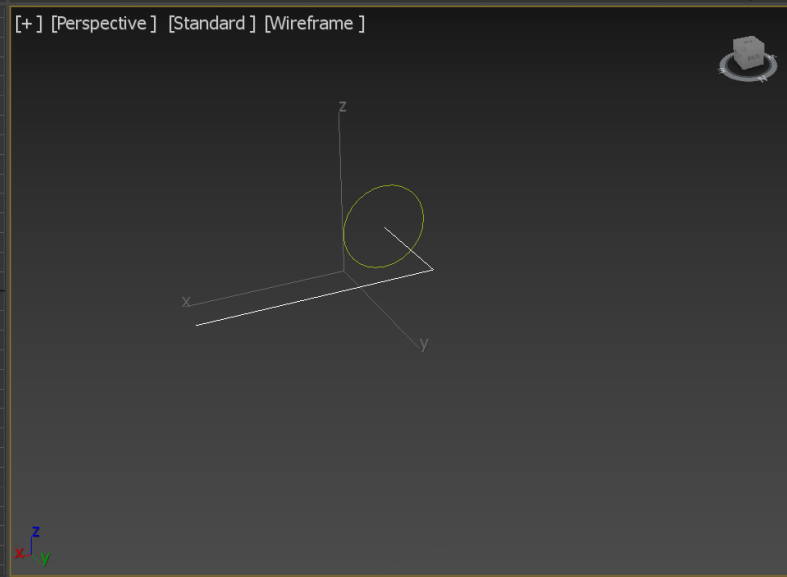
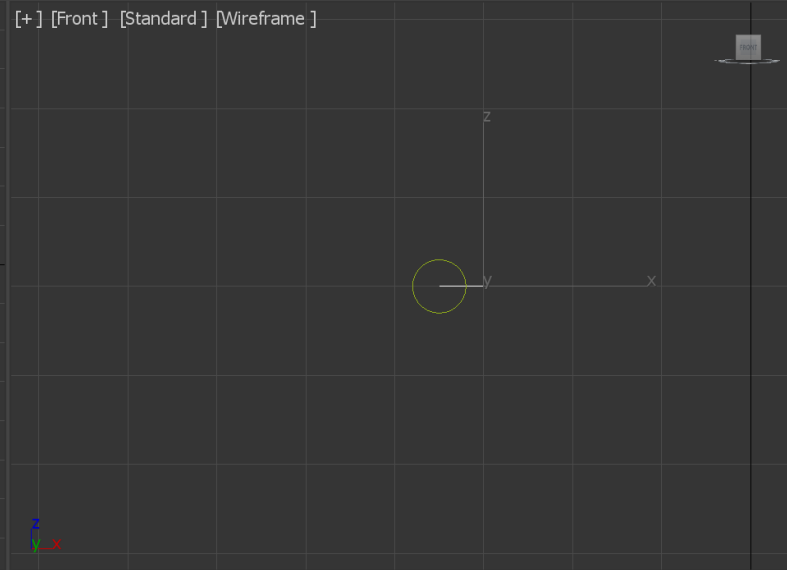
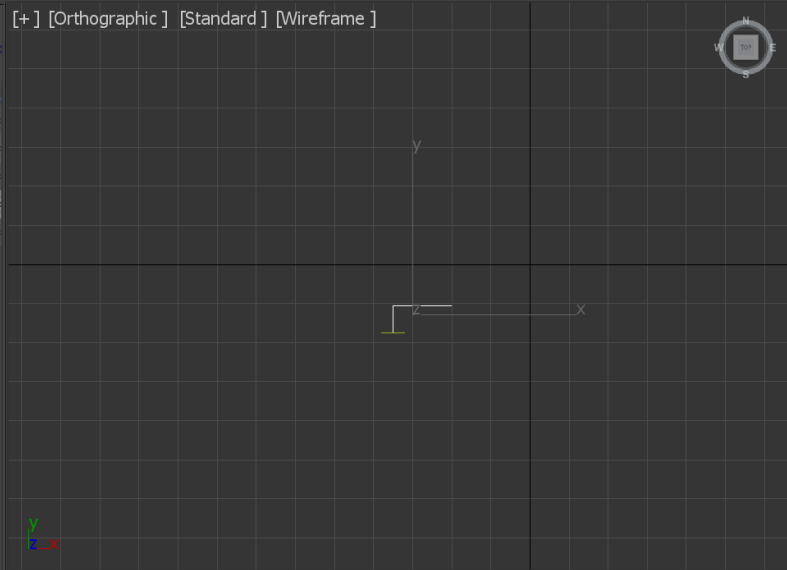


Select Display Edit

Name (Sorted Ascending) Fro

- Box002
- Box003
- Circle002
- Line001
- parede



Line001

Display Color

Wireframe: Object Color Material Color

Shaded: Object Color Material Color

Hide by Category

- Geometry
- Shapes
- Lights
- Cameras
- Helpers
- Space Warps
- Particle Systems
- Bone Objects

Hide

Hide Frozen Objects

Freeze

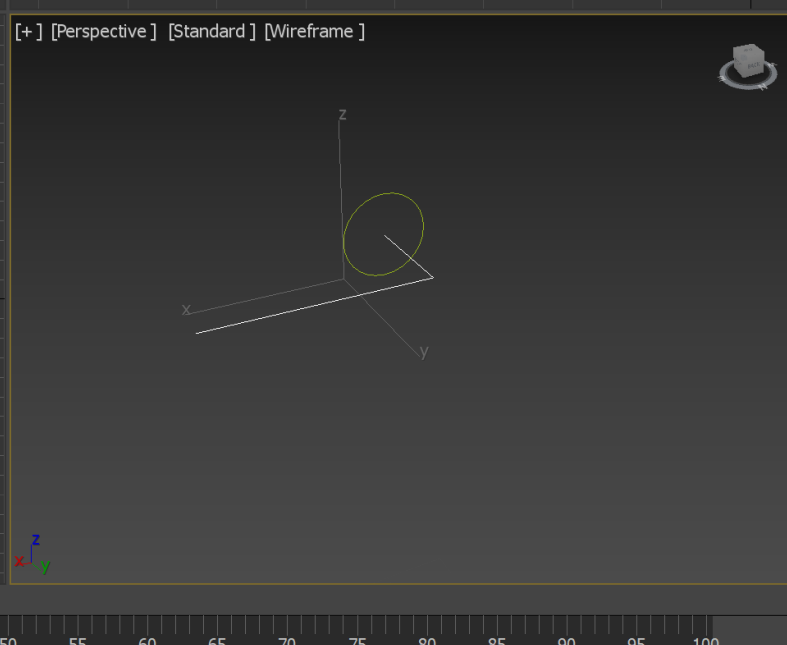
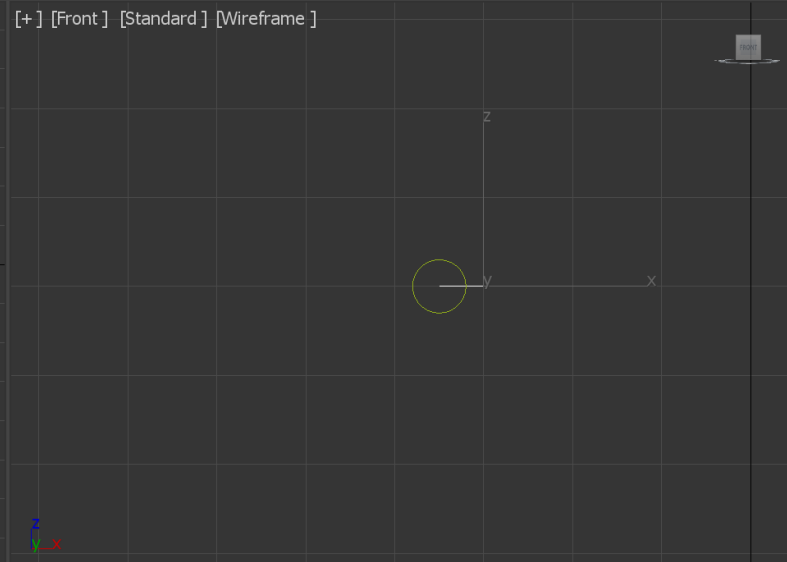
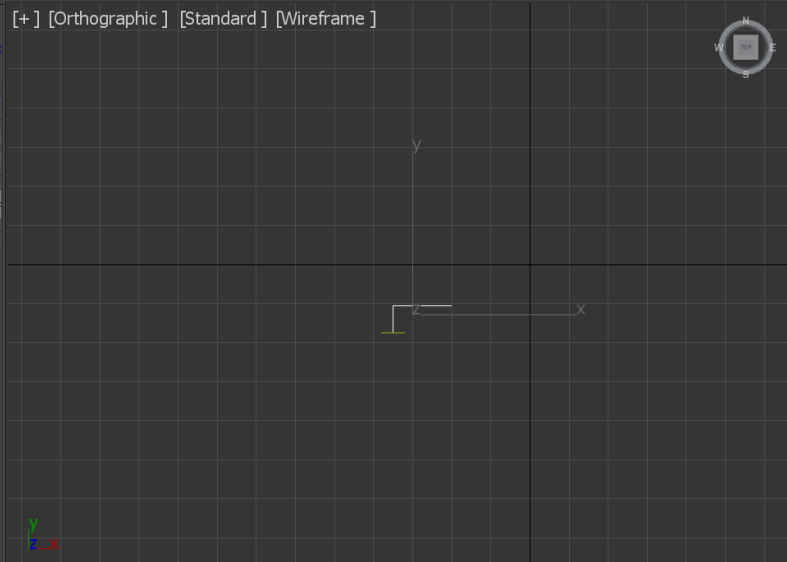
Display Properties

