

## **AULA 7** \_ 13 de abril de 2021

\_ Visualização de alguns trabalhos em desenvolvimento do exercício do pormenor.

\_ Esclarecimento de dúvidas.

\_ Execução de um exercício em 3DStudioMax.

\_ Execução de um exercício em 3DStudioMax – Bar.

+ sites de apoio

<https://inspirationtuts.com/the-future-of-3d-software/>

<https://corona-renderer.com/resources/materials>

<https://forums.autodesk.com/t5/autocad-portugues/a-linha-de-comando-sumiu/td-p/2586416>

## COMANDOS 3DSMAX:

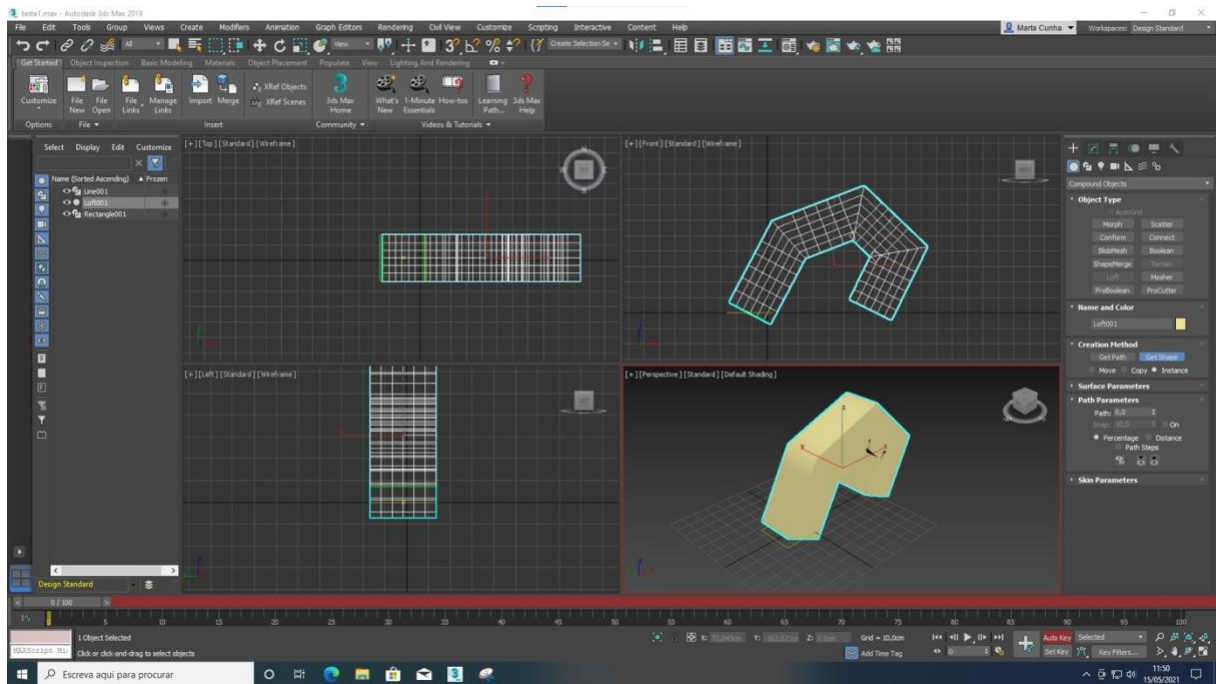
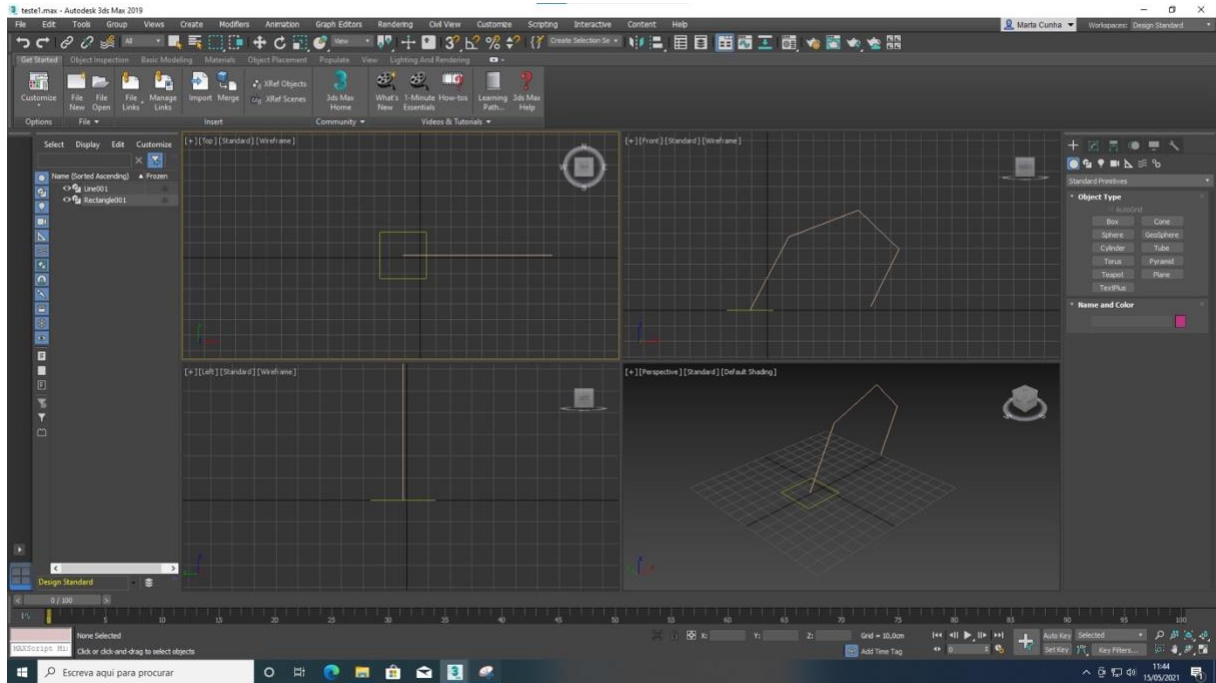
### EX1

