Guía de 3ds Max -Modificadores-

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Esta es una pequeña guía, que pretende mostrar el uso de algunos de los principales modificadores que trae por defecto 3ds max.

Espero que sea de su utilidad.

Gracias.

Antes de comenzar debemos de estar en la pestaña Modify, ahí disponemos de una lista en donde podemos escoger los modificadores.

Debemos recordar que un objeto puede recibir varios modificadores, mas no todos son aplicables del mismo modo.

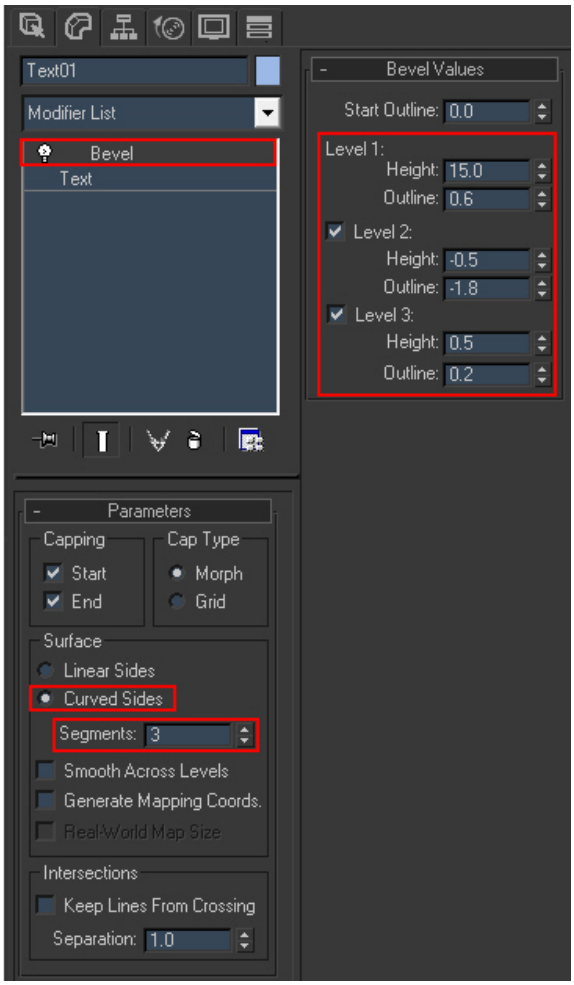
01.- Extrude

MAXText

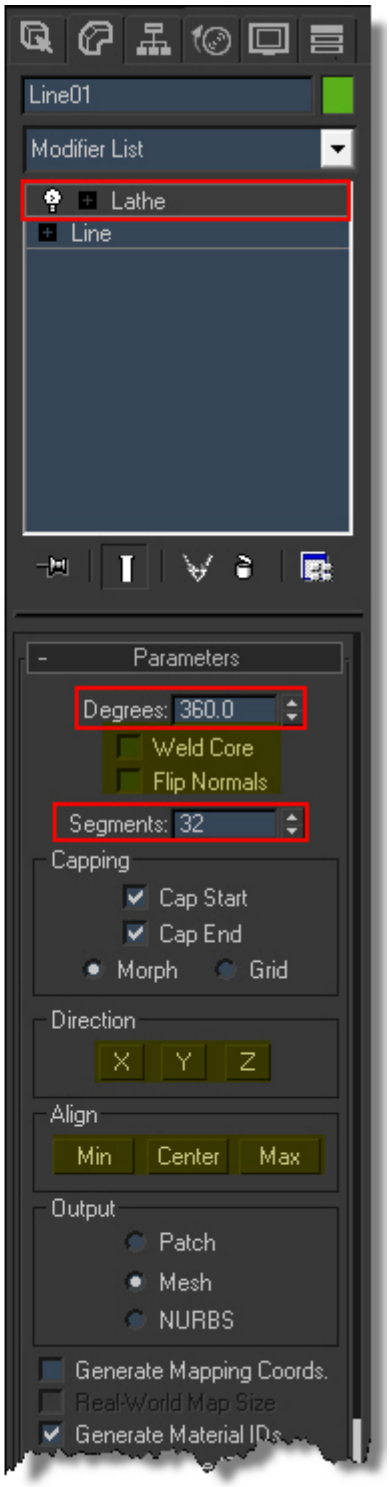
Text01
Modifier List
Extrude
Text
Parameters
Amount: 15.0
Segments: 1
Capping
Cap Start
Cap End
Morph
Grid
Output
Patch
Mesh
NURBS
Generate Mapping Coords.
Real-World Map Size
Generate Material IDs
Use Shape IDs
Smooth