- Display as Box
- Backface Cull

Select Display Edit

Name (Sorted Ascending) • Fro

- Box002
- Box003
- Circle002
- Line001
- parede

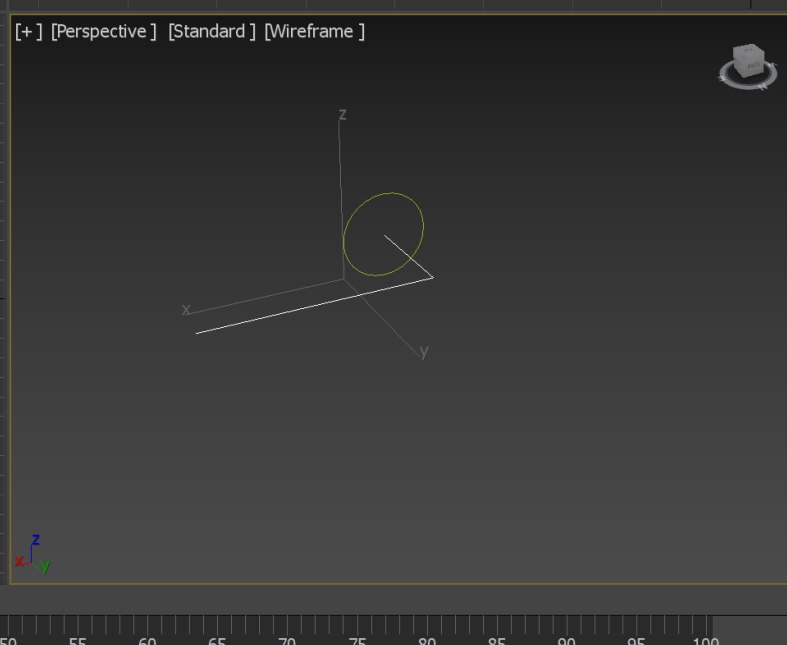
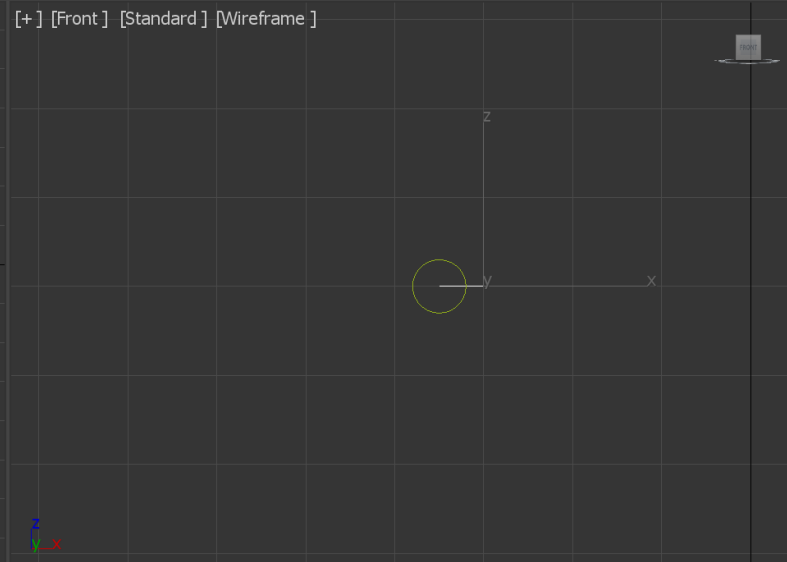
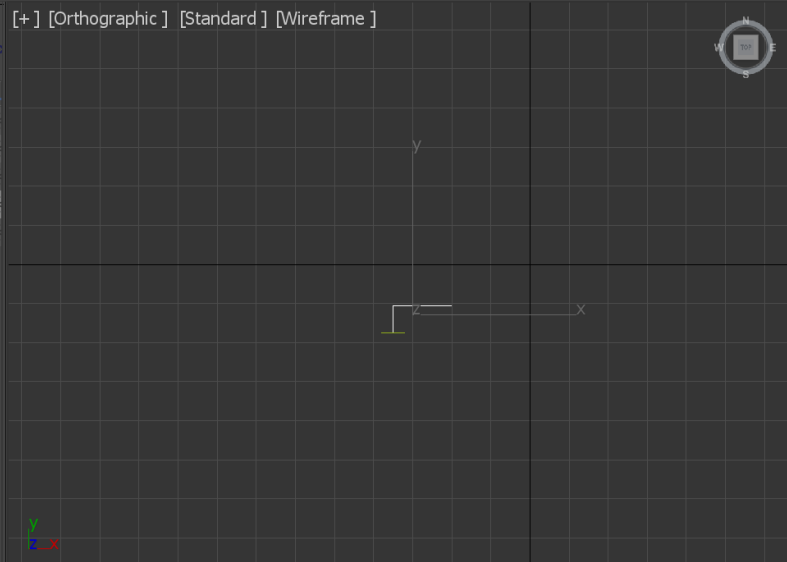


- Standard Primitives
- Standard Primitives
- Extended Primitives
- Compound Objects**
- Particle Systems
- Patch Grids
- Body Objects
- Doors
- NURBS Surfaces
- Windows
- AEC Extended
- Point Cloud Objects
- Dynamics Objects
- Stairs
- Alembic
- mental ray
- CFD
- Max Creation Graph

Select Display Edit

Name (Sorted Ascending) • Fro

- Box002
- Box003
- Circle002
- Line001
- parede



Compound Objects

Object Type

- AutoGrid
- Morph
- Scatter
- Conform
- Connect
- BlobMesh
- Boolean
- ShapeMerge
- Terrain
- Loft
- Meshler
- ProBoolean
- ProCutter

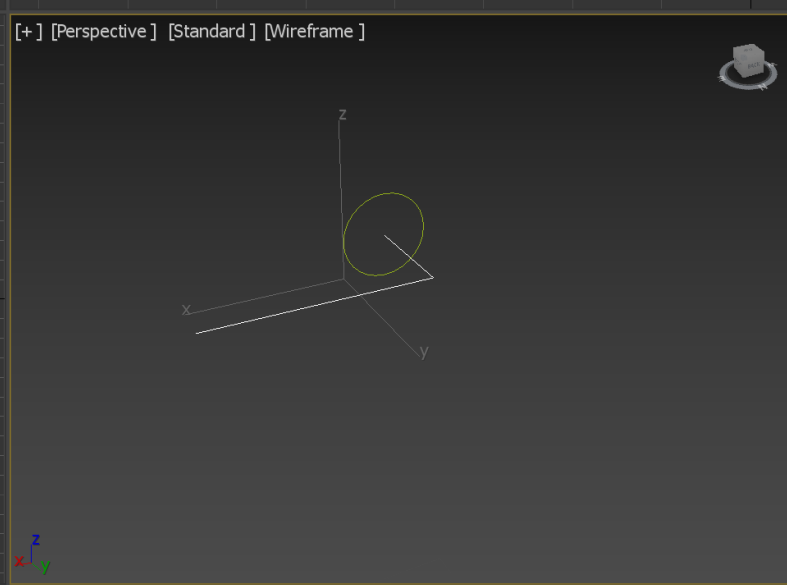
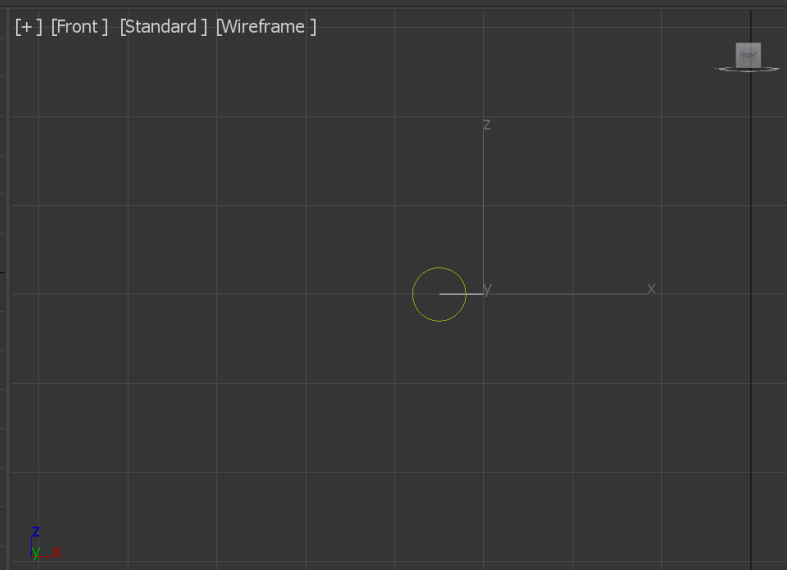
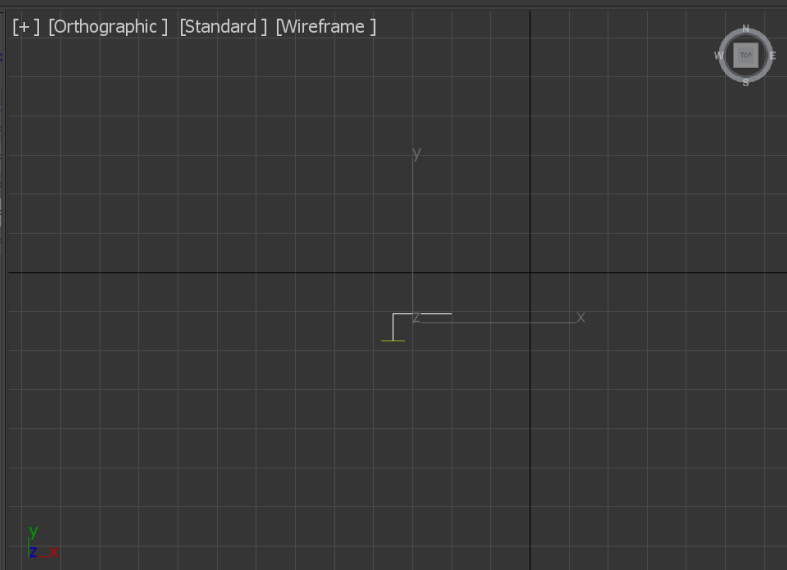
Name and Color

Line001

Select Display Edit

Name (Sorted Ascending) Fro

- Box002
- Box003
- Circle002
- Line001
- parede



Compound Objects

Object Type

- AutoGrid
- Morph Scatter
- Conform Connect
- BlobMesh Boolean
- ShapeMerge Terrain
- Loft Mesher
- ProBoolean ProCutter

Name and Color

Line001

Creation Method

- Get Path
- Get Shape
- Move Copy Instance

Surface Parameters

Path Parameters

Path: 0,0

Snap: 10,0 On

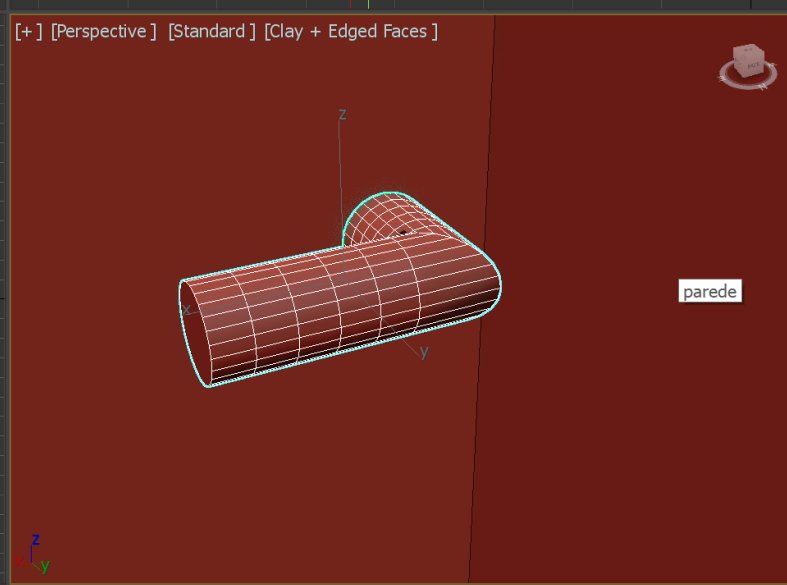
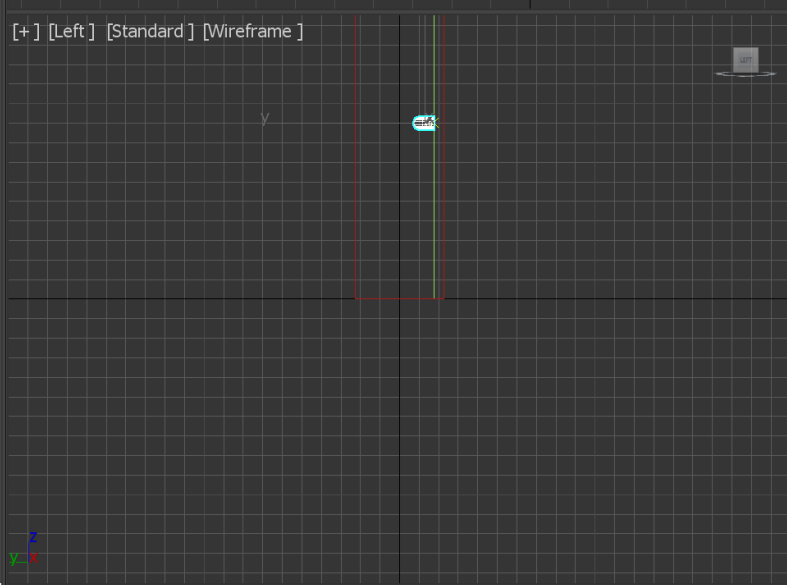
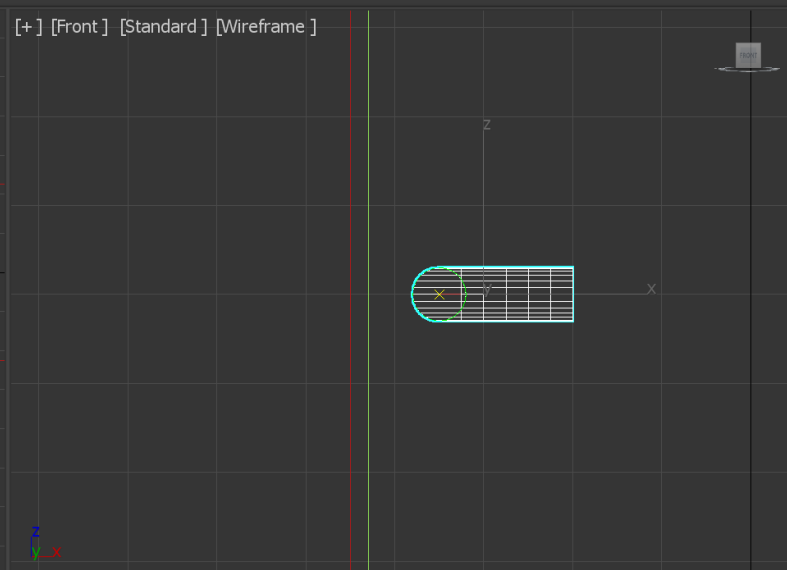
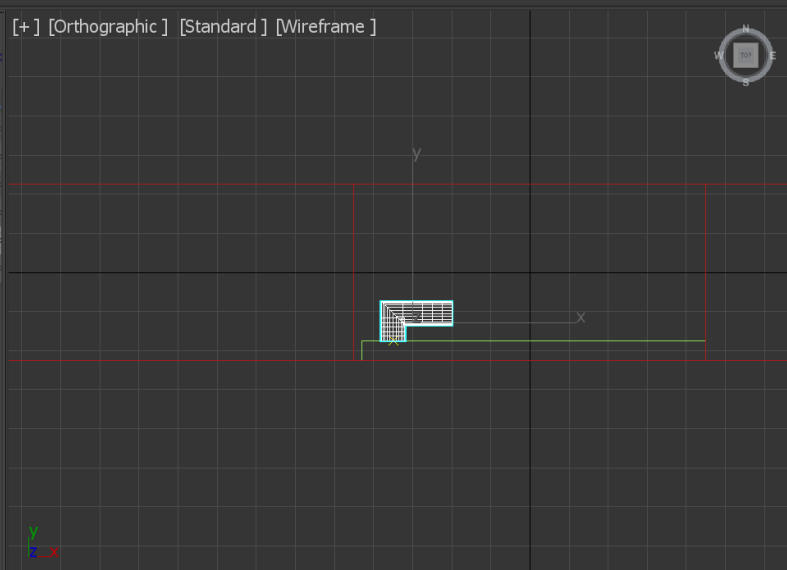
- Percentage Distance
- Path Steps