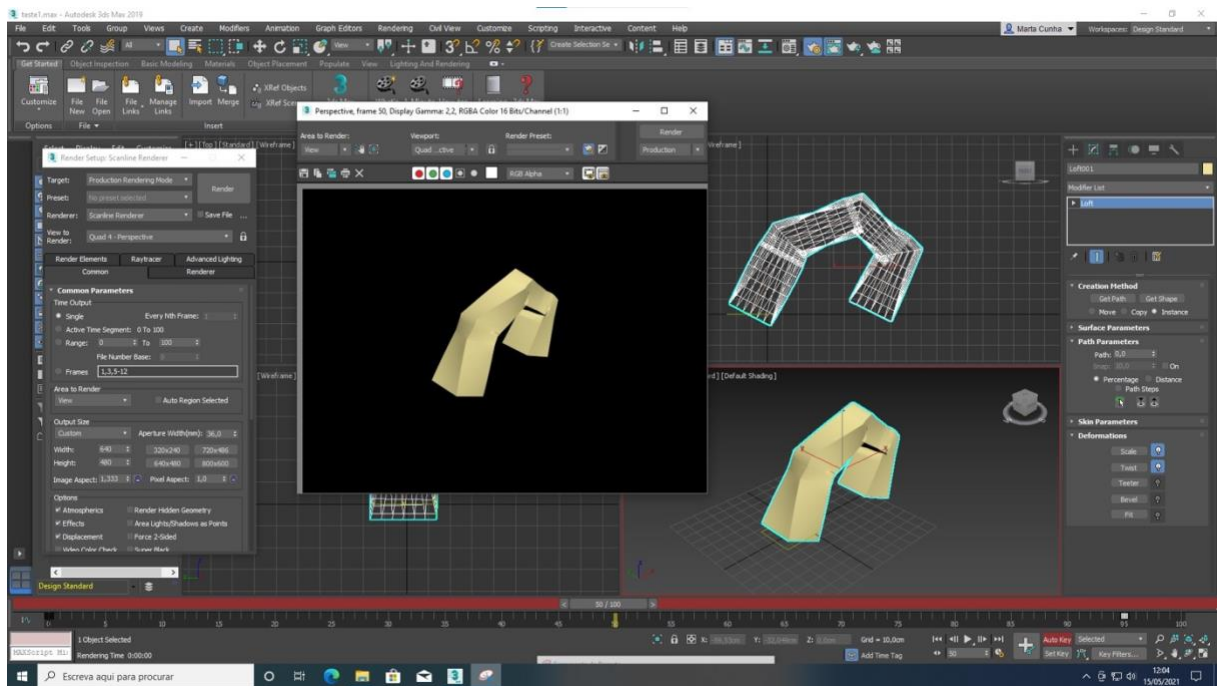
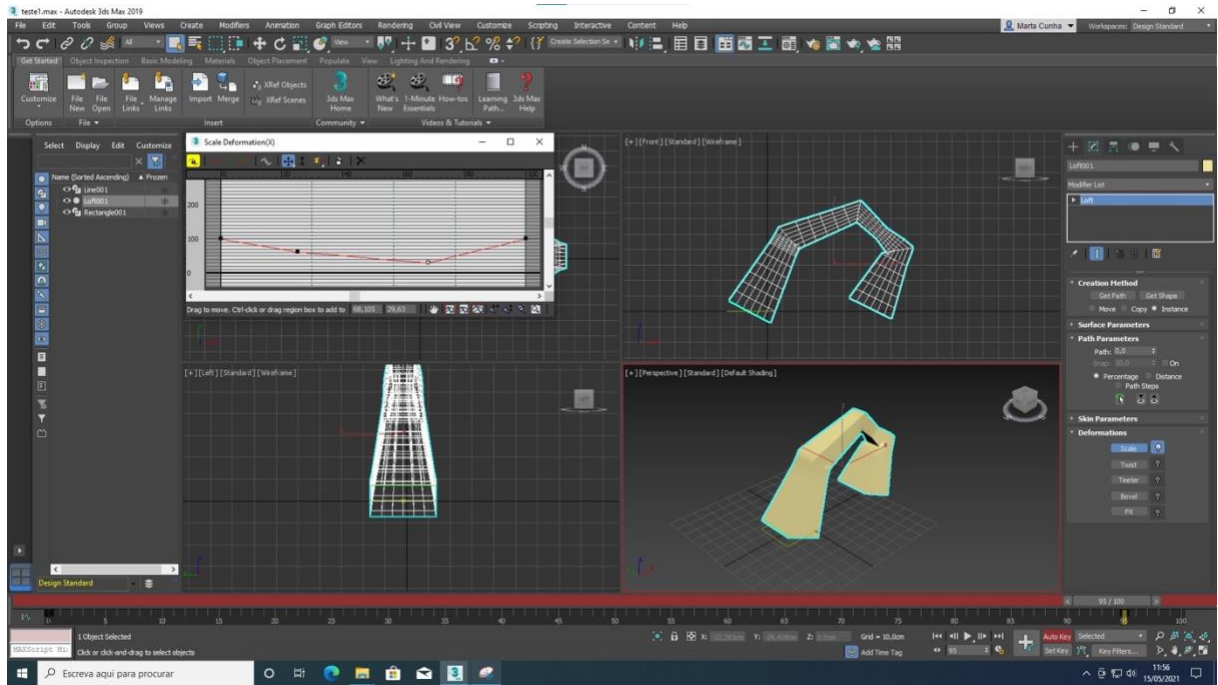
CUSTOMIZE \_  
UNITSETUP (colocar em cm)  
RECTANGLE  
LINE  
SELECT OBJECT  
OSNAP  
. PIVOT  
. VERTEX  
AUTOKEY  
STANDARD PRIMITIVES  
COMPOUND OBJECTS  
LOFT (caminho definido)  
CREATION METHOD  
GET SHAPE (e selecionar  
quadrado)  
Linha de animação  
Frame 95  
MODIFY  
DEFORMATIONS  
**SCALE**  
INSERT CORNER POINT  
MOVE  
**TWIST**  
RENDER SETUP  
Frame 50  
RENDER  
Frame 85  
RENDER  
RENDER OUTPUT  
Formato AVI

### EX2 BAR

CUSTOMIZE \_  
UNITSETUP (colocar em cm)  
BOX  
CONVERT TO POLY  
POLYGON  
STANDARD PRIMITIVES  
OSNAP  
. ENDPOINT  
OSNAP  
. MIDPOINT  
Selecionar parede  
COMPOUND OBJECTS  
. BOOLEAN  
SUBTRACT  
ADD OPERAND  
OSNAP  
ENDPOINT  
STANDARD PRIMITIVES  
PLANE  
SPLINES  
.TEXT  
OSNAP  
HOME GRID: 3cm grid spacing  
GRIDPOINTS  
STANDARD PRIMITIVES  
COMPOUND OBJECTS  
CREATION METHOD  
GETH PATH  
Selecionar linha  
MODIFY  
BEND  
X, 90  
RENDER SETUP  
MATERIAL EDITOR  
....

# EXERCÍCIO





# EXERCÍCIO: BAR

