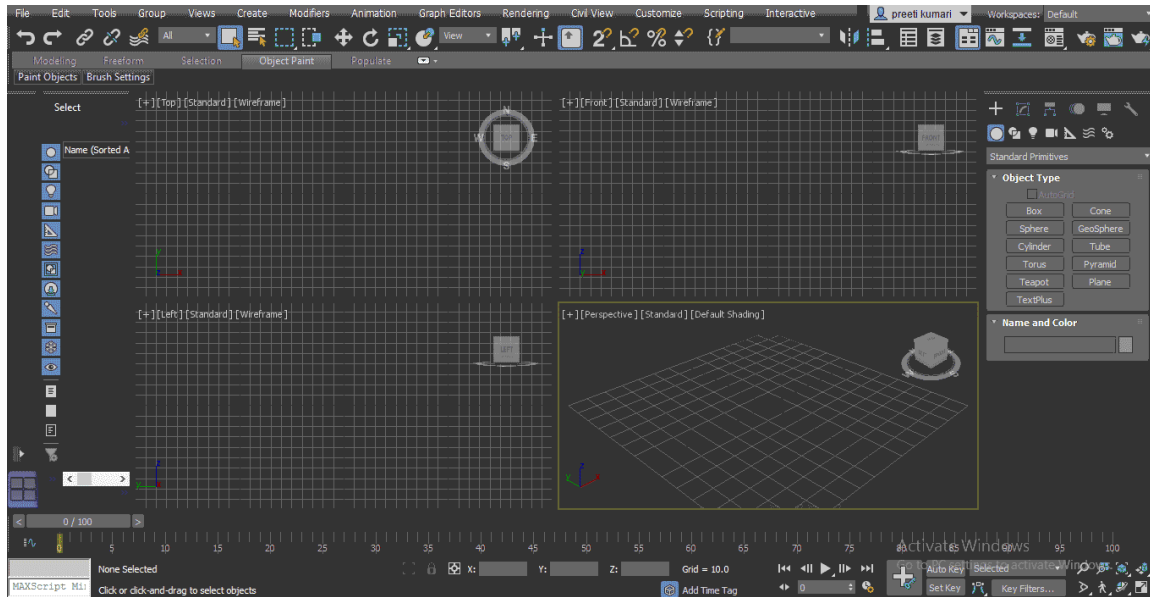
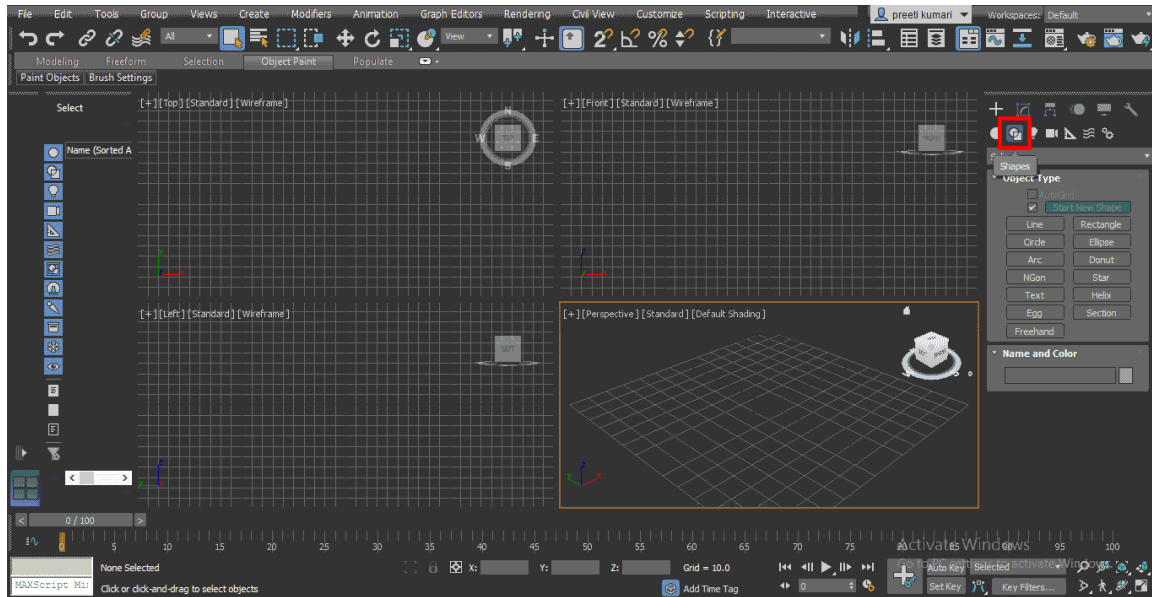