02.- Bevel

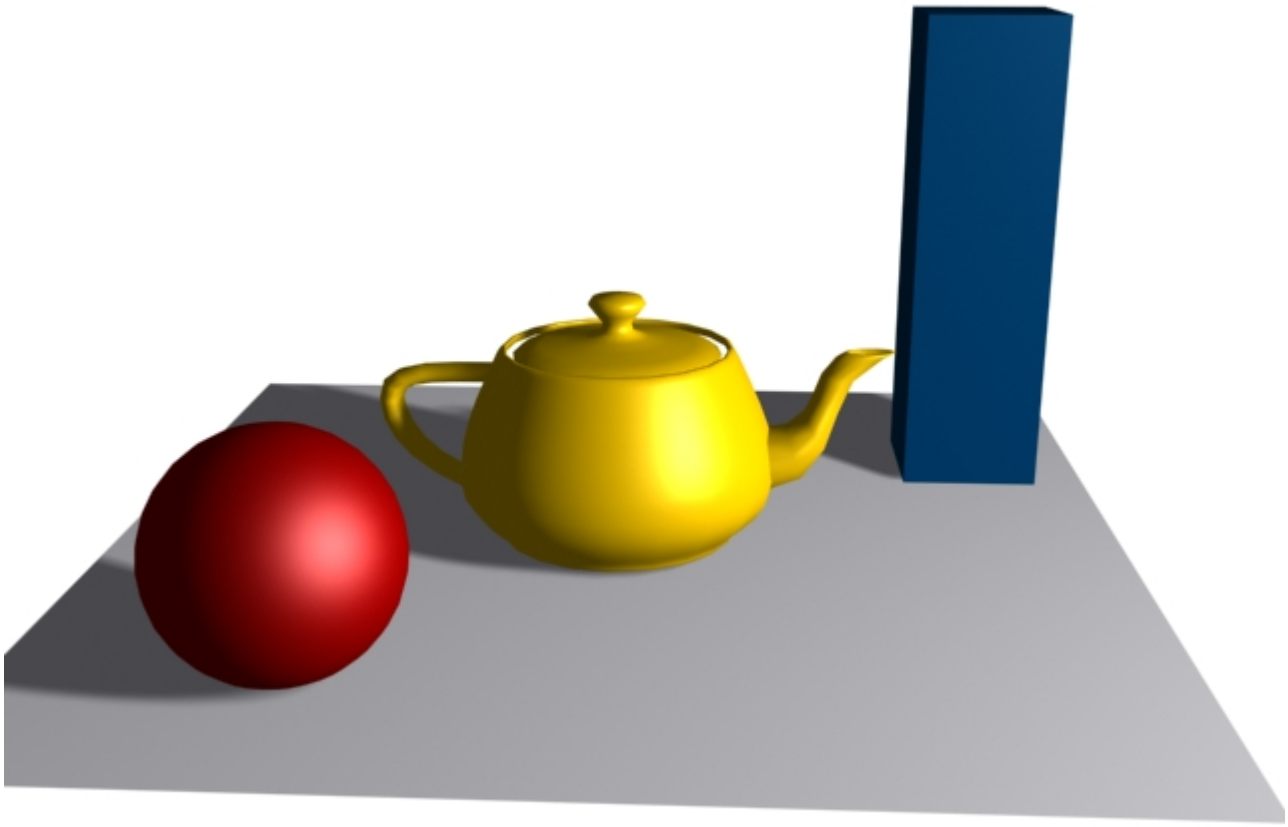
MAXText


Text01
Modifier List
Bevel
Text
Bevel Values
Start Outline: 0.0
Level 1:
Height: 15.0
Outline: 0.6
Level 2:
Height: -0.5
Outline: -1.8
Level 3:
Height: 0.5
Outline: 0.2
Parameters
Capping
Start
End
Cap Type
Morph
Grid
Surface
Linear Sides
Curved Sides
Segments: 3
Smooth Across Levels
Generate Mapping Coords.
Real-World Map Size
Intersections
Keep Lines From Crossing
Separation: 1.0

