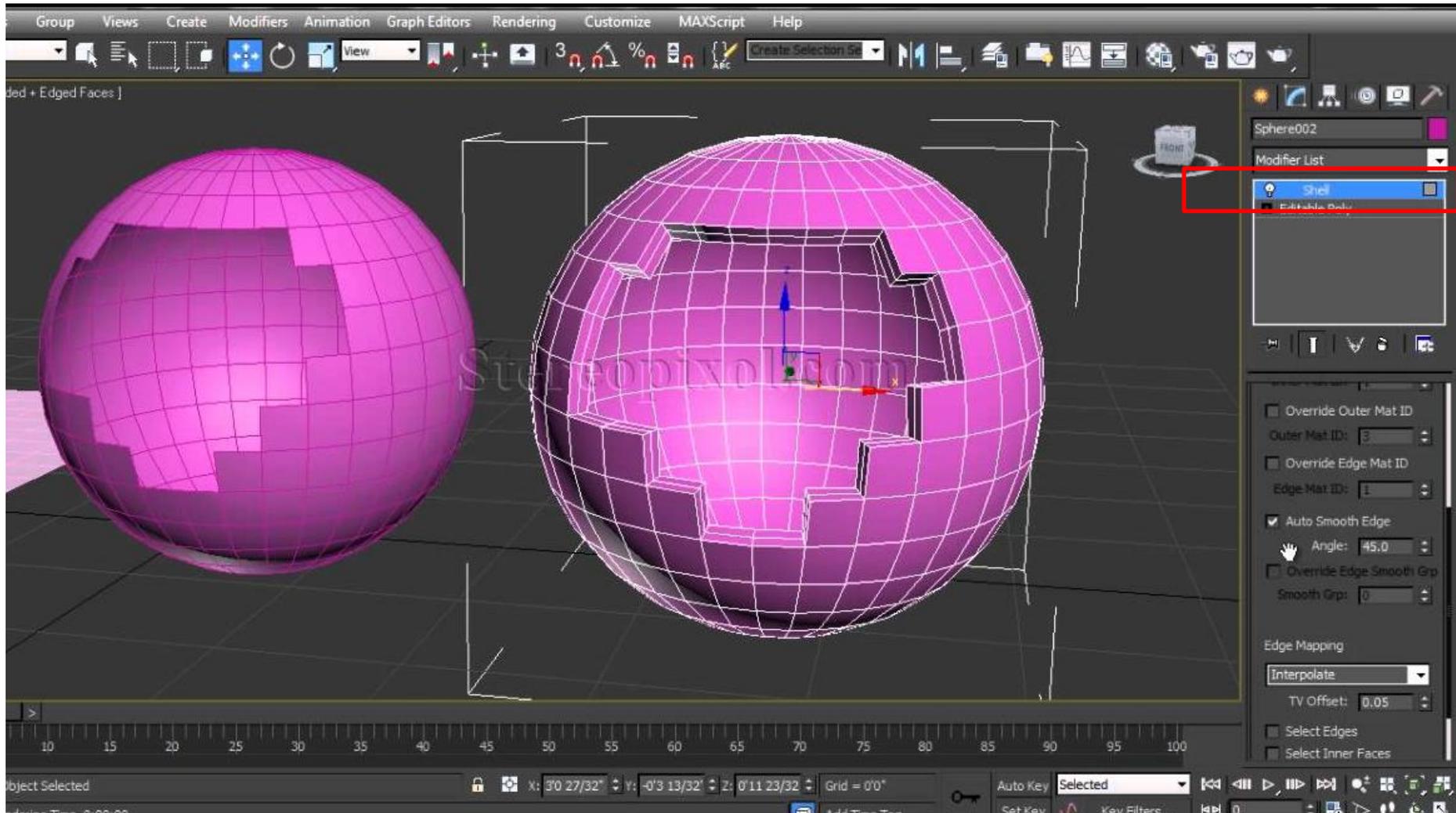
# Creating A Plastic Chair With 3Ds Max