2D shapes learning in 3D Max

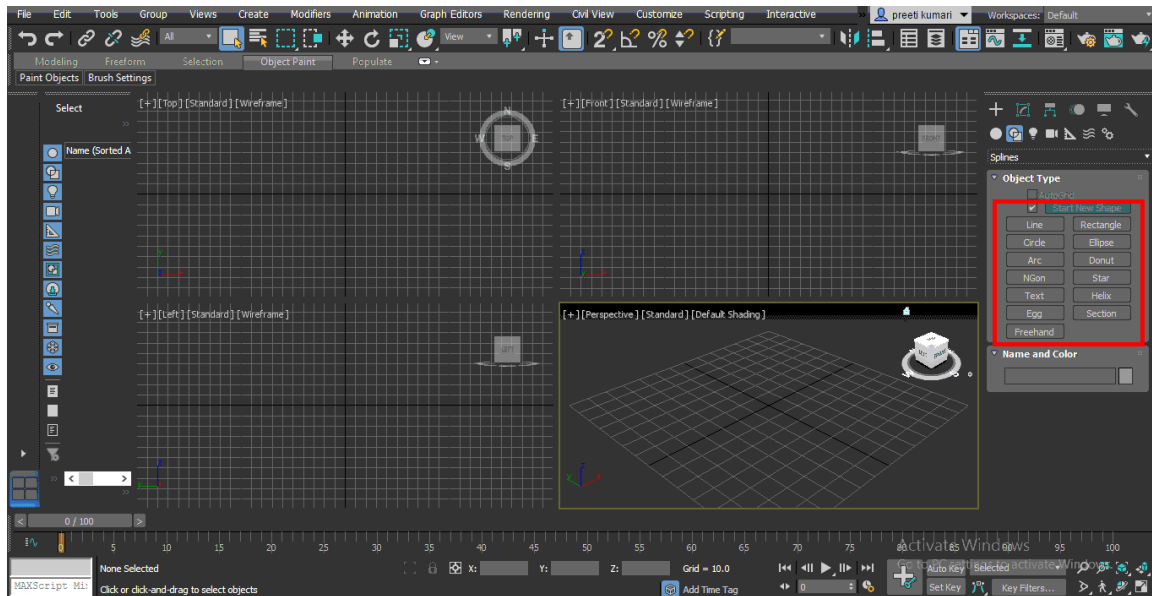
This is the user interface of 3ds max software. We have different sections in our work area that are viewports for our working, common panel at the right corner, some other tool at the top of the work area. This is very user-friendly software.



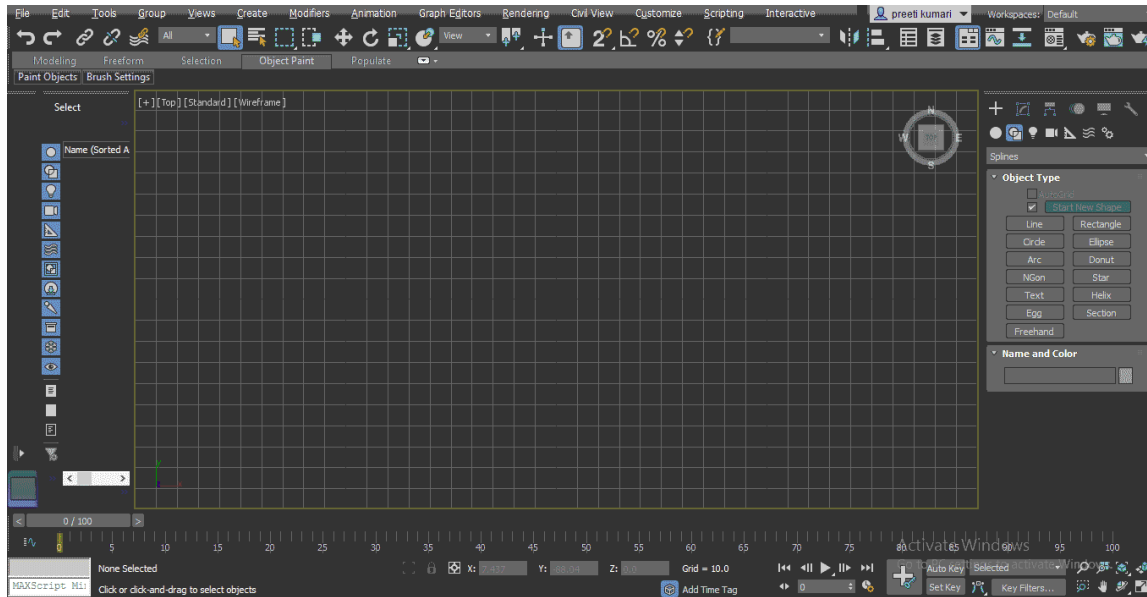
Click on the Shape tab in a common panel of 3ds max for the spline option.



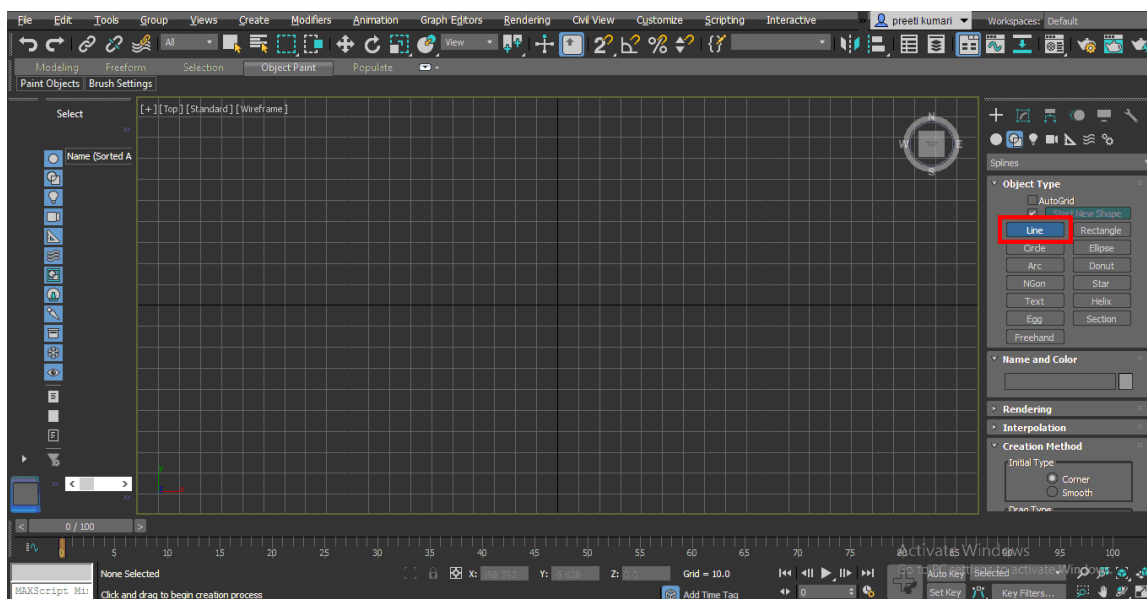
In spline, we have different types of 2d shapes such as Line, Rectangle, Circle and many more. We will see all of them one by one.