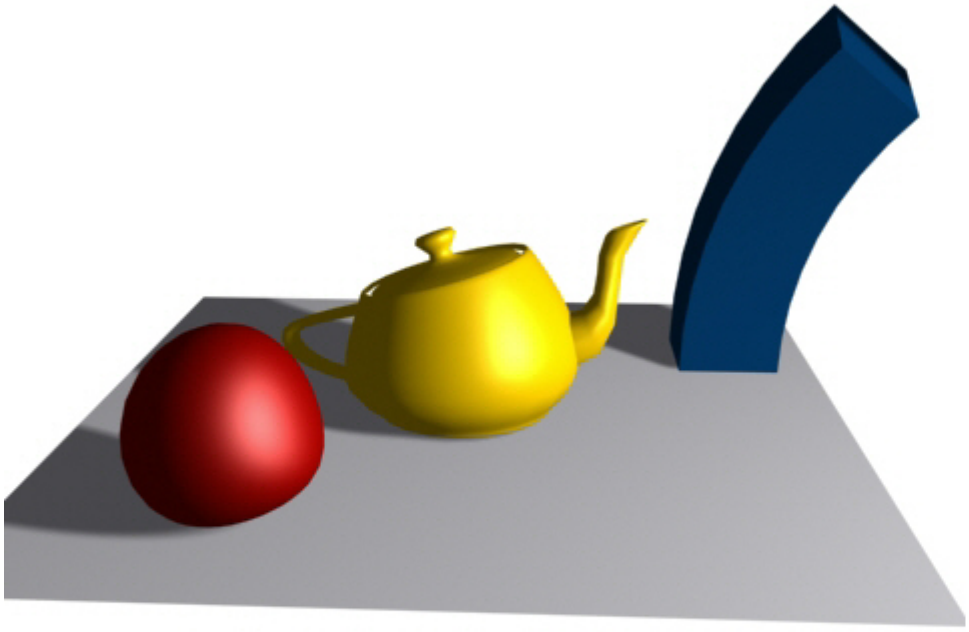
03.- Lathe

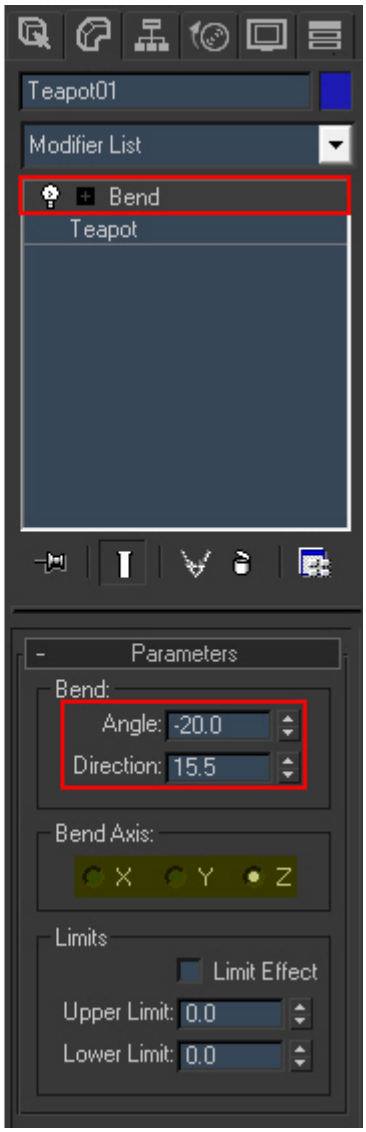

Line01
Modifier List
Lathe
Line
Parameters
Degrees: 360.0
Weld Core
Flip Normals
Segments: 32
Capping
Cap Start
Cap End
Morph
Grid
Direction
X
Y
Z
Align
Min
Center
Max
Output
Patch
Mesh
NURBS
Generate Mapping Coords.
Real-World Map Size
Generate Material IDs