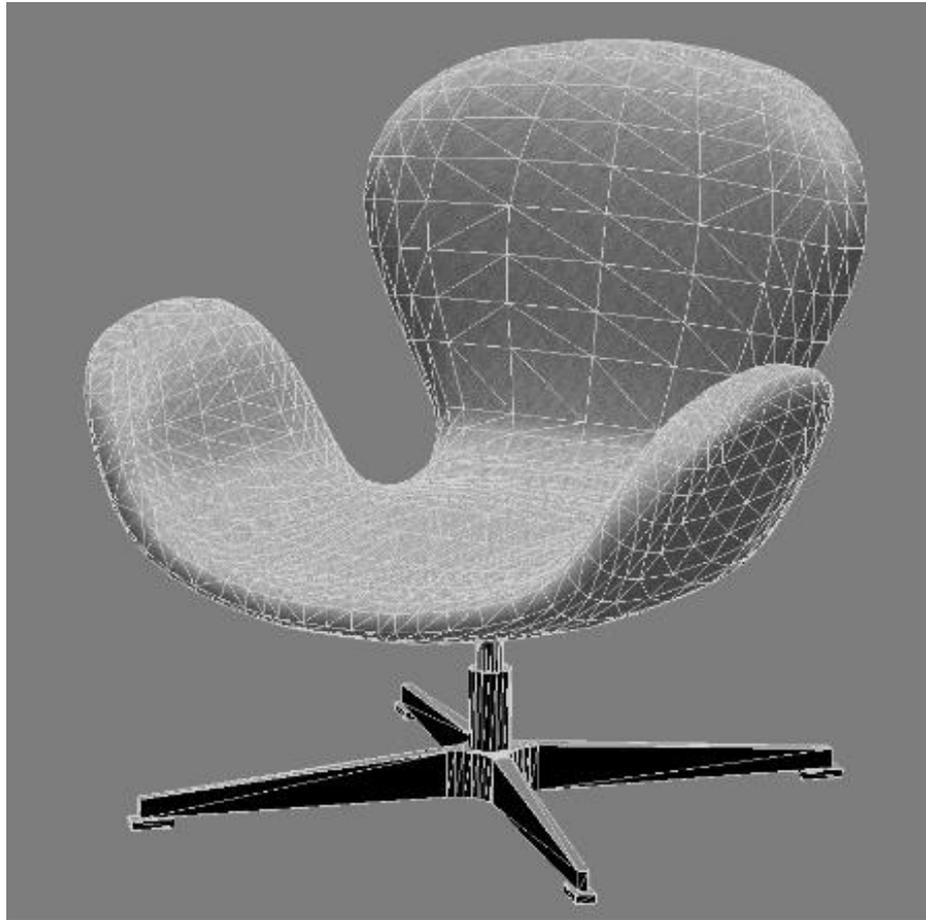
<http://www.3dchef.com/2012/02/creating-plastic-chair.html#more>