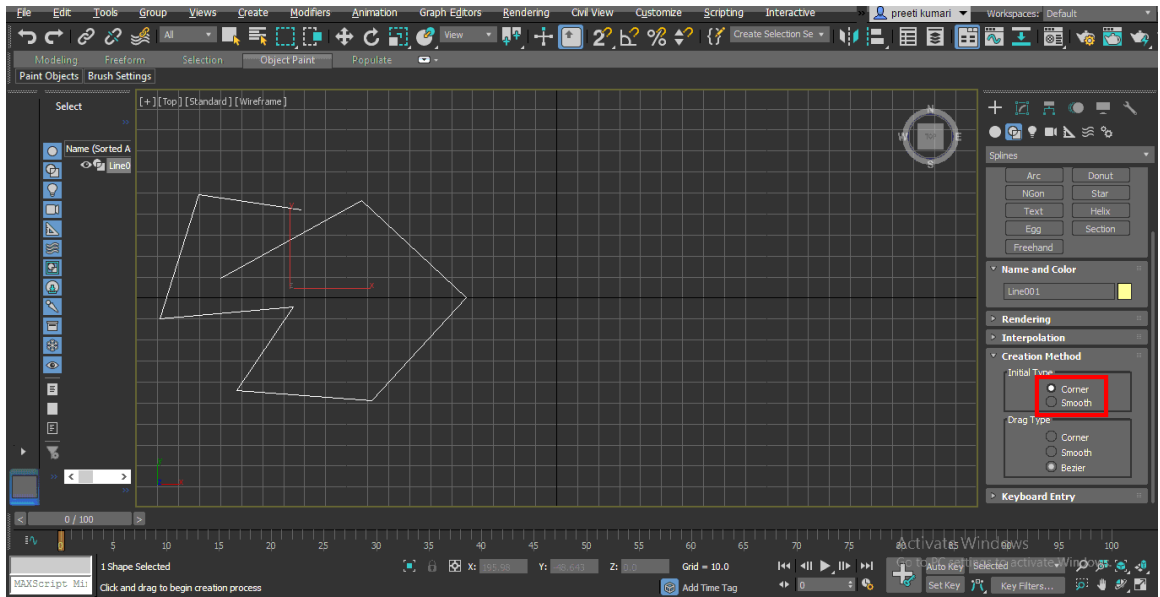
Draw these shapes in the top viewport – Press Alt+W for fullscreen mode.



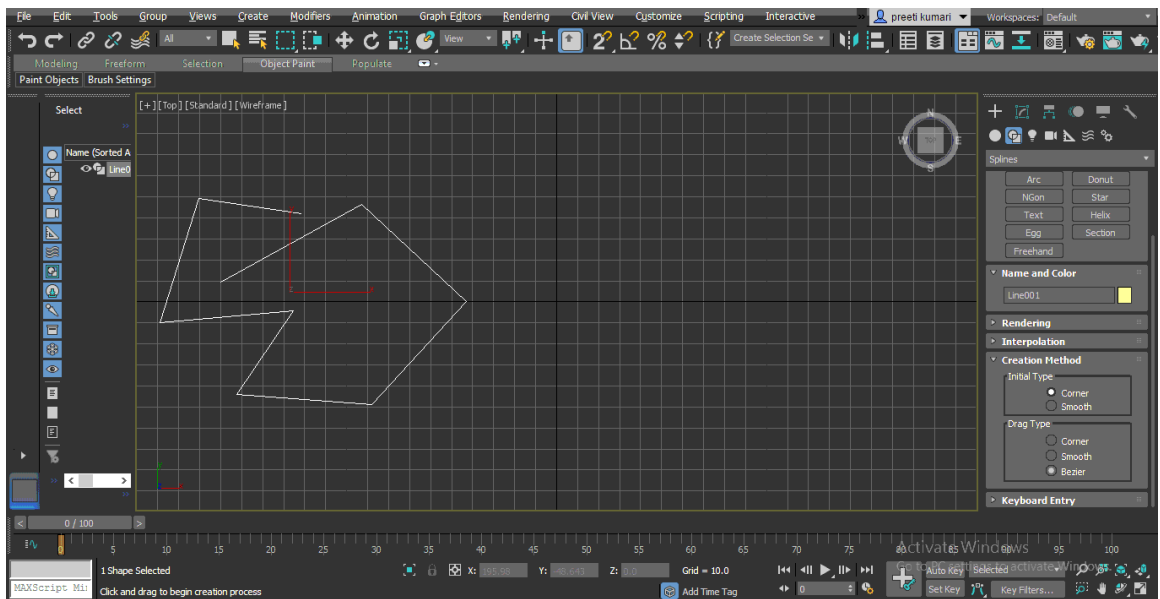
Now click on the Line command tab in common panel to activate line command.