Skin Parameters

Select Display Edit

Name (Sorted Ascending) • Fro

- Box002
- Box003
- Circle002
- Line001
- Loft001
- parede



Compound Objects

Object Type

- AutoGrid
- Morph Scatter
- Conform Connect
- BlobMesh Boolean
- ShapeMerge Terrain
- Loft Mesher
- ProBoolean ProCutter

Name and Color

Loft001

Creation Method

- Get Path
- Get Shape
- Move Copy Instance

Surface Parameters

Path Parameters

Path: 0,0

Snap: 10,0 On

- Percentage Distance
- Path Steps

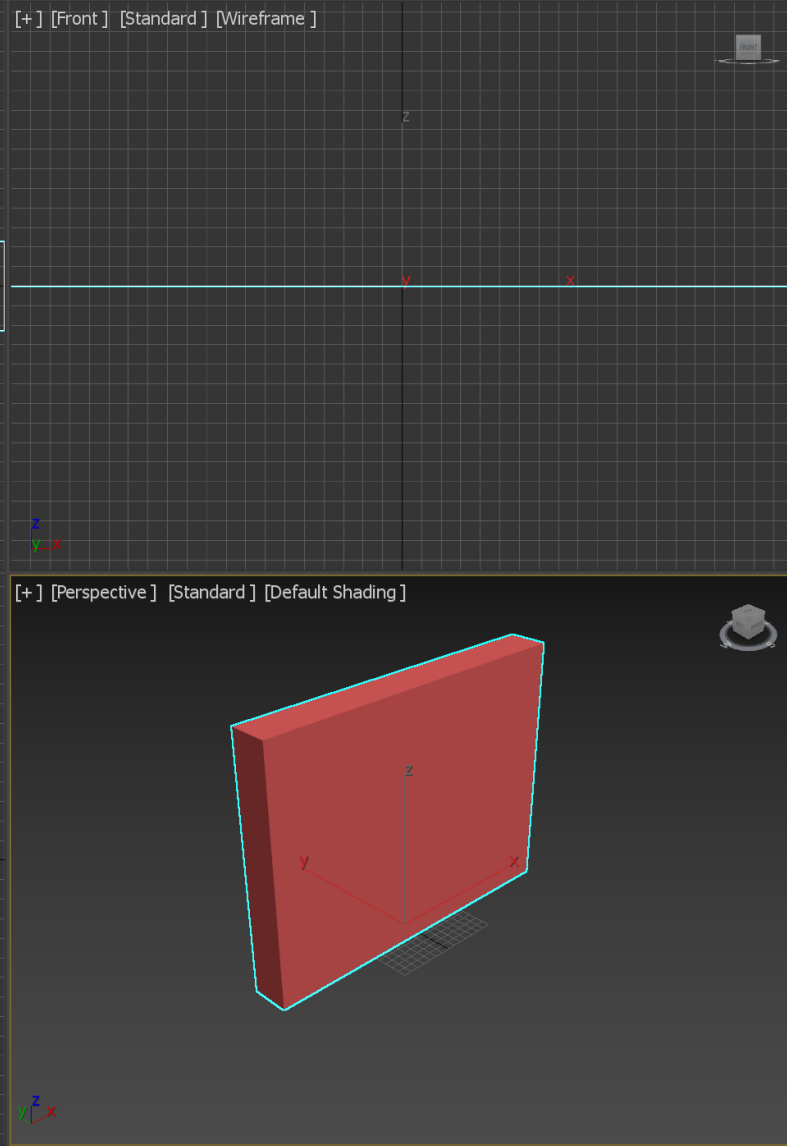
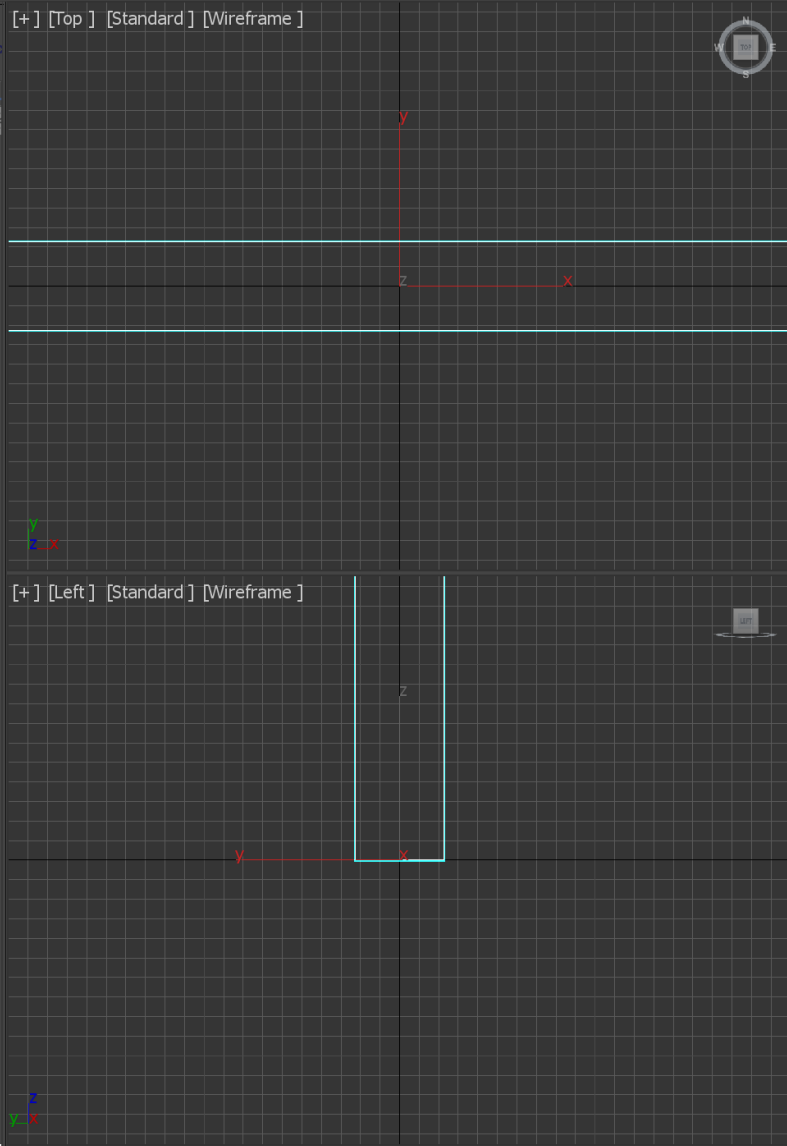
Skin Parameters

Select Display Edit

Name (Sorted Ascending) • Fro

- Box001

Workspace: Default



Standard Primitives

Object Type

- Box
- Cone
- Sphere
- GeoSphere
- Cylinder
- Tube
- Torus
- Pyramid
- Teapot
- Plane
- TextPlus

Name and Color

Box001

Creation Method

- Cube
- Box

Keyboard Entry

X: 0,0

Y: 0,0

Z: 0,0

Length: 60,0

Width: 90,0

Height: 200,0

Create

Parameters

Length: 45,0

Width: 400,0

Height: 300,0

Length Segs: 1

Width Segs: 1

Height Segs: 1

Generate Mapping Coords.

Select Display Edit

Name (Sorted Ascending) • Fro

- Box001

[+] [Top] [Standard] [Wireframe]

[+] [Left] [Standard] [Wireframe]

[+] [Front] [Standard] [Wireframe]

[+] [Perspective] [Standard] [Default Shading]

Standard Primitives

Object Type

- Box
- Cone
- Sphere
- GeoSphere
- Cylinder
- Tube
- Torus
- Pyramid
- Teapot
- Plane
- TextPlus