# 셸(shell) 수정자

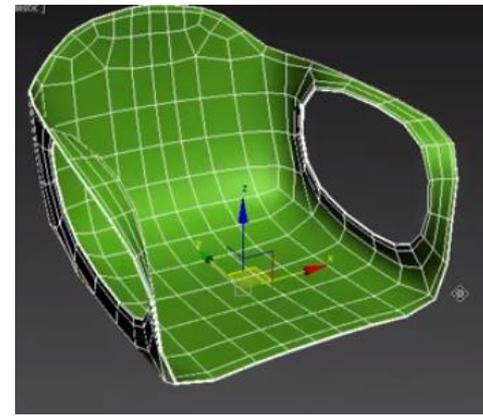
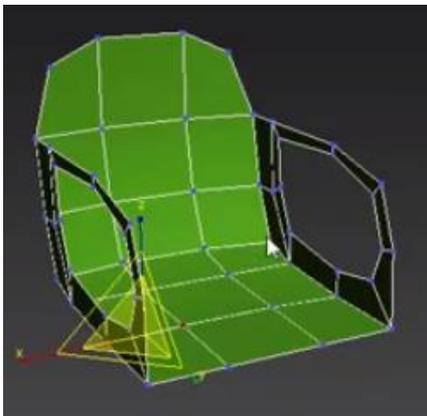
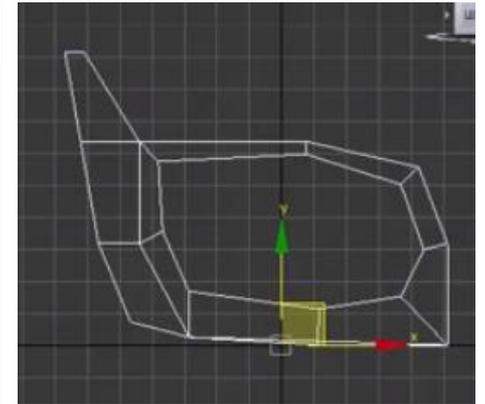
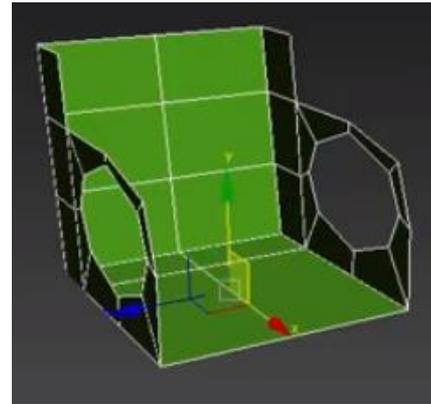
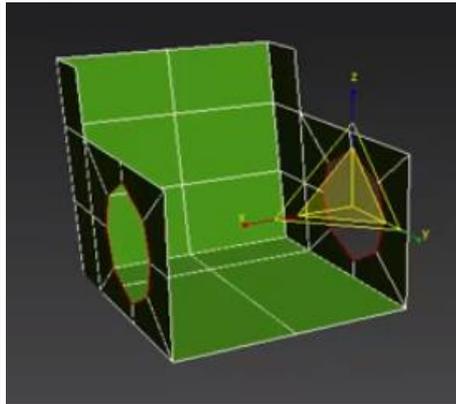
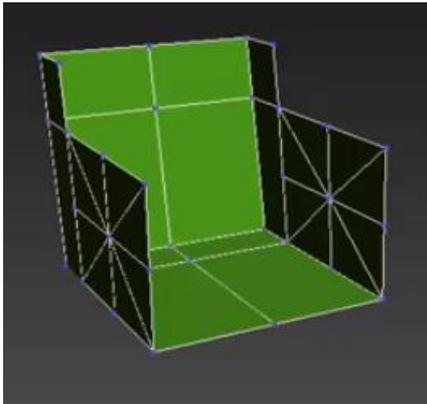
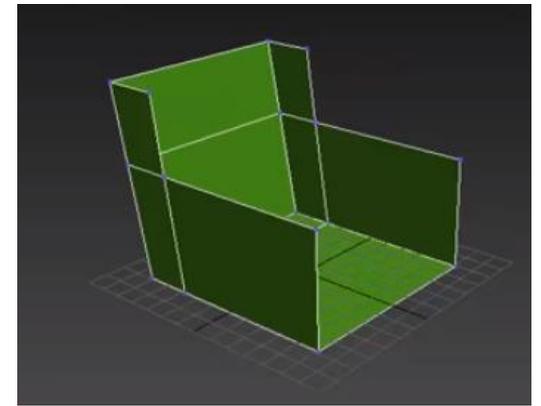
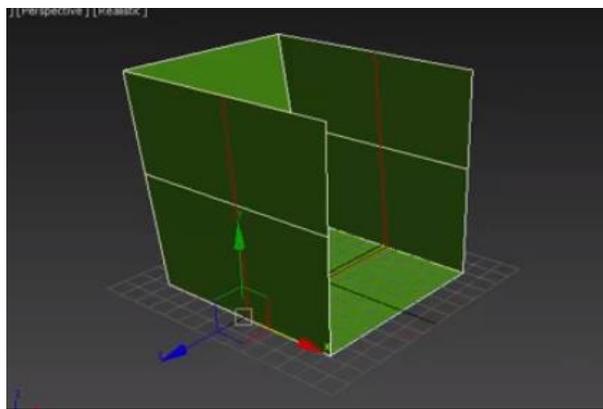
단면의 내부 및 외부에 두께를 부여한다.





<https://vimeo.com/238159375>





<https://www.youtube.com/watch?v=nYca2HzWCJQ>