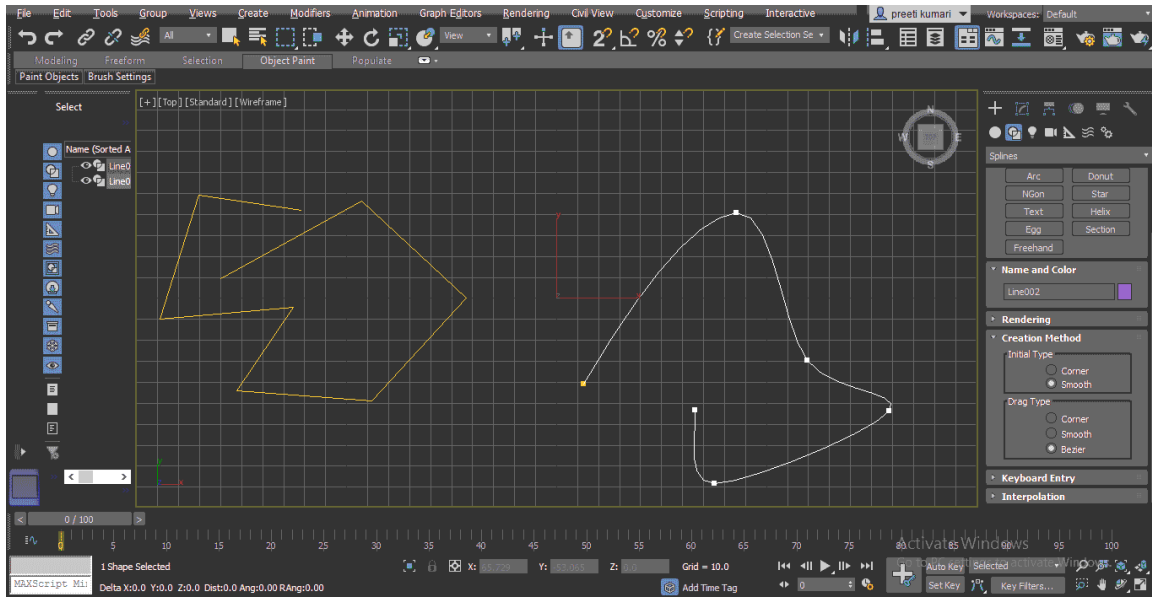
We have Creation Method property in the parameter section of line command that is Corner and Smooth.



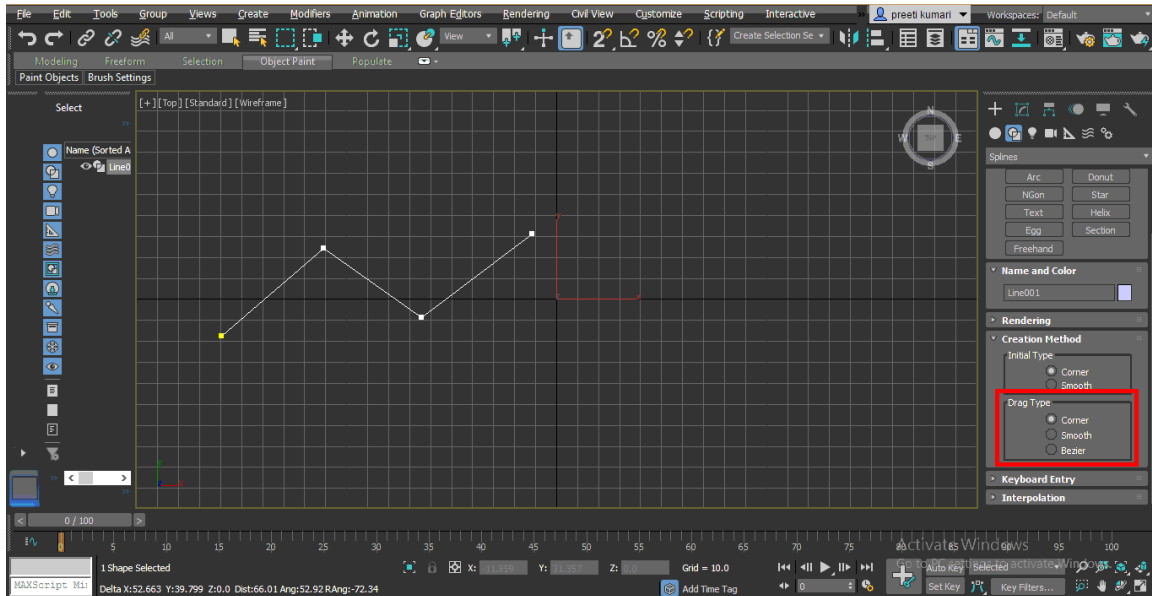
In the corner method, we will find a sharp corner in the line segment to leave any command press to right-click from the mouse or press the ESC key on the keyboard.



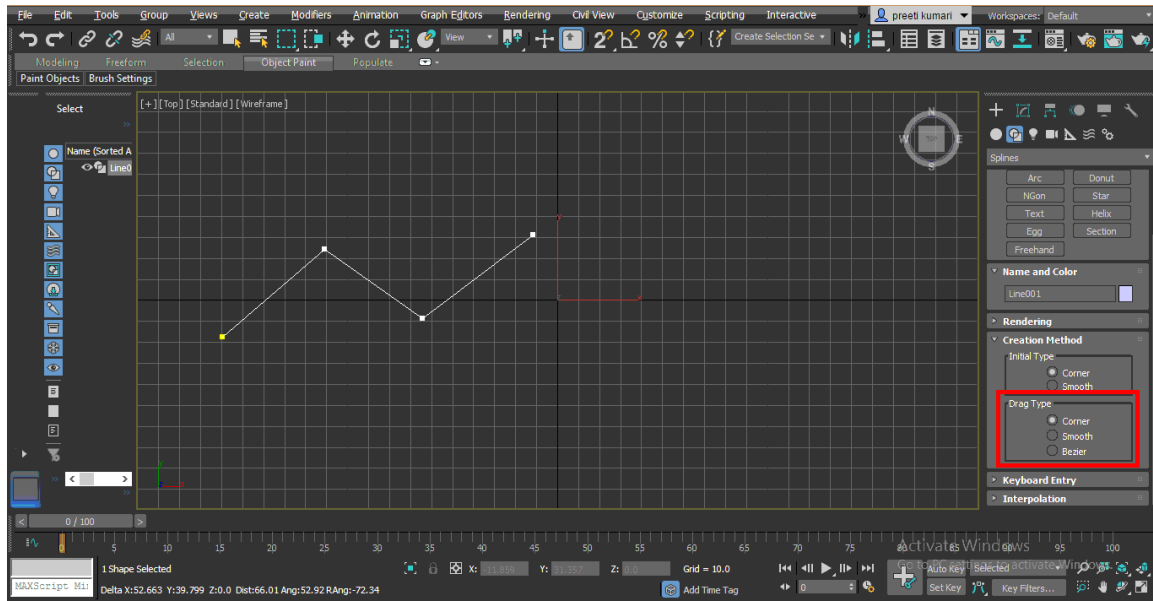
But in the Smooth method, we find smooth curves at the corner of the line segment.