Name and Color

Box001

Creation Method

- Cube
- Box

Keyboard Entry

X: 0,0

Y: 0,0

Z: -1,0

Length: 60,0

Width: 90,0

Height: 201,0

Create

Parameters

Length: 45,0

Width: 400,0

Height: 300,0

Length Segs: 1

Width Segs: 1

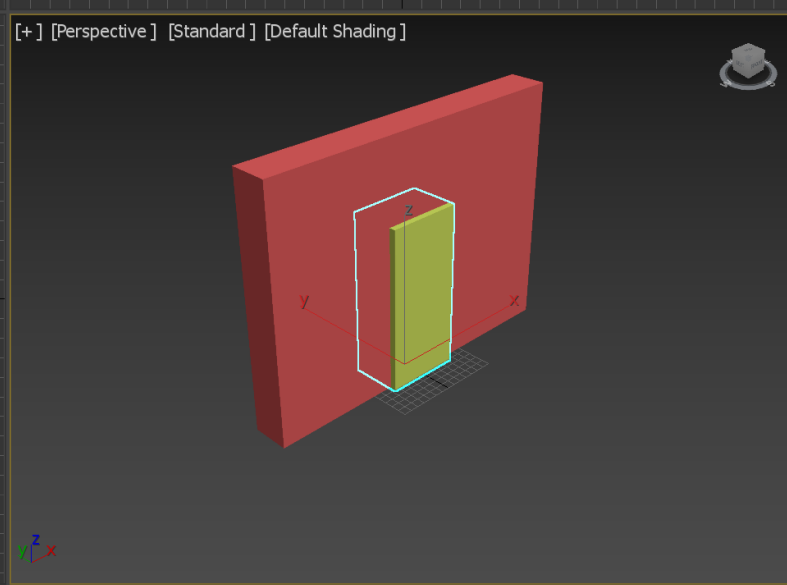
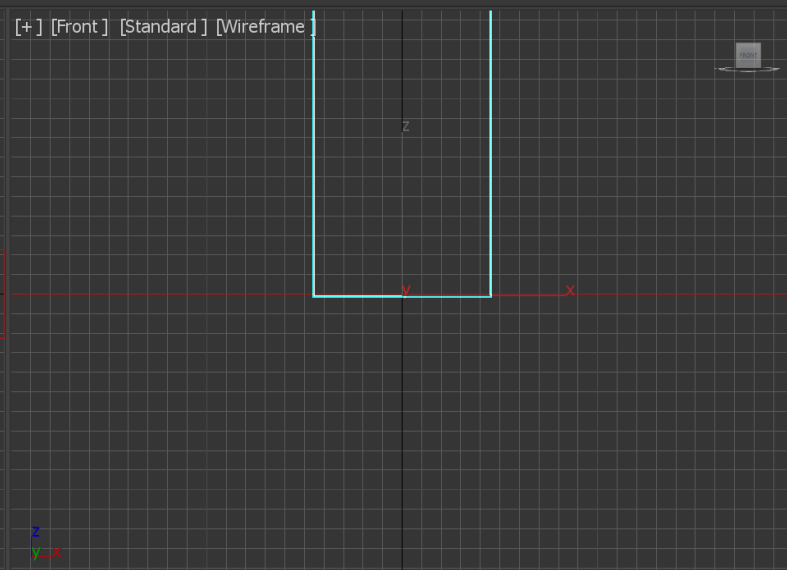
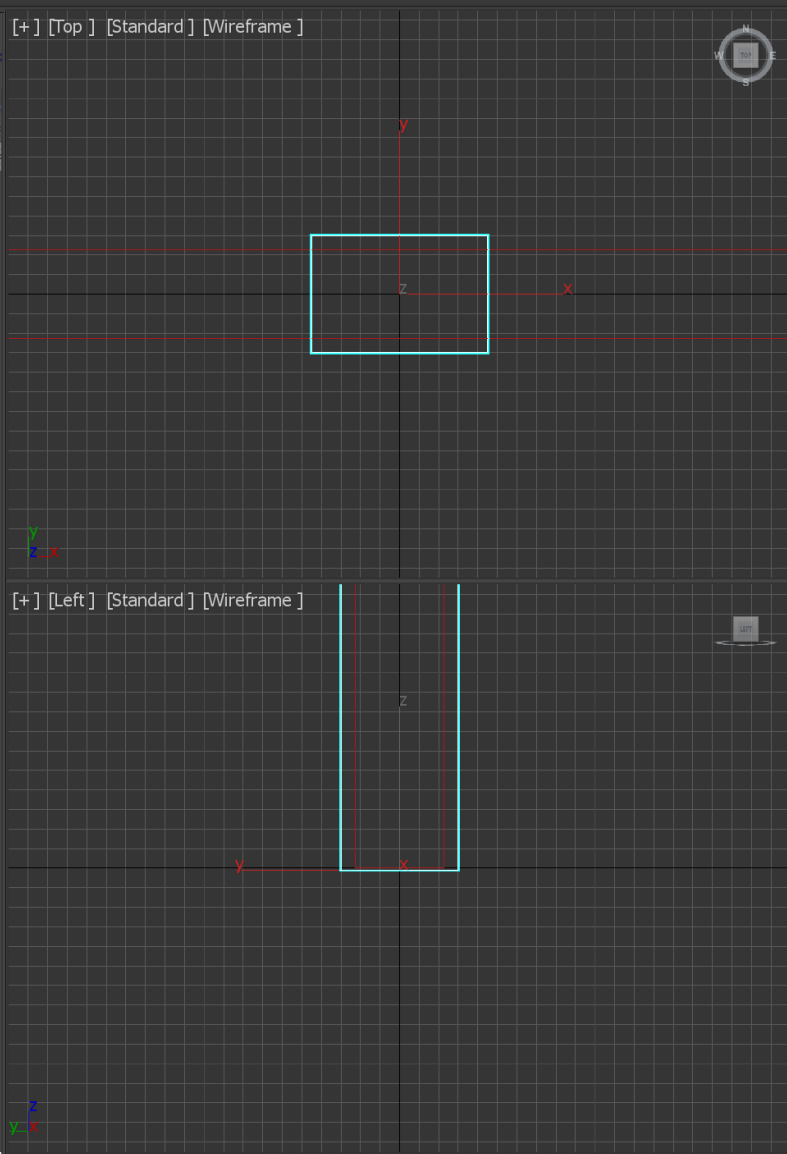
Height Segs: 1

Generate Mapping Coords.

Select Display Edit

Name (Sorted Ascending) • Fro

- Box001
- Box002



Standard Primitives

Object Type

- Box (Selected)
- Cone
- Sphere
- GeoSphere
- Cylinder
- Tube
- Torus
- Pyramid
- Teapot
- Plane
- TextPlus

Name and Color

Box002

Creation Method

- Cube
- Box (Selected)

Keyboard Entry

X: 0,0

Y: 0,0

Z: -1,0

Length: 60,0

Width: 90,0

Height: 201,0

Create

Parameters

Length: 60,0

Width: 90,0

Height: 201,0

Length Segs: 1

Width Segs: 1

Height Segs: 1

Generate Mapping Coords. (checked)

Select Display Edit

Name (Sorted Ascending) • Fro

- Box001
- Box002

[+] [Top] [Standard] [Wireframe]

[+] [Left] [Standard] [Wireframe]

[+] [Front] [Standard] [Wireframe]

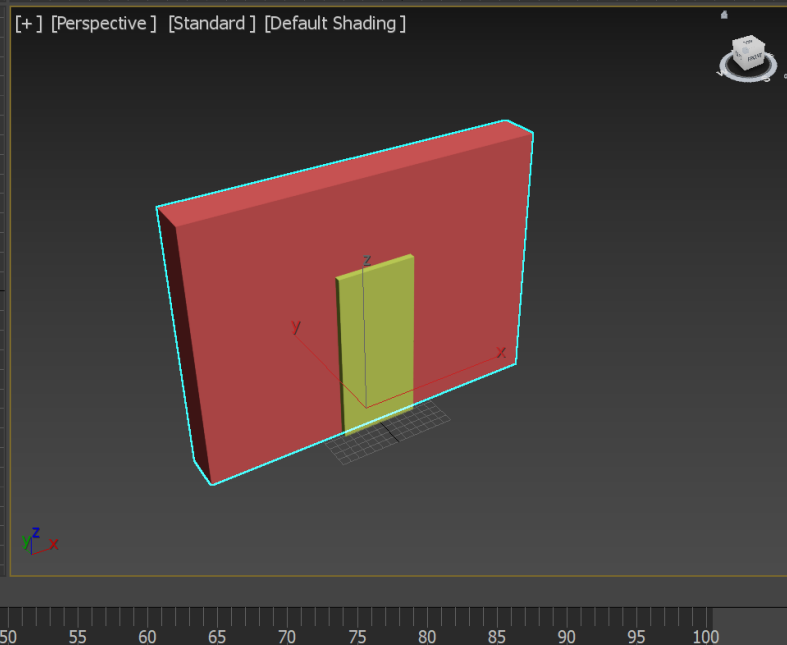
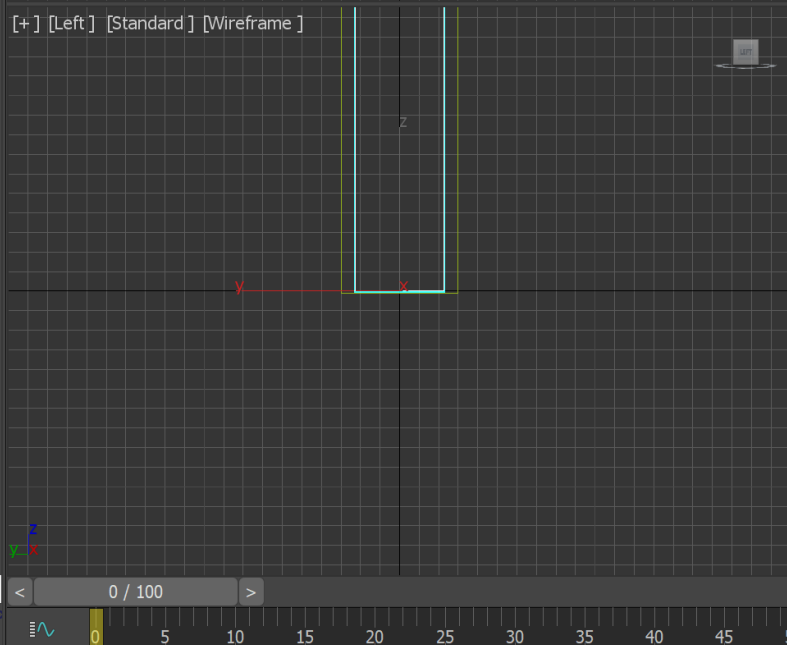
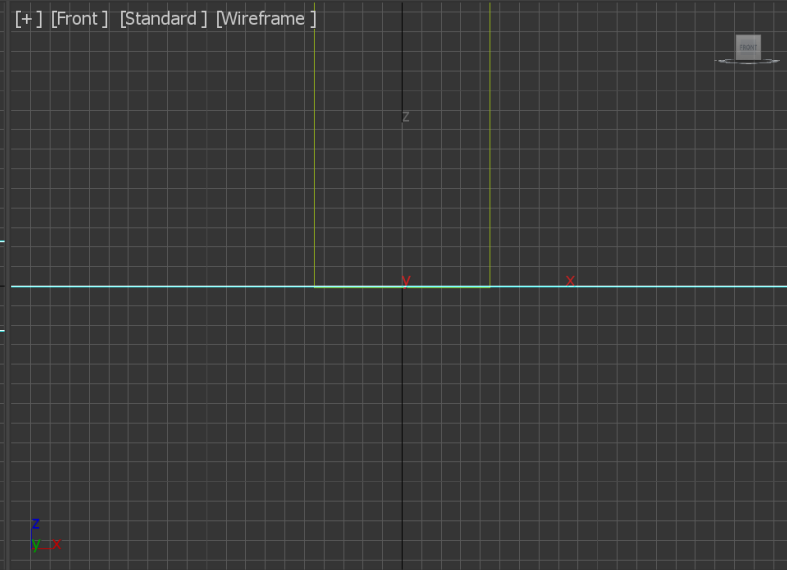
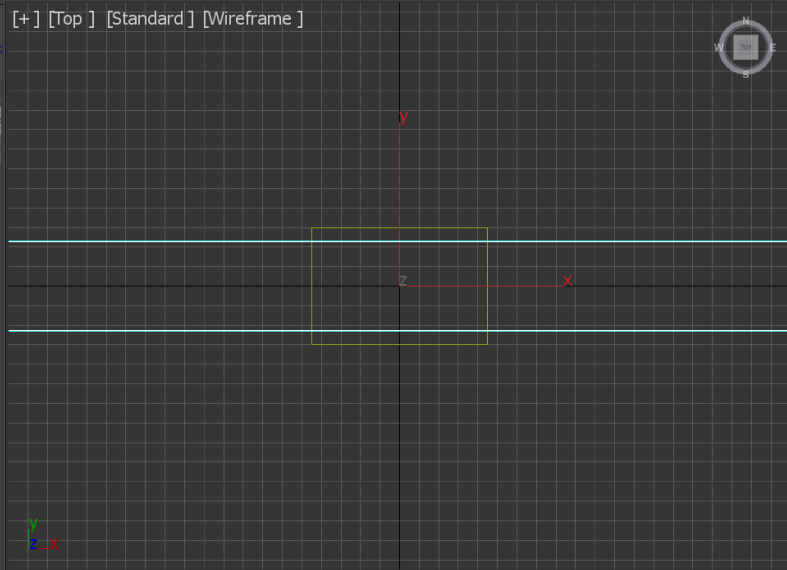
[+] [Perspective] [Standard] [Default Shading]