Ejemplo de escena normal sin usar Modificadores

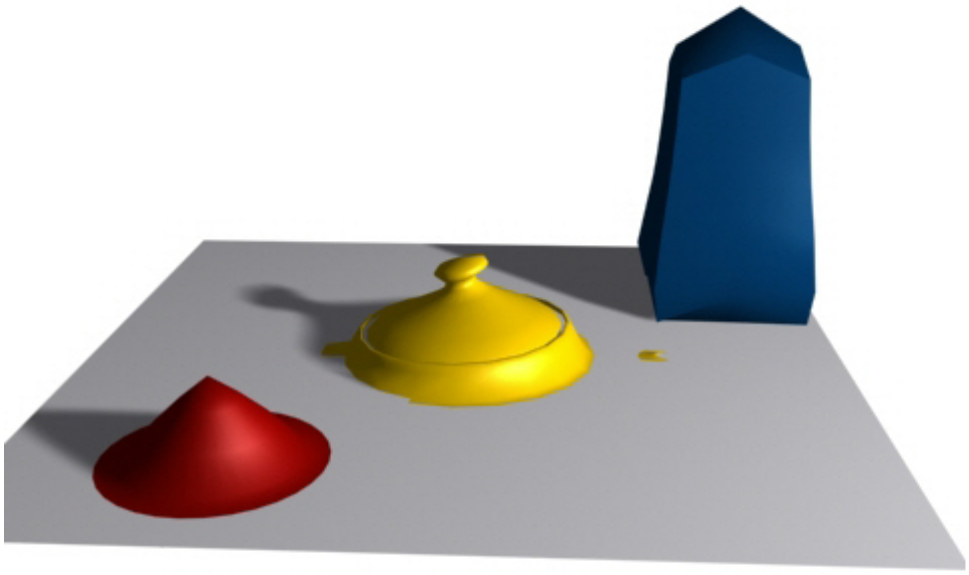


04.- Bend



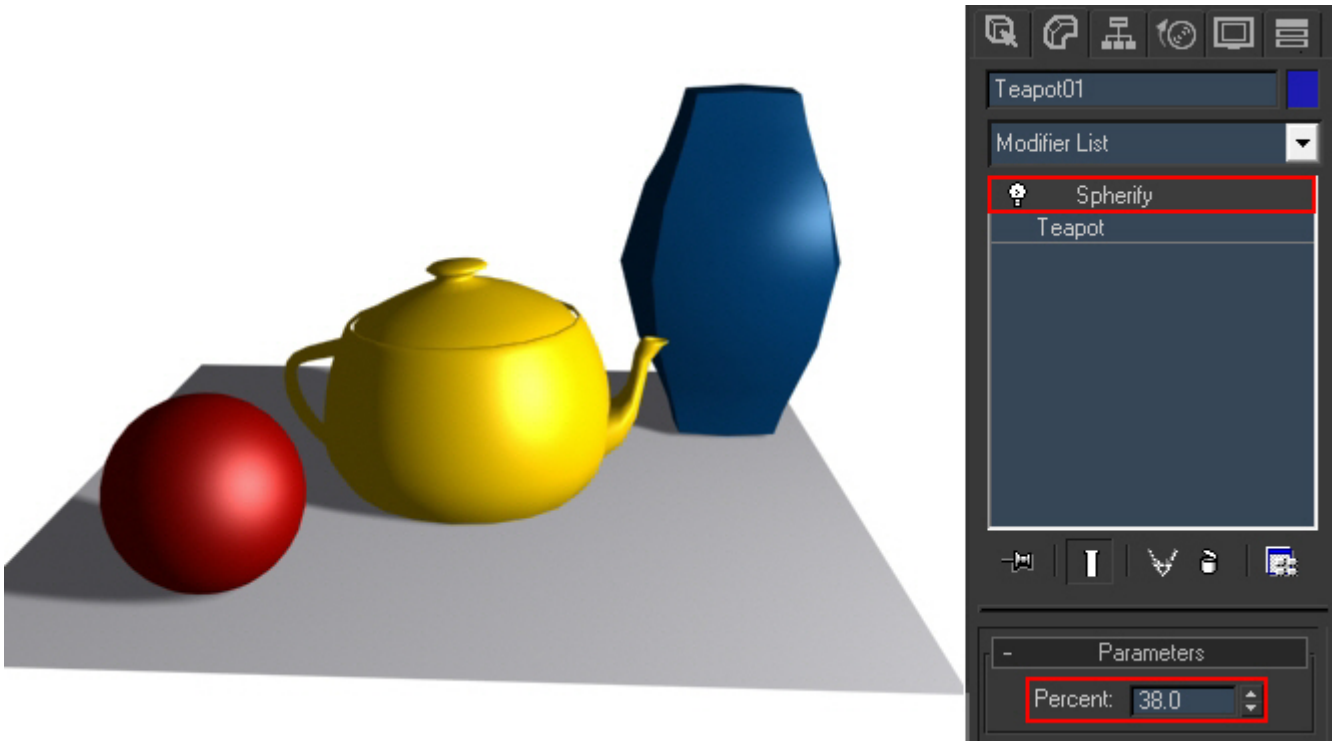

Teapot01
Modifier List
Bend
Teapot
Parameters
Bend:
Angle: -20.0
Direction: 15.5
Bend Axis:
X
Y
Z
Limits
Limit Effect
Upper Limit: 0.0
Lower Limit: 0.0

05.- Melt

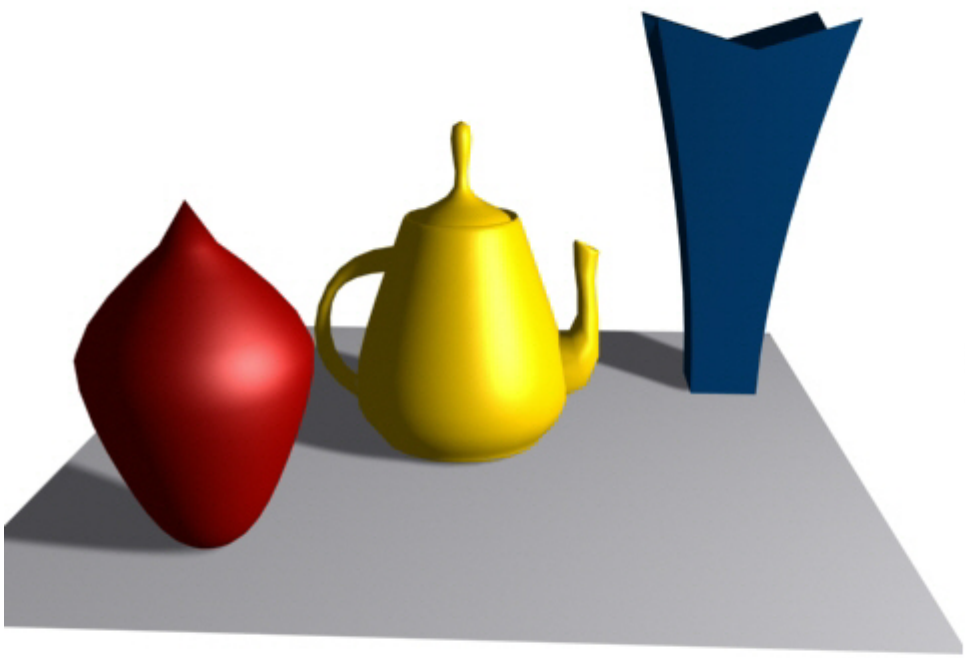


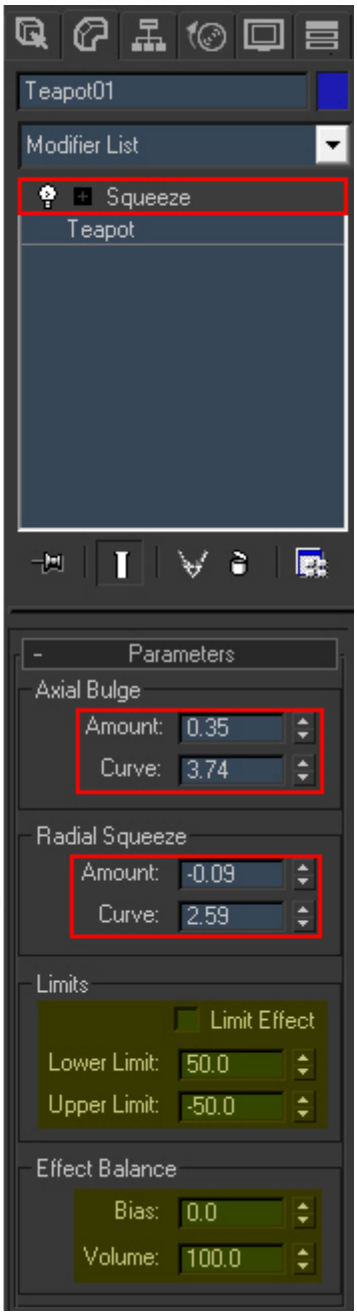
Teapot01
Modifier List
Melt
Teapot
Parameters
Melt
Amount : 70.0
Spread
% of Melt : 19.0
Solidity
Ice (Default) 2.0
Glass 12.0
Jelly 0.4
Plastic 0.7
Custom : 1.0
Axis to Melt
X Y Z
Flip Axis