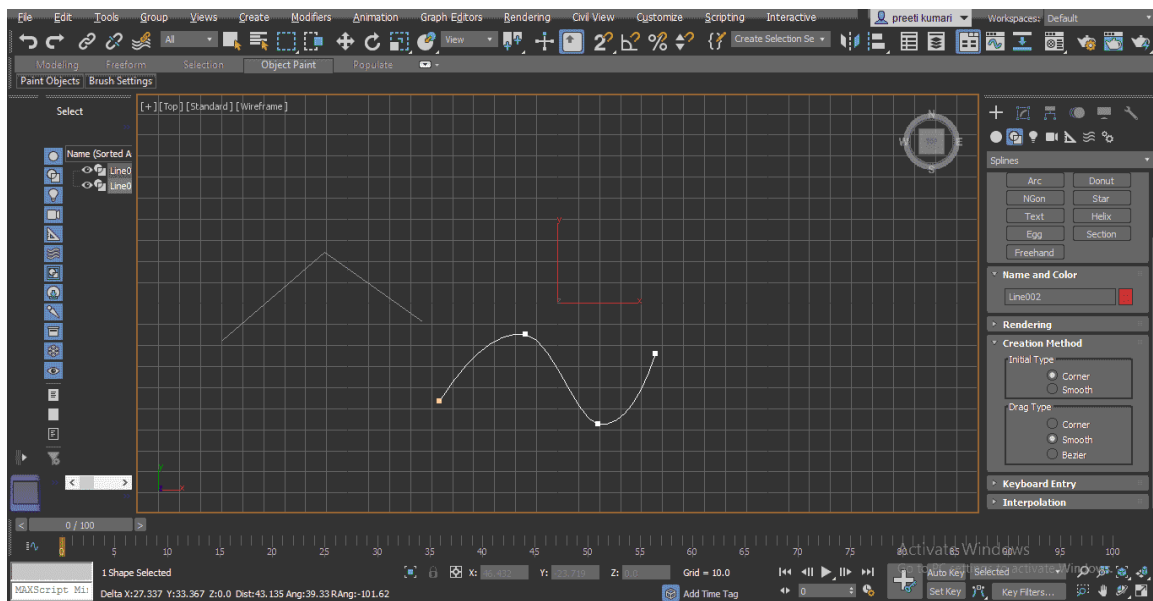
The other property is Drag Type that means when you drag the mouse pointer what it will draw? It may be a drawing corner, smooth segment or Bezier.



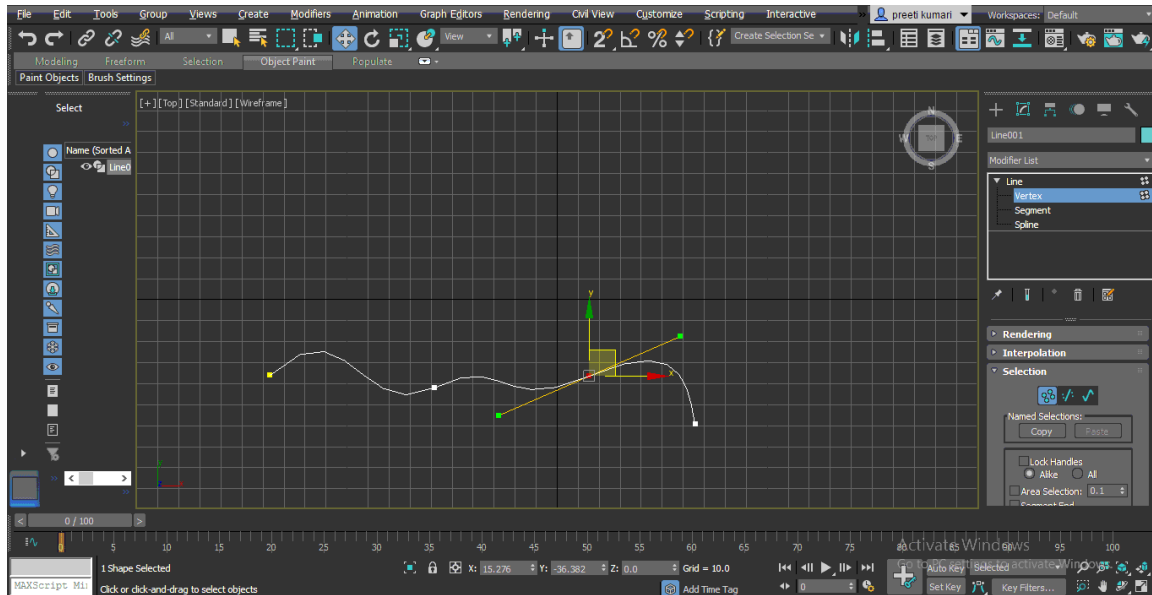
When you choose Corner option in Drag type it will drag line like this.