- Standard Primitives
- Standard Primitives
- Extended Primitives
- Compound Objects
- Particle Systems
- Patch Grids
- Body Objects
- Doors
- NURBS Surfaces
- Windows
- AEC Extended
- Point Cloud Objects
- Dynamics Objects
- Stairs
- Alembic
- mental ray
- CFD
- Max Creation Graph

Select Display Edit

Name (Sorted Ascending) • Fro

- Box001
- Box002



Compound Objects

Object Type

- Morph
- Scatter
- Conform
- Connect
- BlobMesh
- Boolean
- ShapeMerge
- Terrain
- Loft
- Mesher
- ProBoolean
- ProCutter

Name and Color

Box001

Boolean Parameters

Add Operands

Operands:

- Box001

Remove Operands

Open Boolean Explorer

Operand Parameters

- Union
- Merge
- Intersect
- Attach
- Subtract
- Insert
- Imprint

Select Display Edit

Name (Sorted Ascending) • Fro

- Box001
- Box002

[+] [Top] [Standard] [Wireframe]

[+] [Left] [Standard] [Wireframe]

[+] [Front] [Standard] [Wireframe]

[+] [Perspective] [Standard] [Default Shading]

Compound Objects

Object Type

- AutoGrid
- Morph Scatter
- Conform Connect
- BlobMesh Boolean
- ShapeMerge Terrain
- Loft Mesher
- ProBoolean ProCutter

Name and Color

Box001

Boolean Parameters

Add Operands

Operands:

- Box001

Remove Operands

Open Boolean Explorer

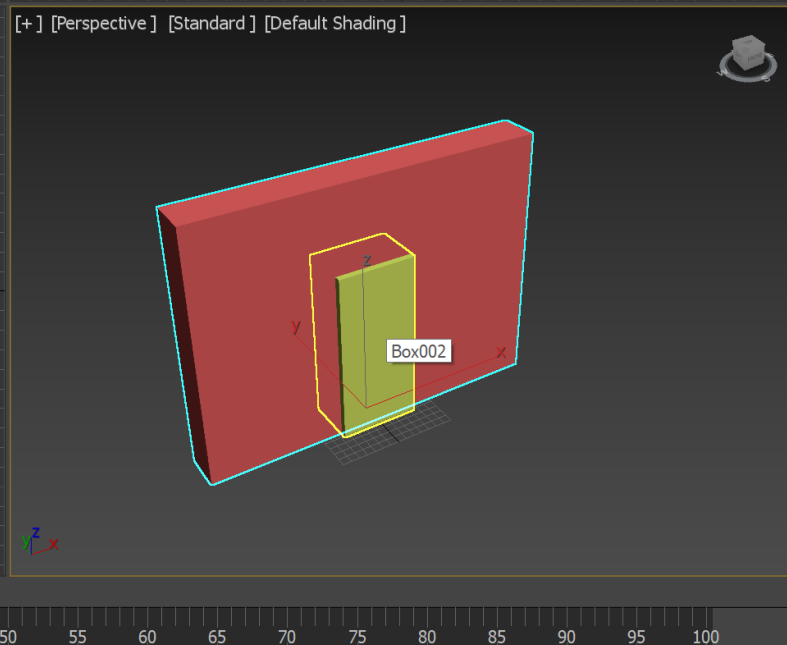
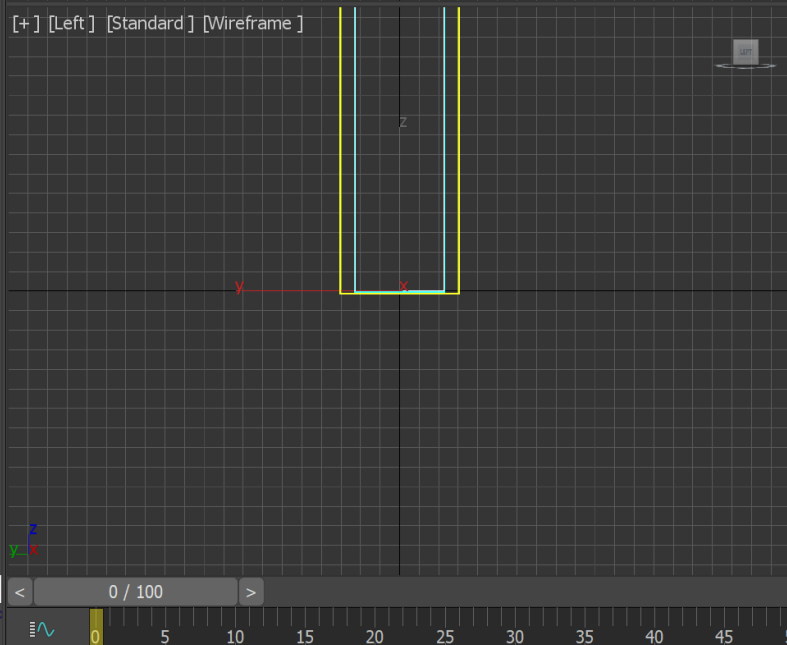
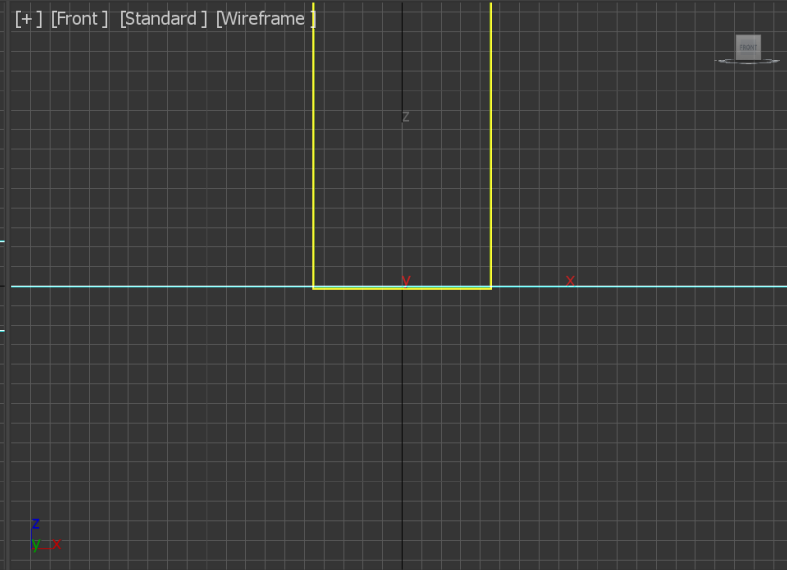
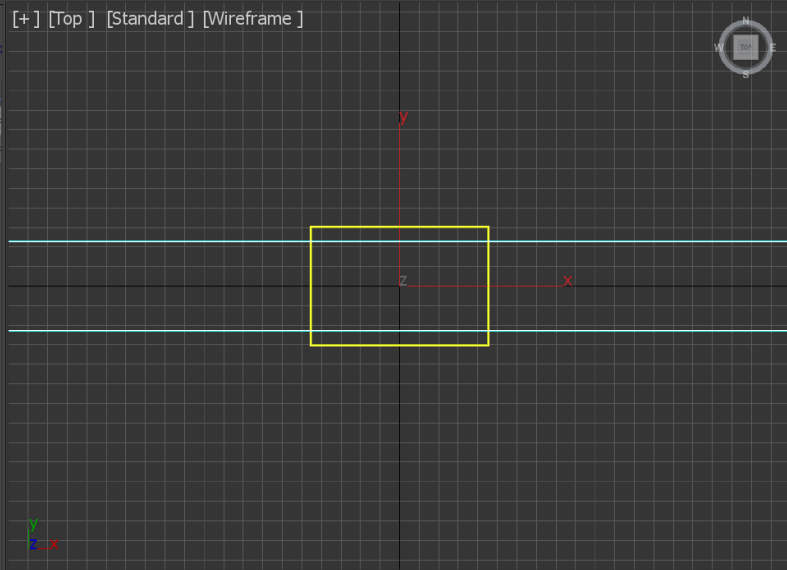
Operand Parameters

- Union
- Merge
- Intersect
- Attach
- Subtract
- Insert
- Imprint

Select Display Edit

Name (Sorted Ascending) • Fro

- Box001
- Box002



Compound Objects

Object Type

- AutoGrid
- Morph Scatter
- Conform Connect
- BlobMesh Boolean
- ShapeMerge Terrain
- Loft Mesher
- ProBoolean ProCutter

Name and Color

Box001

Boolean Parameters

Add Operands

Operands:

- Box001

Remove Operands

Open Boolean Explorer

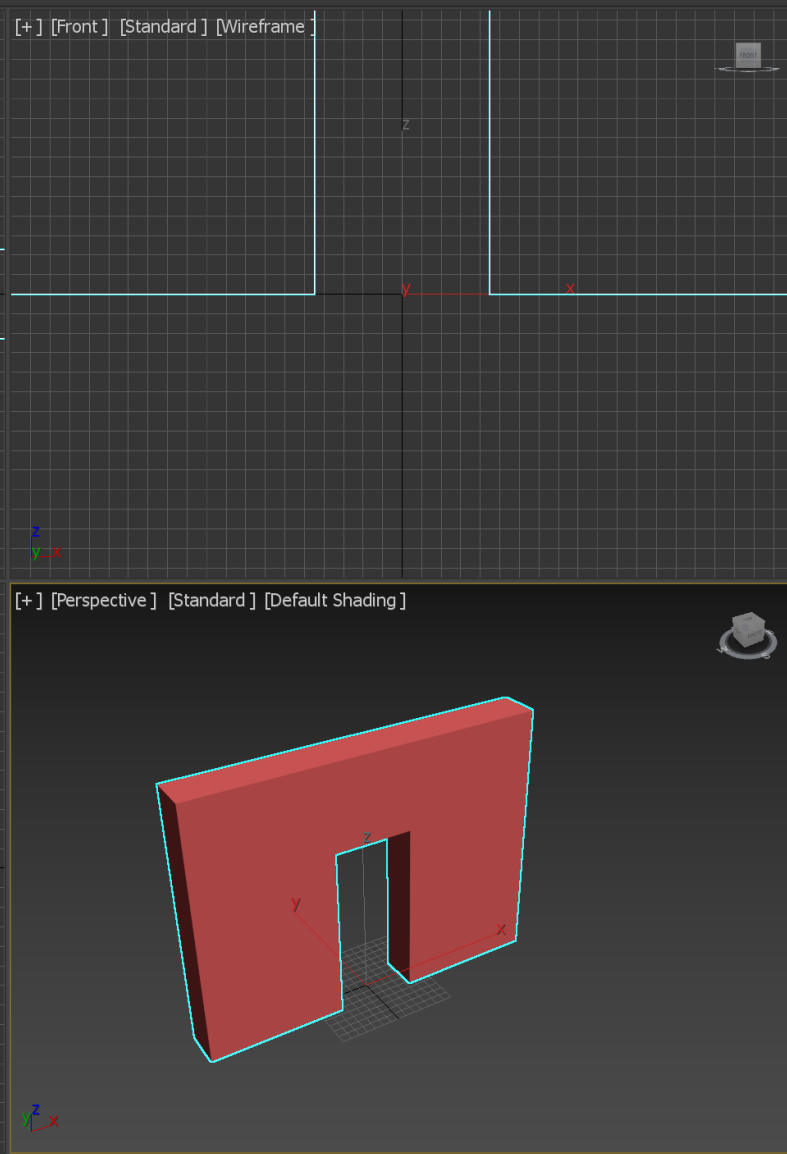
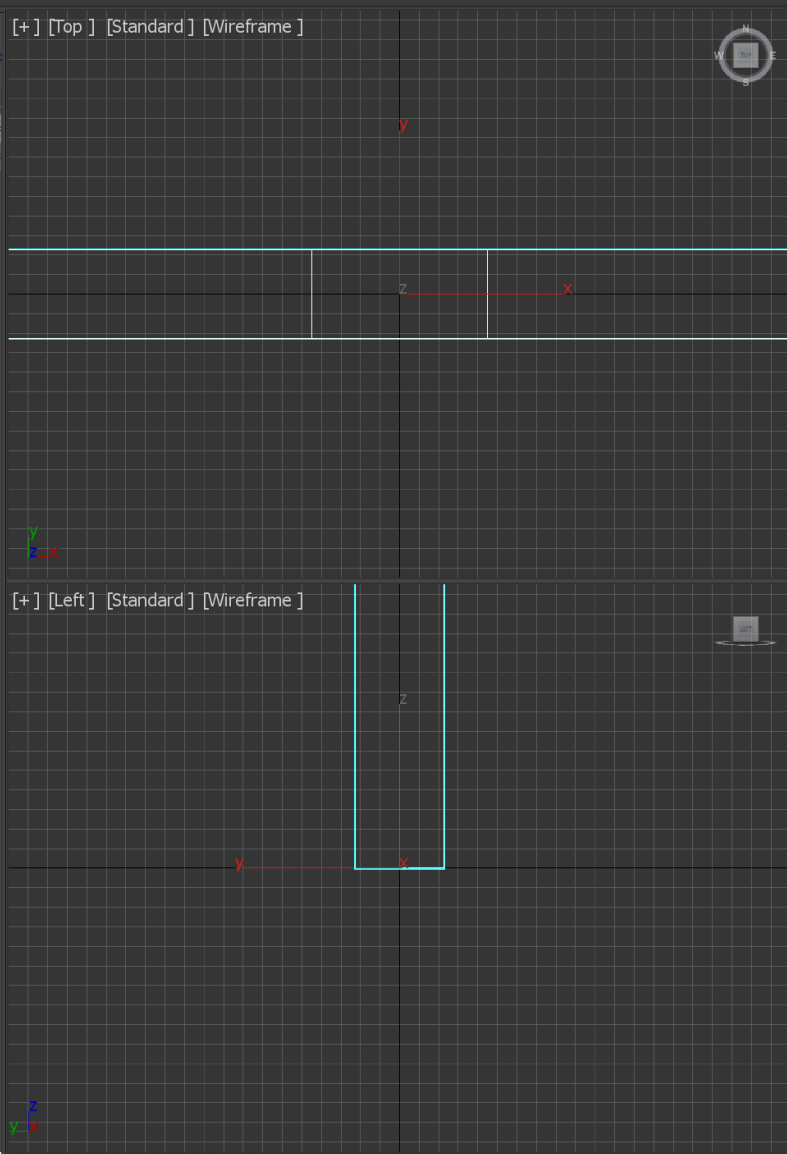
Operand Parameters