06.- Spherify


Teapot01
Modifier List
Spherify
Teapot
Parameters
Percent: 38.0

07.- Squeeze



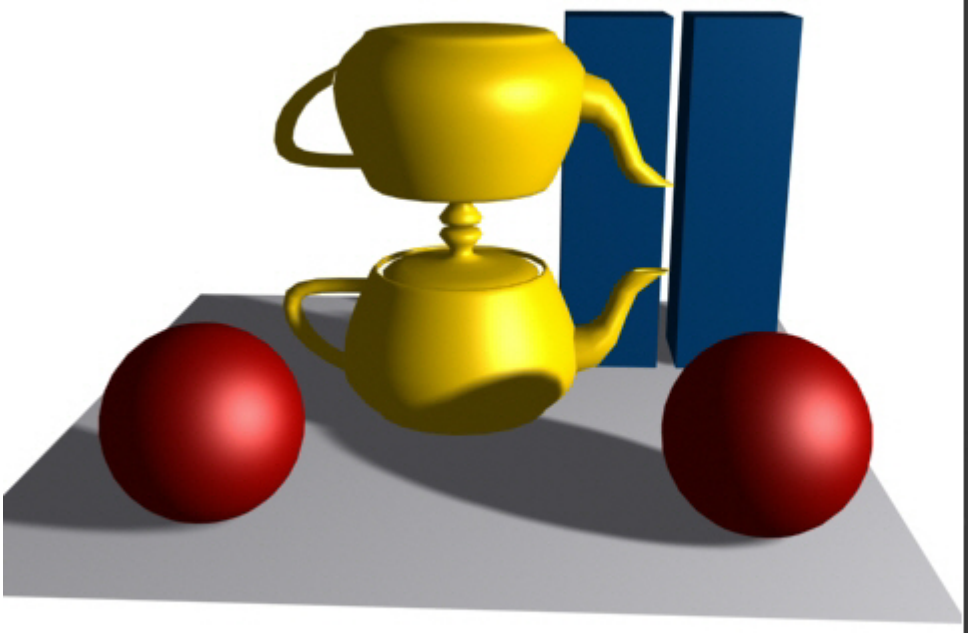

Teapot01
Modifier List
Squeeze
Teapot
Parameters
Axial Bulge
Amount: 0.35
Curve: 3.74
Radial Squeeze
Amount: -0.09
Curve: 2.59
Limits
Limit Effect
Lower Limit: 50.0
Upper Limit: -50.0
Effect Balance
Bias: 0.0
Volume: 100.0

08.- Stretch

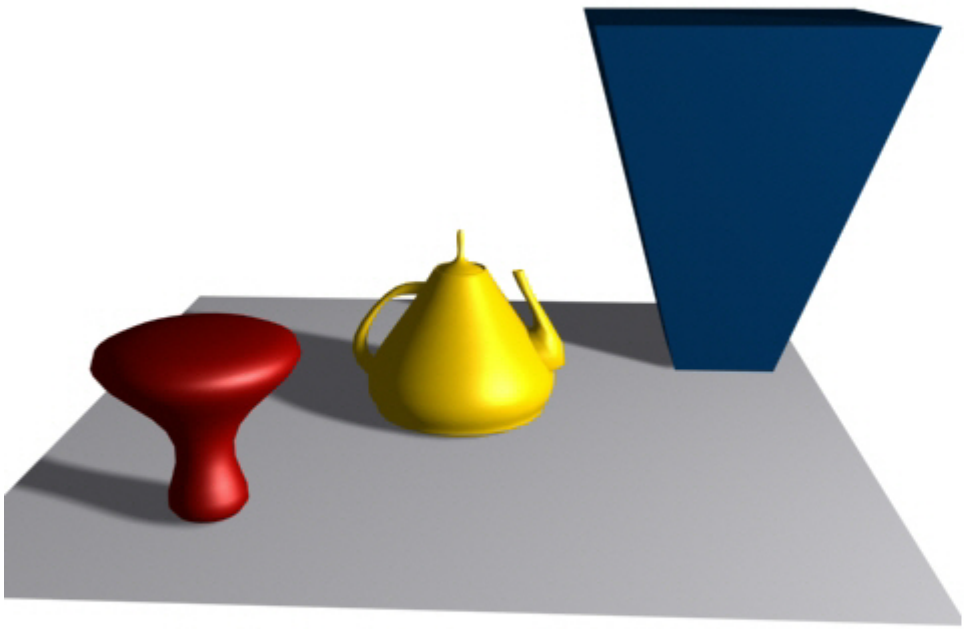
Teapot01
Modifier List
Stretch
Teapot
Parameters
Stretch:
Stretch: 0.7
Amplify: 0.6
Stretch Axis:
X
Y
Z
Limits
Limit Effect
Upper Limit: 0.0
Lower Limit: 0.0