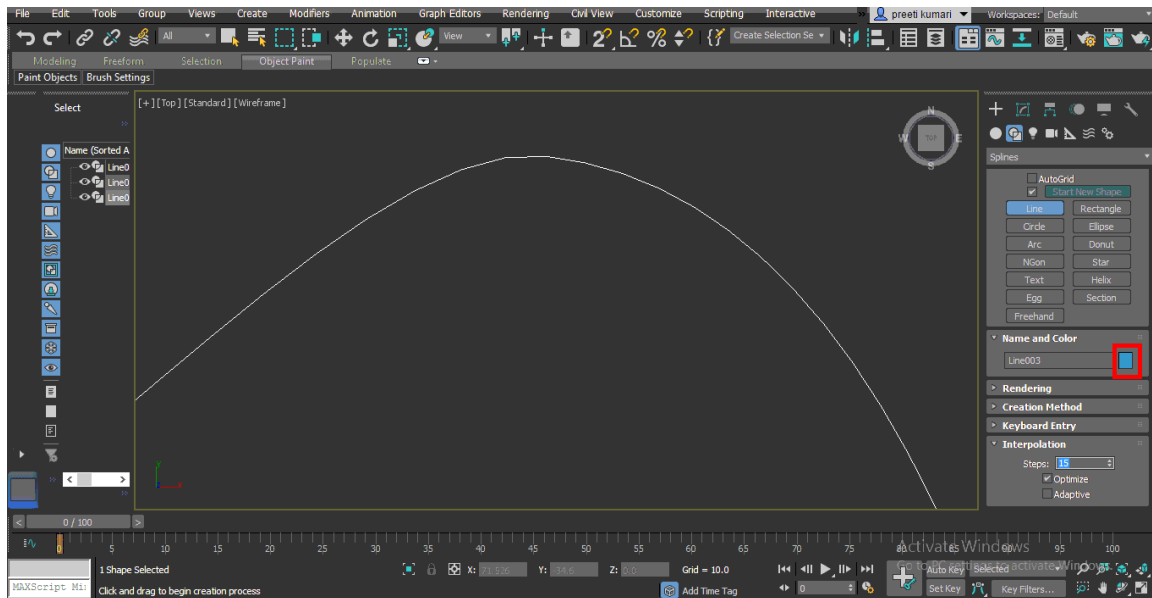
When we choose the Smooth option it will draw like this



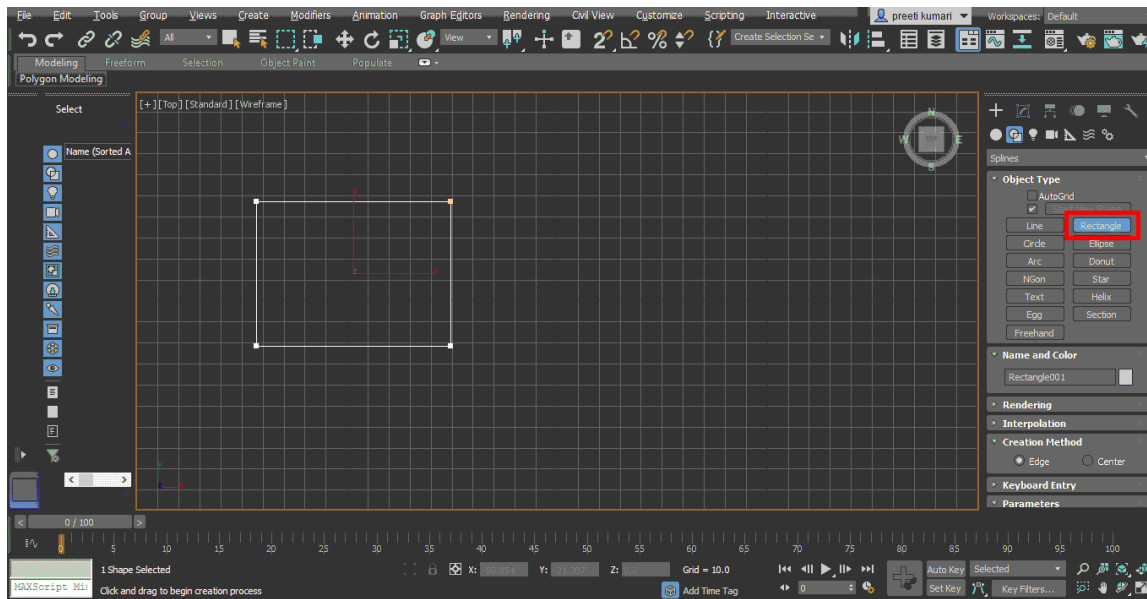
Choose Bezier form Drag Type. In Bezier we have a curve handle by which we can change the curve shape of the line at any time.