- Union Merge
- Intersect Attach
- Subtract Insert
- Imprint

Select Display Edit

Name (Sorted Ascending) • Fro

- Box001
- Box002



Compound Objects

Object Type

- AutoGrid
- Morph Scatter
- Conform Connect
- BlobMesh Boolean
- ShapeMerge Terrain
- Loft Mesher
- ProBoolean ProCutter

Name and Color

Box001

Boolean Parameters

Add Operands

Operands:

- Box001
- Box002

Remove Operands

Open Boolean Explorer

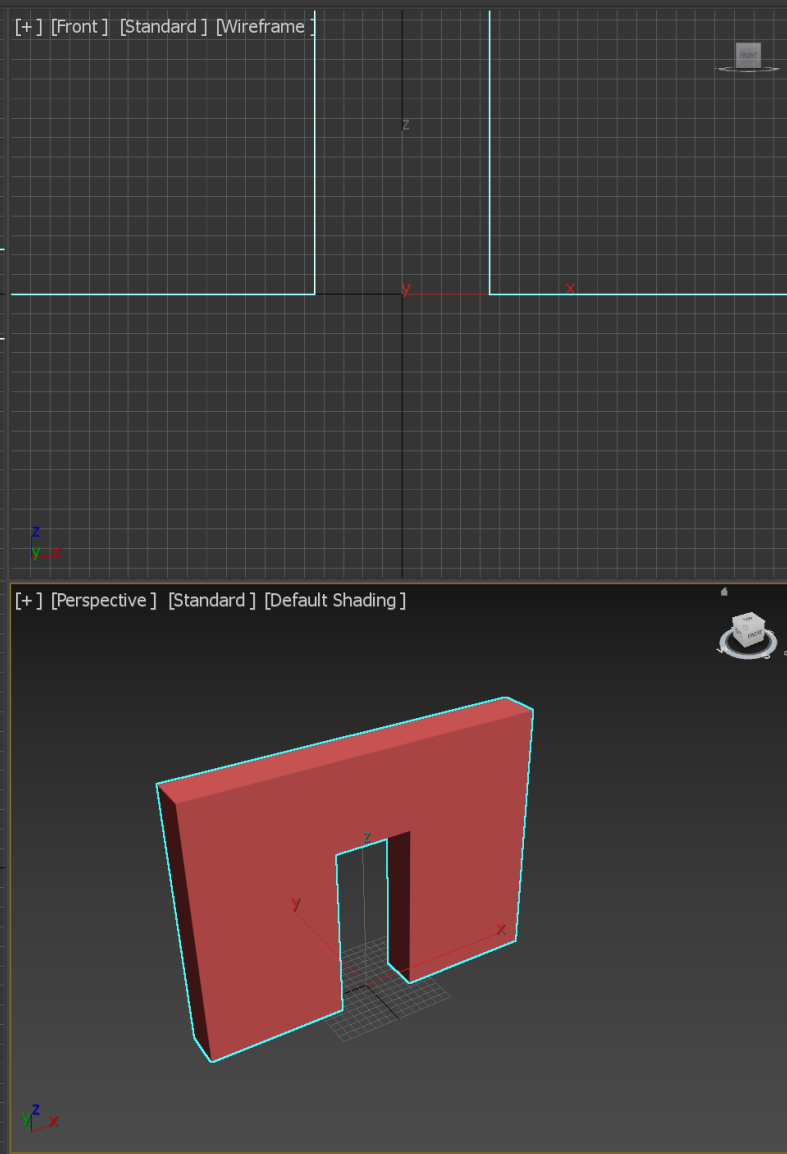
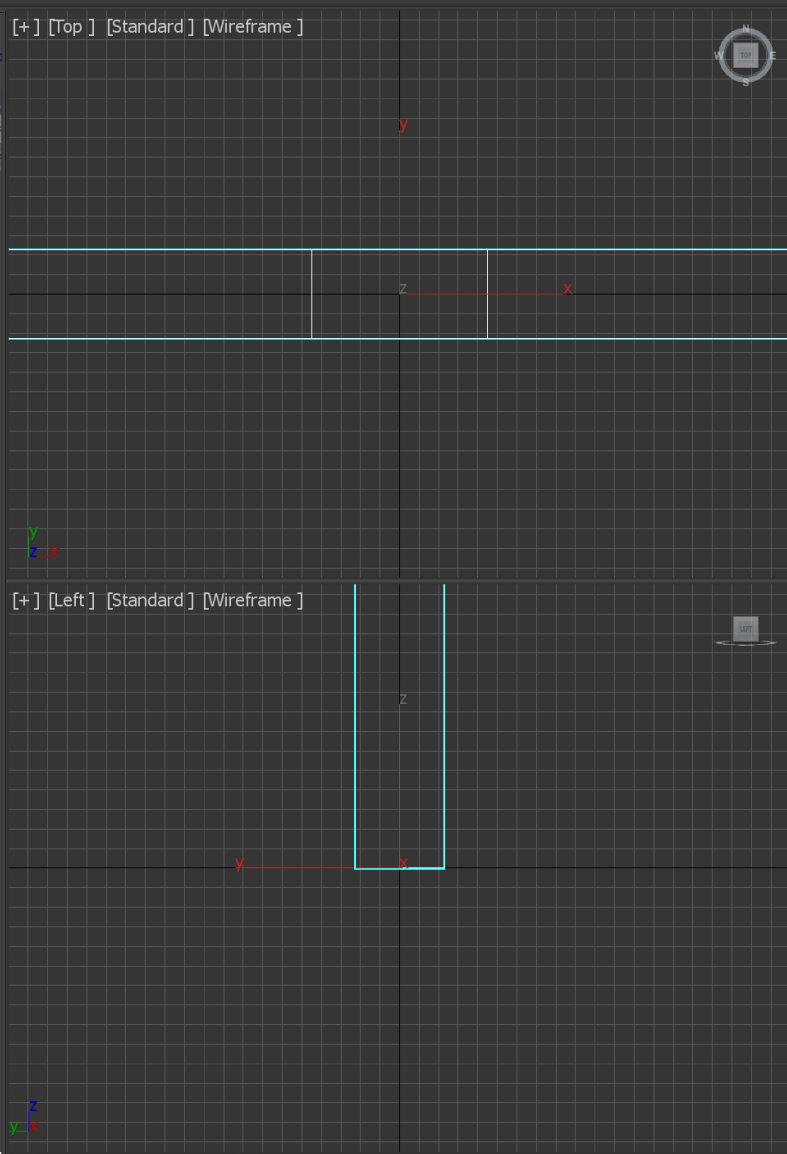
Operand Parameters

- Union Merge
- Intersect Attach
- Subtract Insert
- Imprint

Select Display Edit

Name (Sorted Ascending) • Fro

- parede
- Box002



Standard Primitives

Object Type

- AutoGrid
- Box
- Cone
- Sphere
- GeoSphere
- Cylinder
- Tube
- Torus
- Pyramid
- Teapot
- Plane
- TextPlus