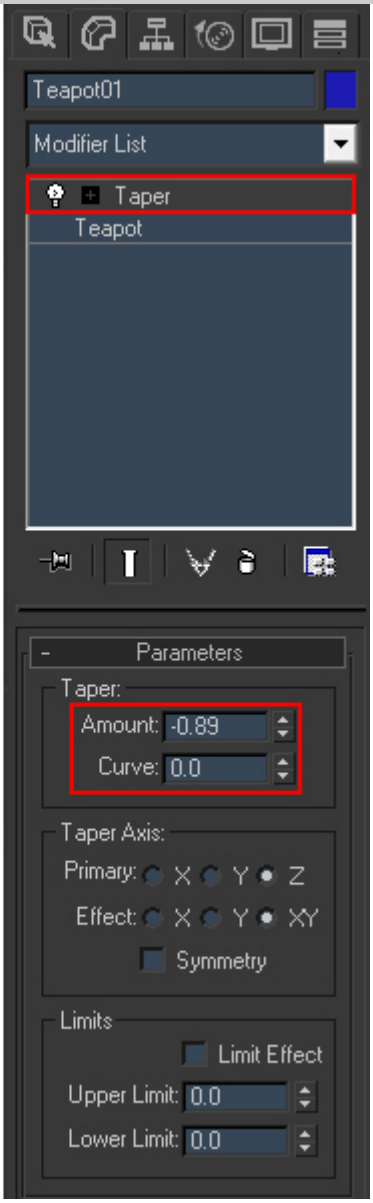
09.- Symmetry

El uso de este modificador va a depender de la ubicación del Gizmo del objeto. También podemos modificar el resultado entrando al sub-objeto del modificador Symmetry (Mirror)