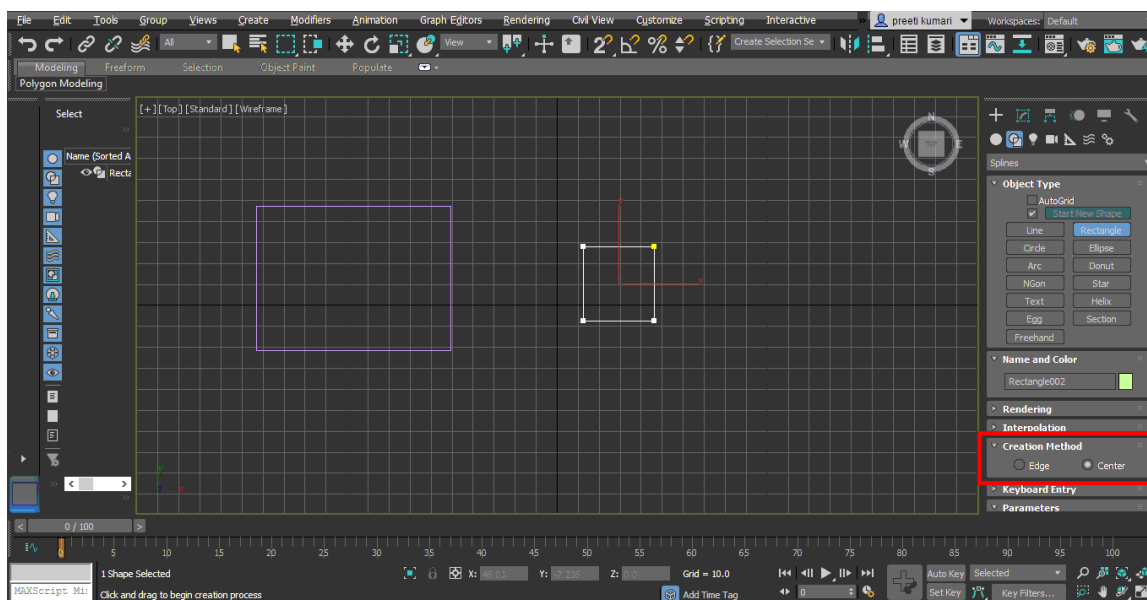
You can change the color of the line by double click on the box of the color of the Name and color section.



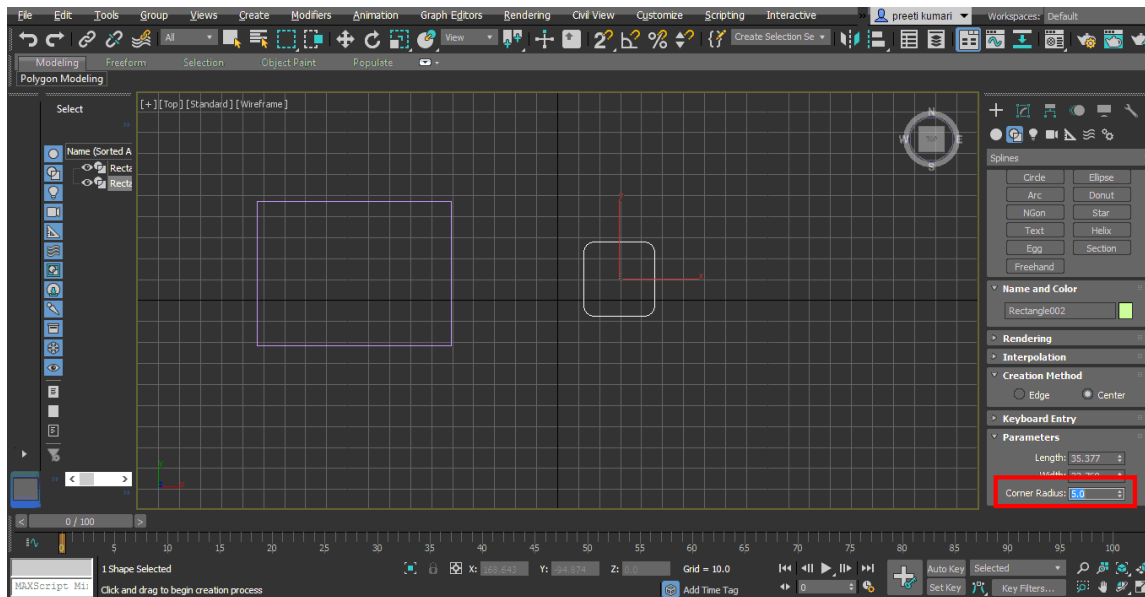
Now we will take rectangle command from the common panel section. Click on the rectangle tab.



When you choose the Center method, rectangle will be drawn from the center of the rectangle.

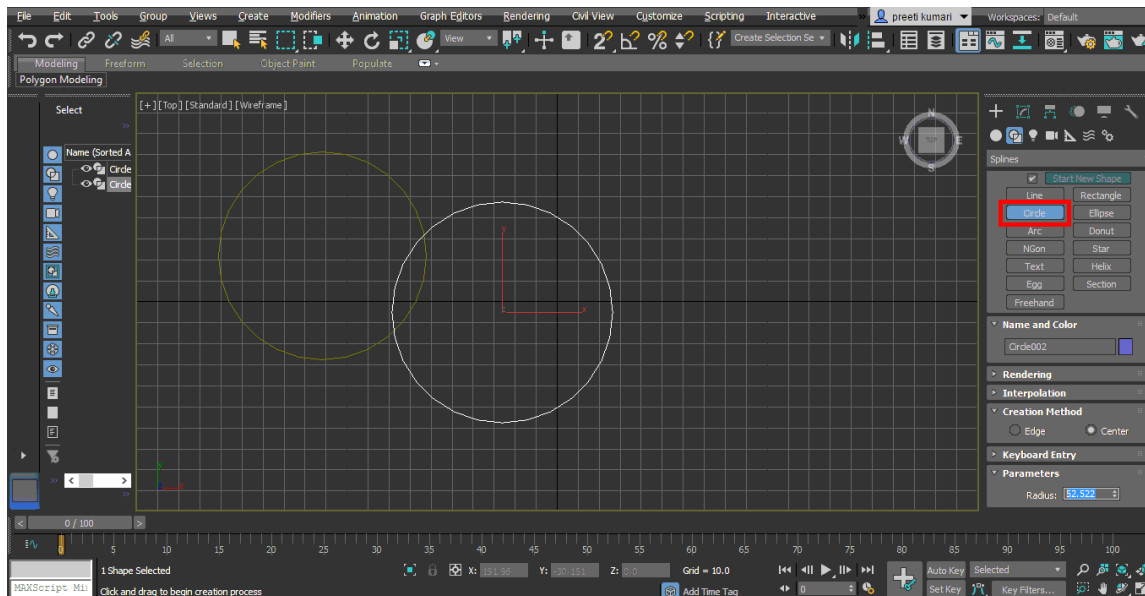


You can give fillet to your rectangle by giving a corner radius from here.