Name and Color

parede

Creation Method

- Cube
- Box

Keyboard Entry

X: 0,0

Y: 0,0

Z: -1,0

Length: 60,0

Width: 90,0

Height: 201,0

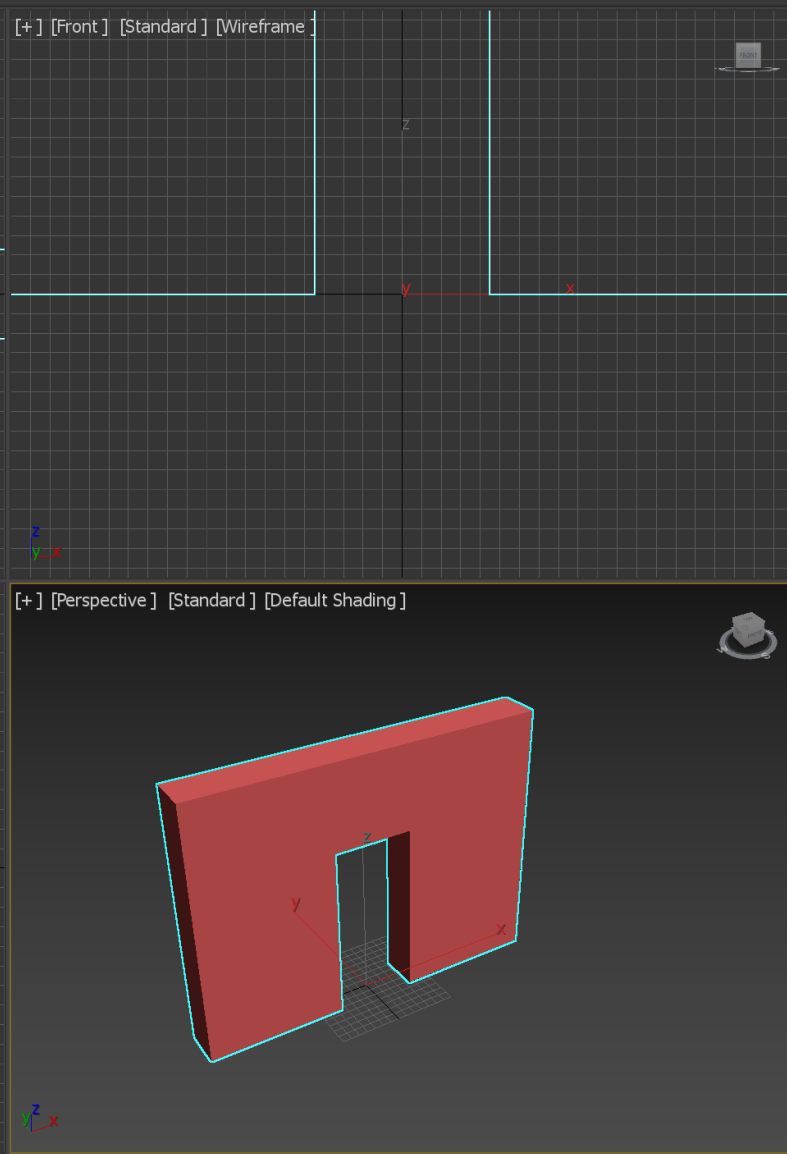
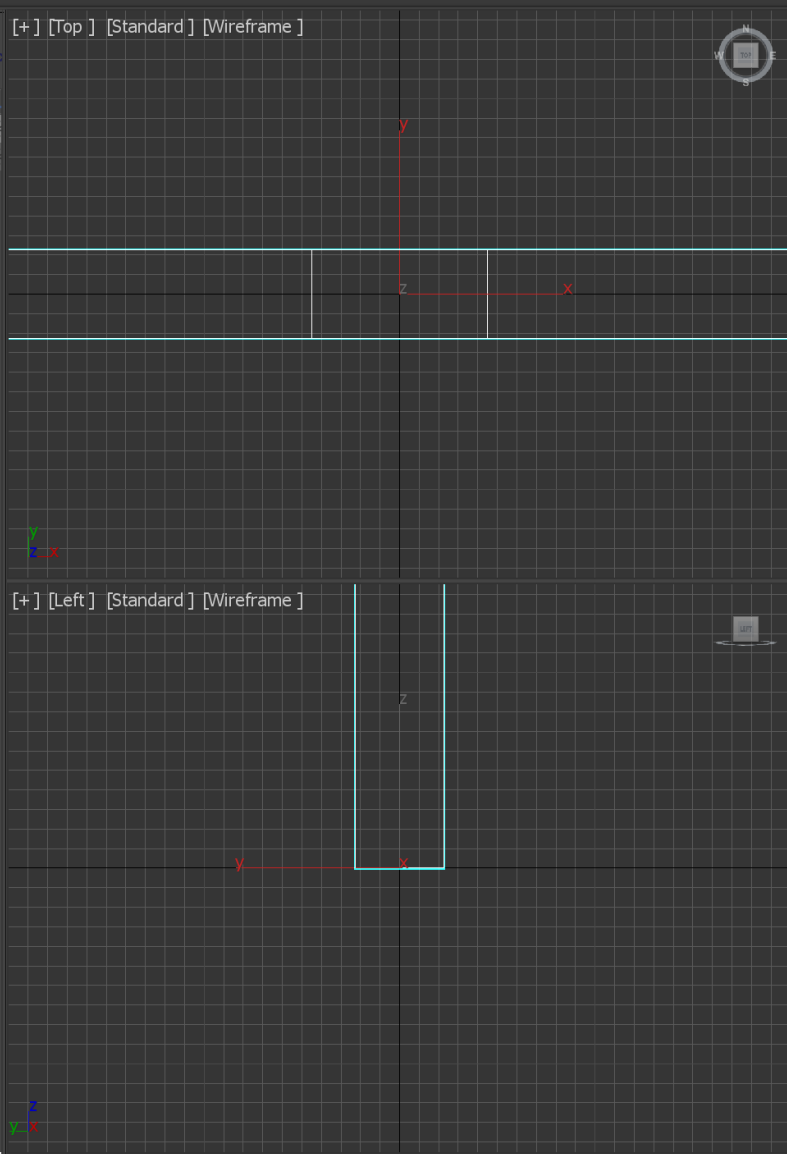
Create

Parameters

Select Display Edit

Name (Sorted Ascending) • Fro

- parede
- Box002



Standard Primitives

Object Type

- Box (Selected)
- Cone
- Sphere
- GeoSphere
- Cylinder
- Tube
- Torus
- Pyramid
- Teapot
- Plane
- TextPlus

Name and Color

parede

Creation Method

- Cube
- Box (Selected)

Keyboard Entry

X: 0,0

Y: 0,0

Z: 0,0

Length: 5,0

Width: 88,0

Height: 200,0

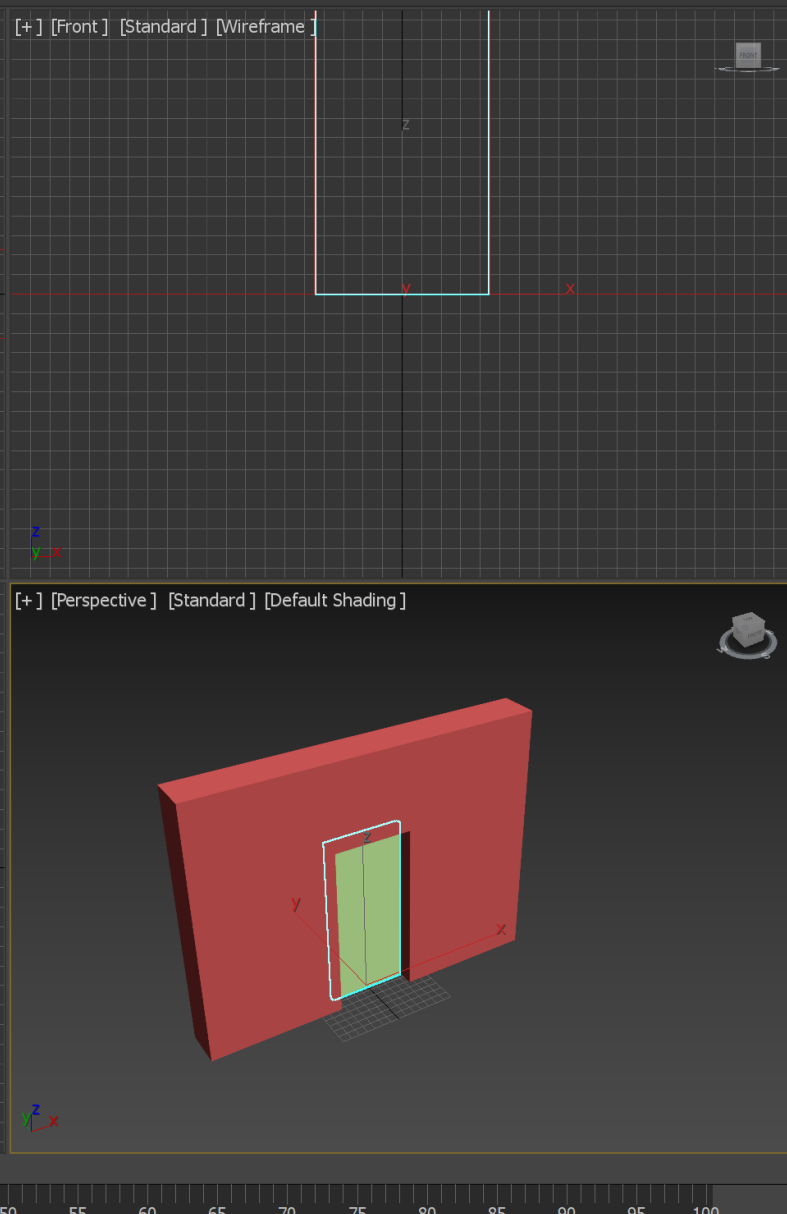
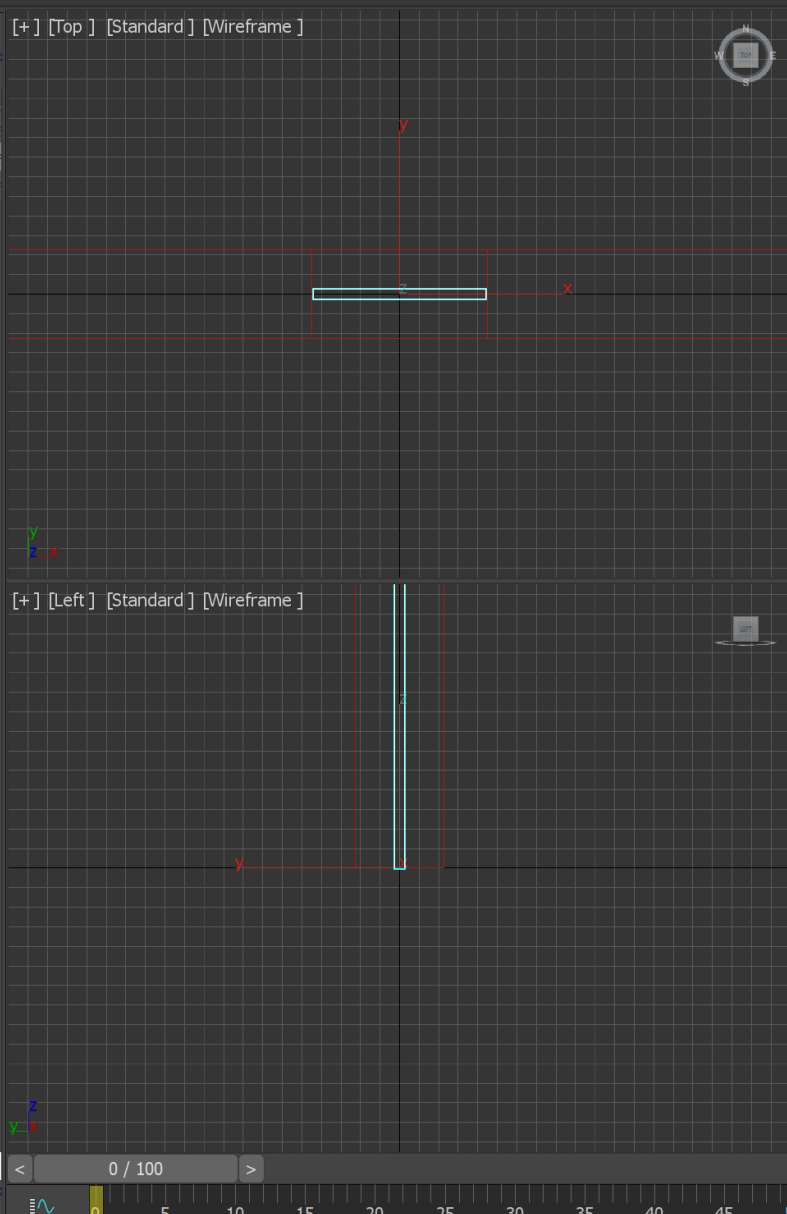
Create

Parameters

Select Display Edit

Name (Sorted Ascending) • Fro

- Box002
- Box003
- parede



Standard Primitives

Object Type

- Box
- Cone
- Sphere
- GeoSphere
- Cylinder
- Tube
- Torus
- Pyramid
- Teapot
- Plane
- TextPlus

Name and Color

Box003

Creation Method

- Cube
- Box

Keyboard Entry

X: 0,0

Y: 0,0

Z: 0,0

Length: 5,0

Width: 88,0

Height: 200,0

Create

Parameters

Select Display Edit

Name (Sorted Ascending) • Fro

- Box002
- Box003
- parede

[+] [Top] [Standard] [Wireframe]

[+] [Left] [Standard] [Wireframe]

[+] [Front] [Standard] [Wireframe]

[+] [Perspective] [Standard] [Default Shading]

Standard Primitives

Object Type

- Box
- Cone
- Sphere
- GeoSphere
- Cylinder
- Tube
- Torus
- Pyramid
- Teapot
- Plane
- TextPlus