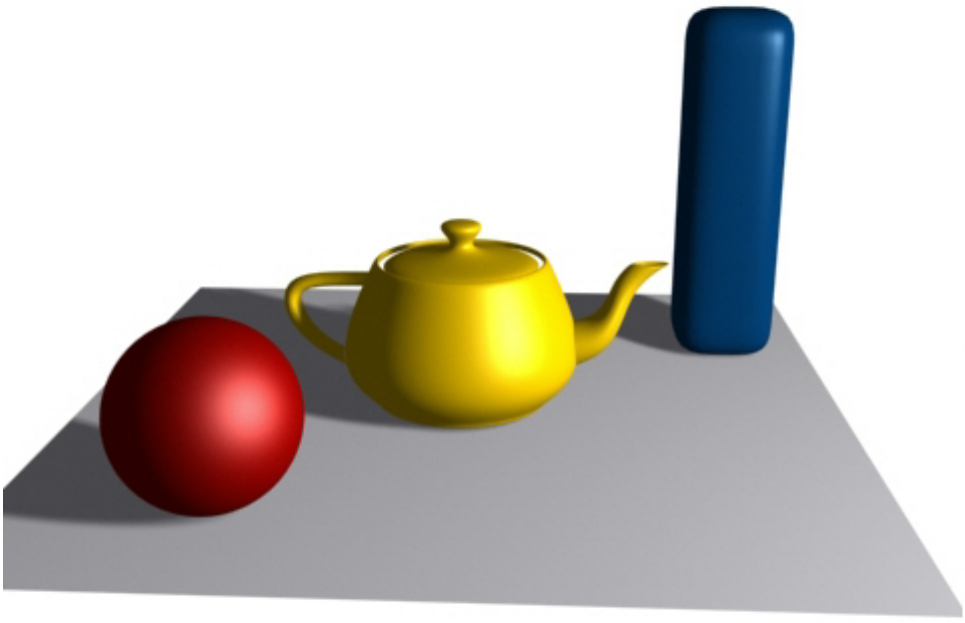


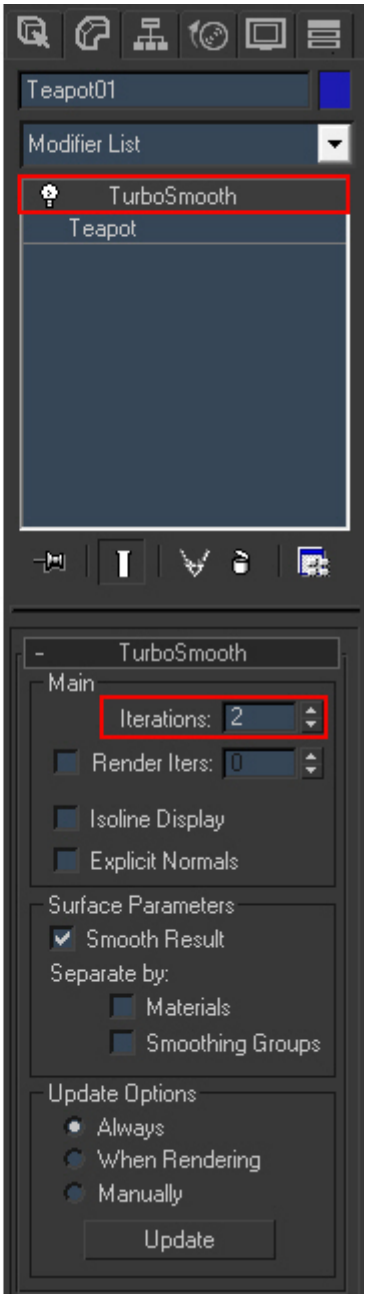
10.- Taper



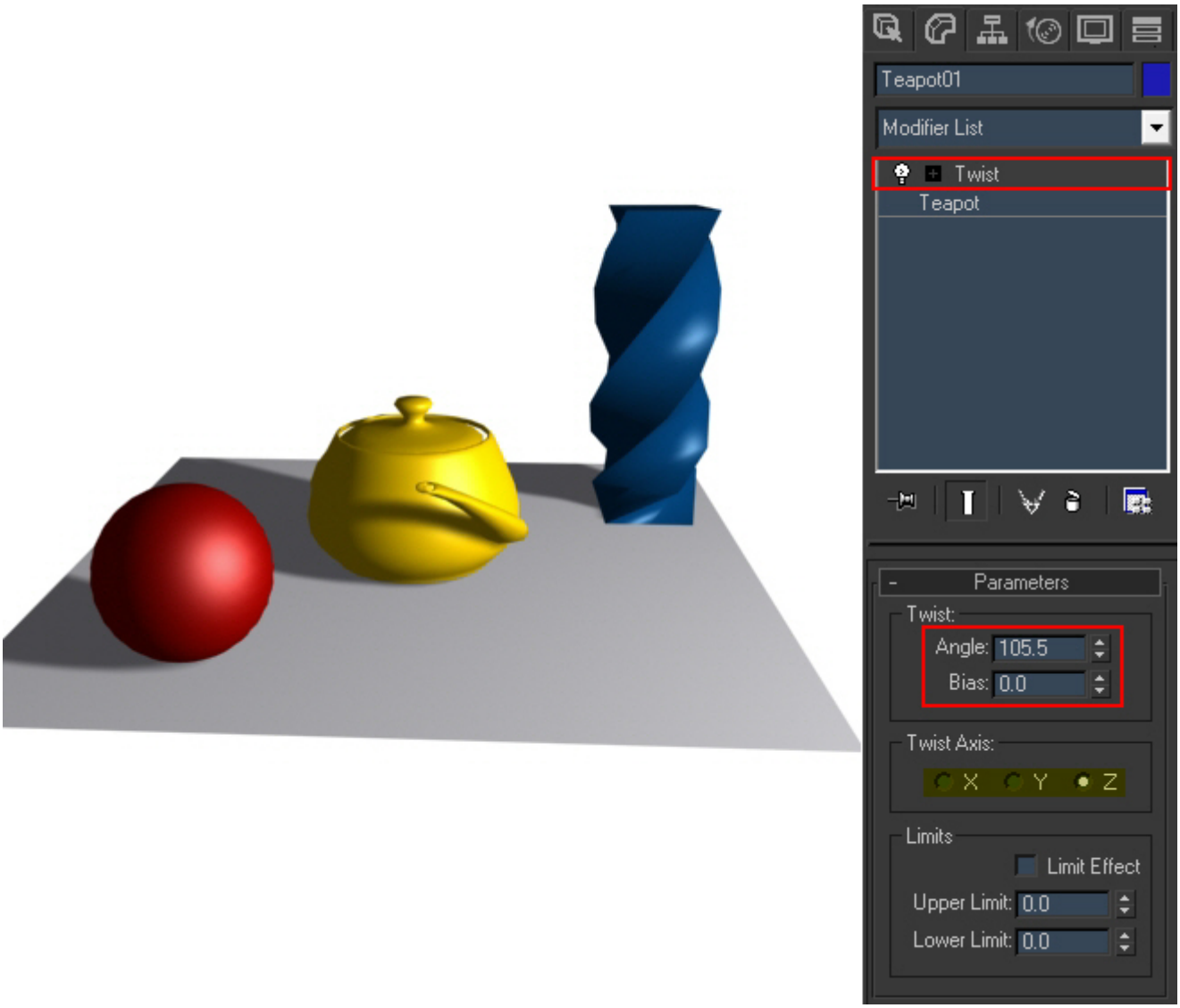

Teapot01
Modifier List
Taper
Teapot
Parameters
Taper:
Amount: -0.89
Curve: 0.0
Taper Axis:
Primary: X Y Z
Effect: X Y XY
Symmetry
Limits
Limit Effect
Upper Limit: 0.0
Lower Limit: 0.0