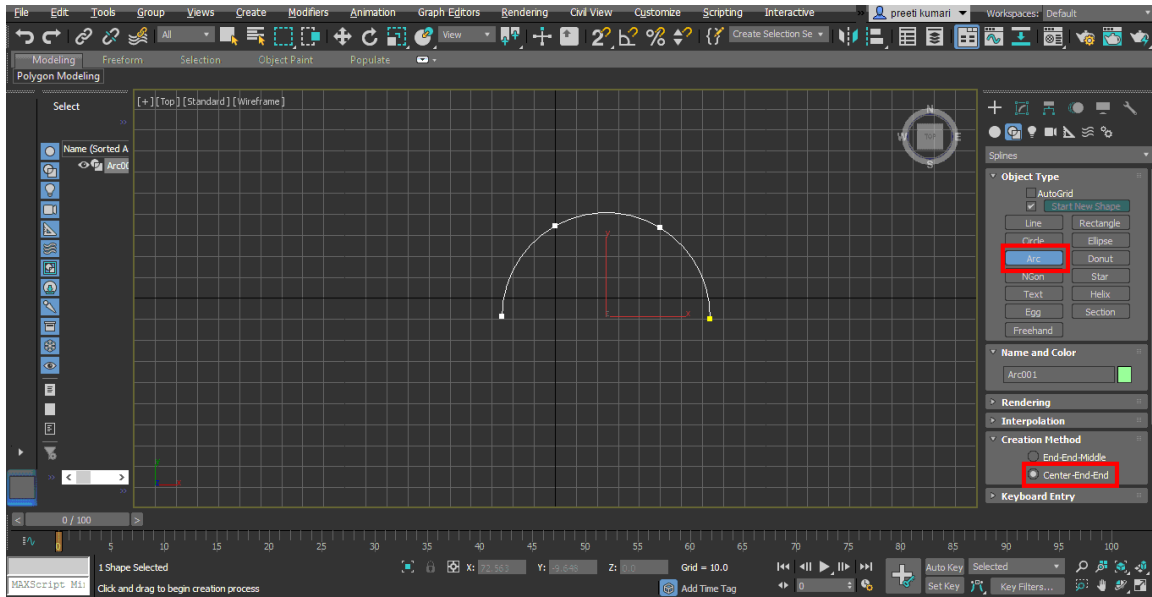


Another setting of the parameter of the rectangle is the same as a line.

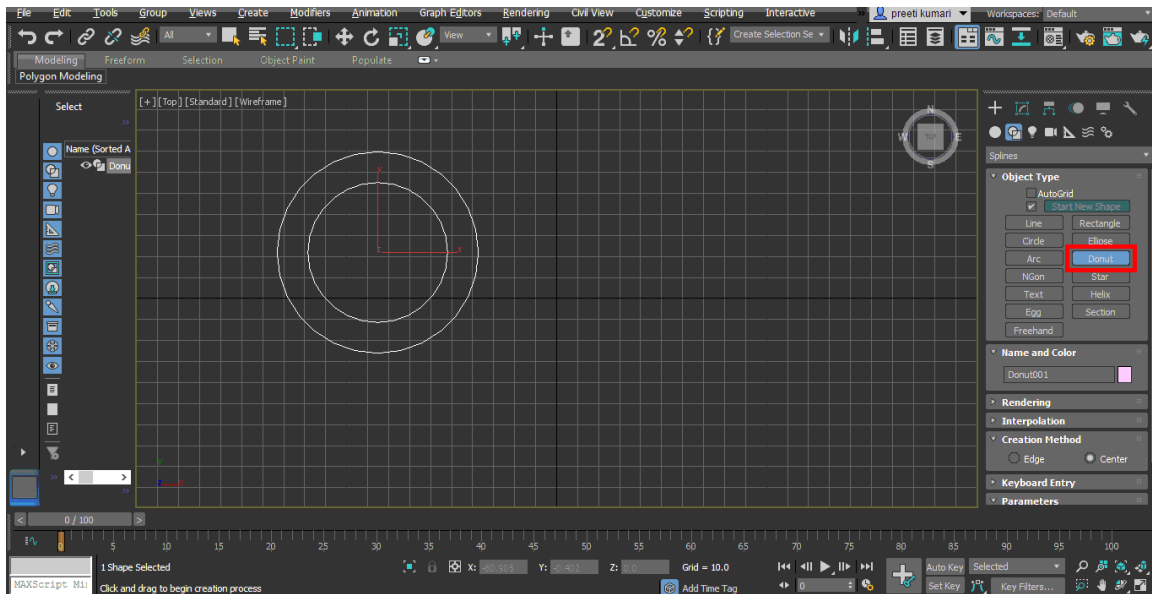
Now take circle command from the common panel. We have two methods in circle also same as the rectangle you can check both methods one by one. Here you can directly give the radius of the circle from radius parameter.



And the second one is the Center-End-End method it means click the center point of arc first then give the first endpoint and drag the mouse pointer to the next endpoint.



Next is Donut. Take donut command from the common panel. Here is also two creation method of Donut. One is Edge and the second is center which is similar to a rectangle. To draw it click anywhere in the grid and drag the mouse pointer in the outer direction to draw the outer circle of the donut and again drag in an inner direction to draw the inner circle of donut and click to leave.



Next is NGon. Take NGon command from the common panel, here also we will find two creation methods of NGon, one is Edge and the second is center which is similar to a rectangle. It is similar to polygon but in NGon, you can give any number of sides to it according to you. You can give a radius manually from the parameter box.