Name and Color

Box003

Creation Method

- Cube
- Box

Keyboard Entry

X: 0,0

Y: 0,0

Z: 0,0

Length: 5,0

Width: 88,0

Height: 200,0

Create

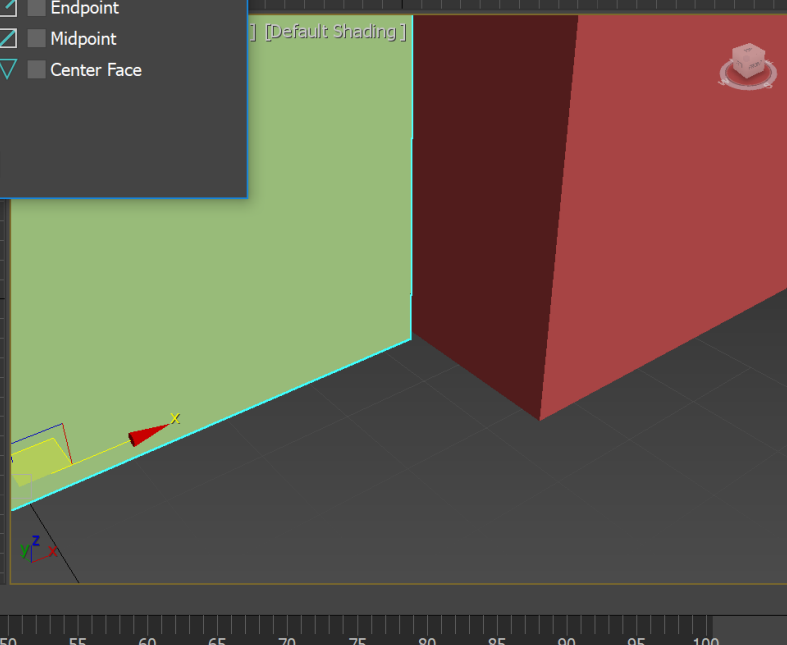
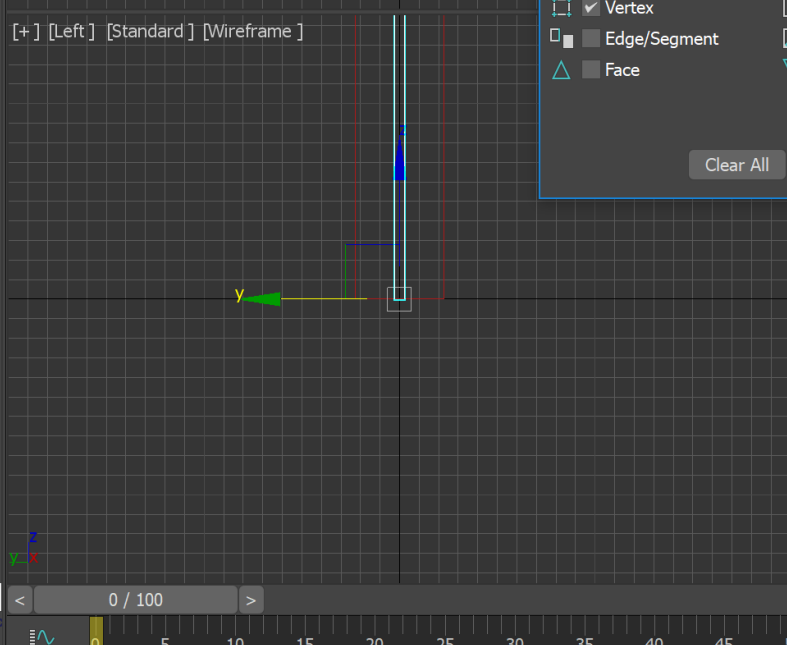
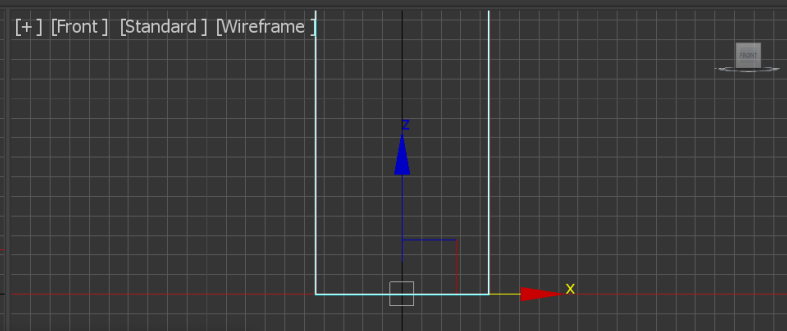
Parameters

Select Display Edit

Name (Sorted Ascending) • Fro

- Box002
- Box003
- parede

Workspace: Default



Grid and Snap Settings

Snaps Options Home Grid User Grids

Standard Override OFF

<input type="checkbox"/> Grid Points	<input type="checkbox"/> Grid Lines
<input type="checkbox"/> Pivot	<input type="checkbox"/> Bounding Box
<input type="checkbox"/> Perpendicular	<input type="checkbox"/> Tangent
<input checked="" type="checkbox"/> Vertex	<input checked="" type="checkbox"/> Endpoint
<input type="checkbox"/> Edge/Segment	<input checked="" type="checkbox"/> Midpoint
<input type="checkbox"/> Face	<input type="checkbox"/> Center Face

Clear All

Box003

Modifier List

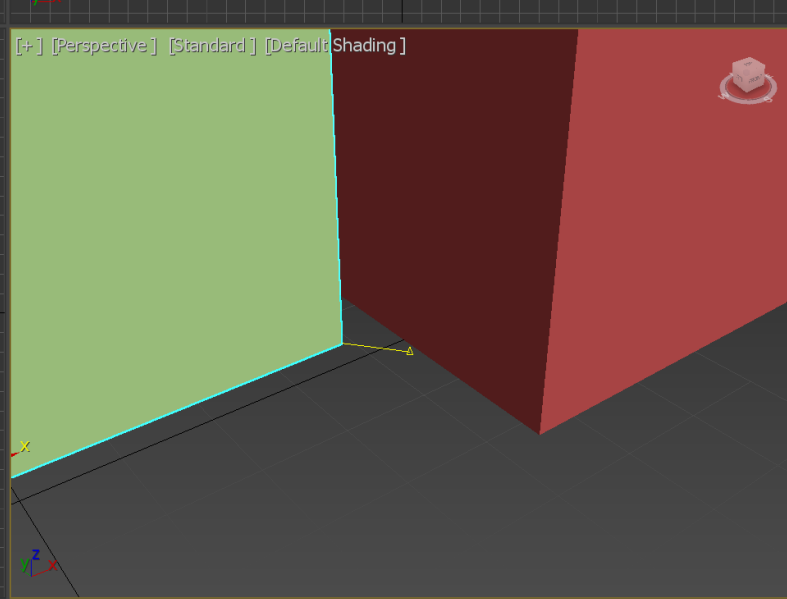
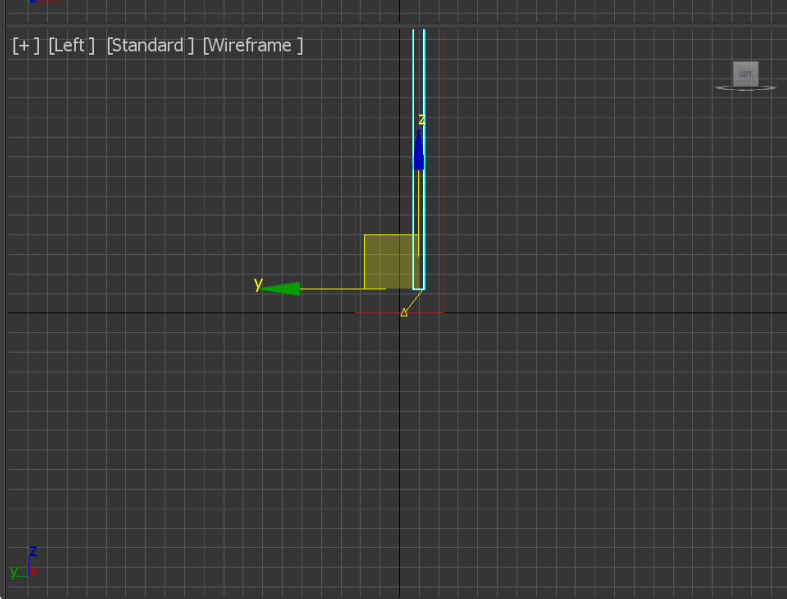
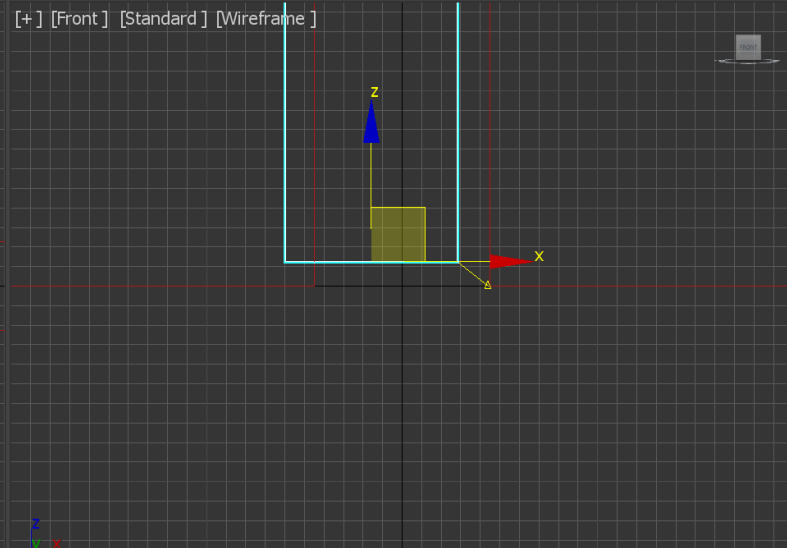
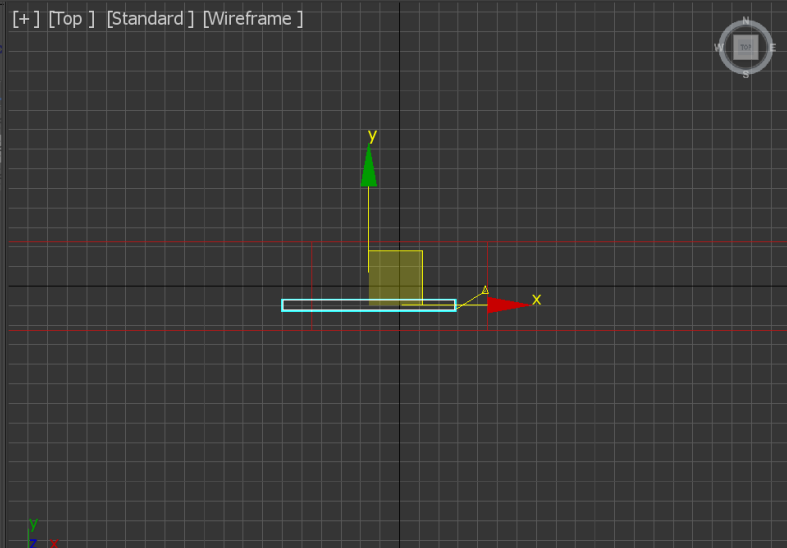
- Box

Parameters

Select Display Edit

Name (Sorted Ascending) • Fro

- Box002
- Box003
- parede



Box003

Modifier List

- Box

Parameters

Select Display Edit

Name (Sorted Ascending) Fro

- Box002
- Box003
- parede

[+] [Top] [Standard] [Wireframe]

[+] [Left] [Standard] [Wireframe]

[+] [Front] [Standard] [Wireframe]

[+] [Perspective] [Standard] [Default Shading]

Box003

Modifier List

- Box

Parameters