11.- TurboSmooth

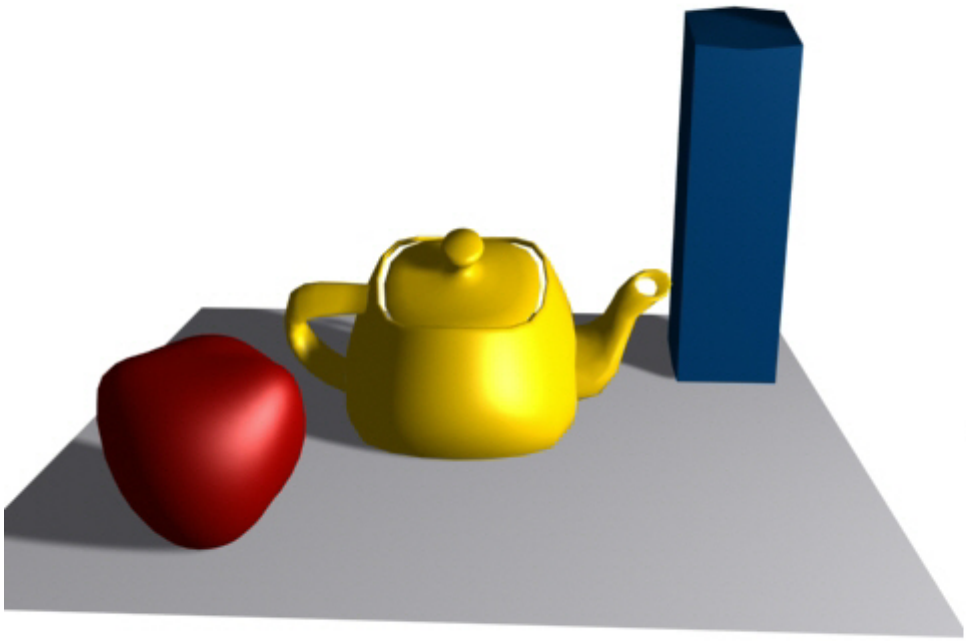




12.- Twist

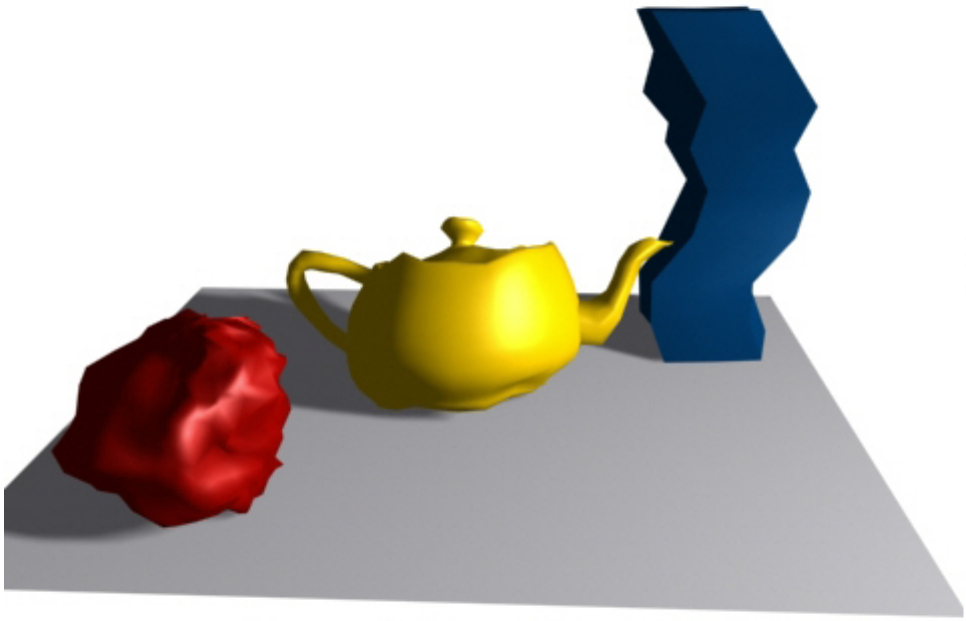

Teapot01
Modifier List
Twist
Teapot
Parameters
Twist:
Angle: 105.5
Bias: 0.0
Twist Axis:
X
Y
Z
Limits
Limit Effect
Upper Limit: 0.0
Lower Limit: 0.0

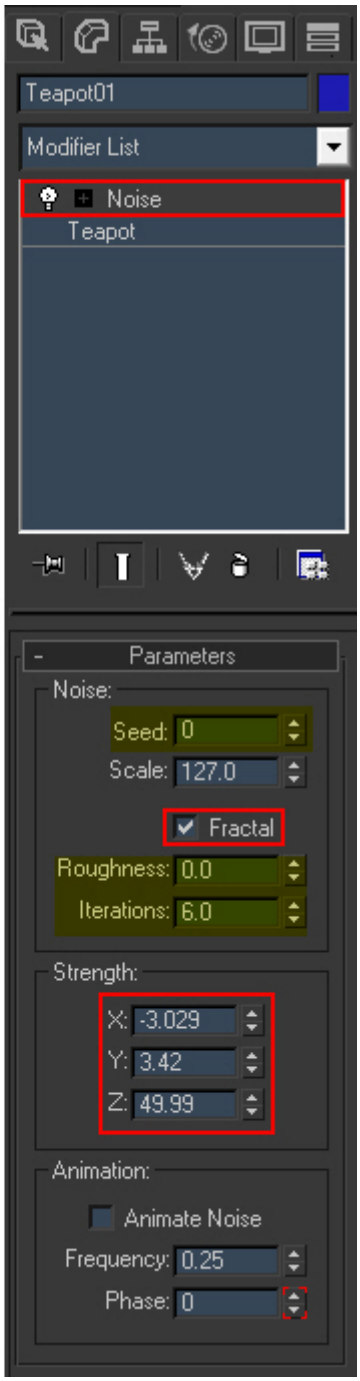
13.- Wave



Teapot01
Modifier List
Wave
Teapot
Parameters
Wave:
Amplitude 1: 4.52
Amplitude 2: 10.61
Wave Length: 50.0
Phase: 4.0
Decay: 0.0

14.- Noise




Teapot01
Modifier List
Noise
Teapot
Parameters
Noise:
Seed: 0
Scale: 127.0
Fractal
Roughness: 0.0
Iterations: 6.0
Strength:
X: -3.029
Y: 3.42
Z: 49.99
Animation:
Animate Noise
Frequency: 0.25
Phase: 0