

Creamos una caja

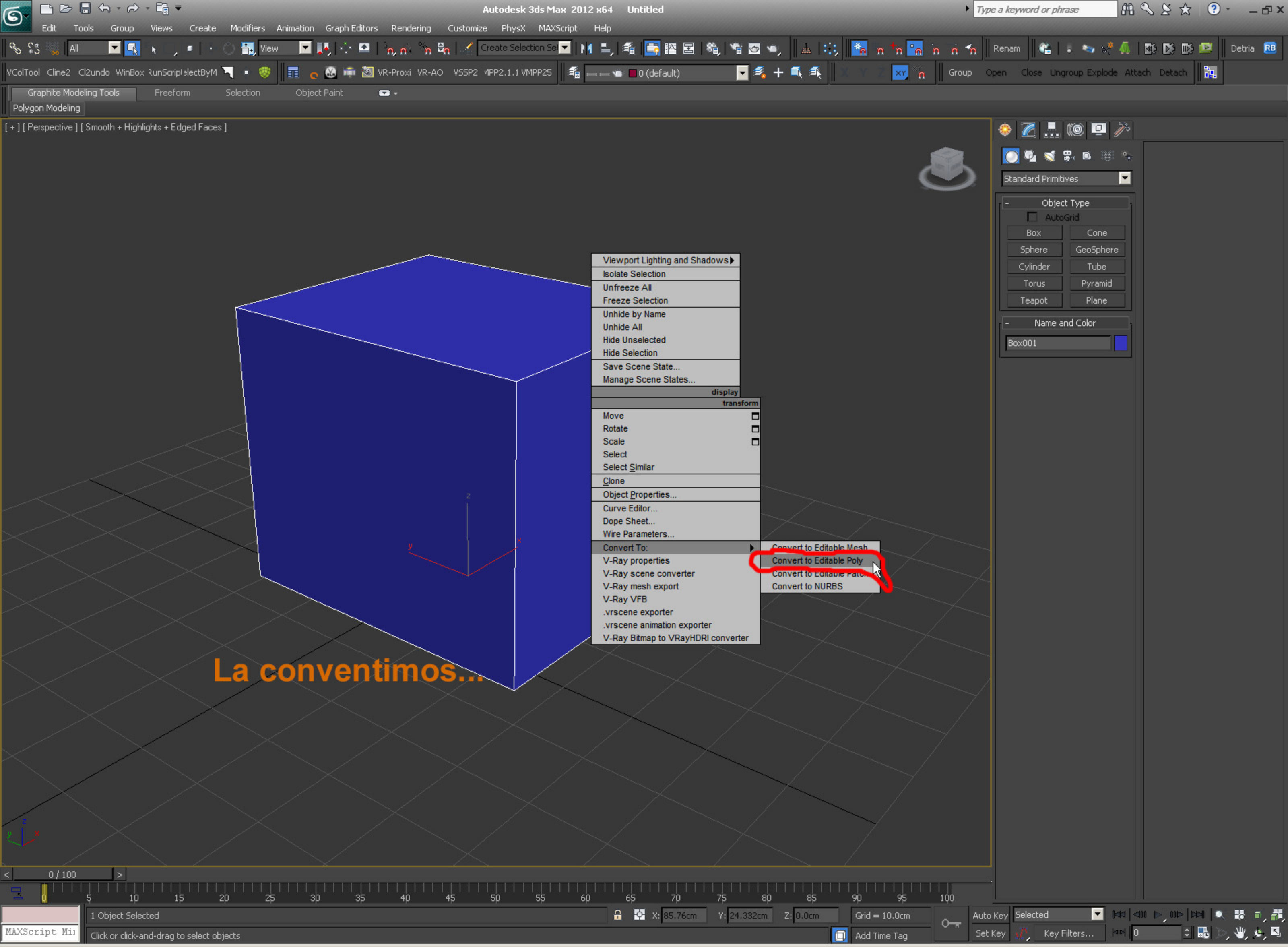
Standard Primitives

Object Type

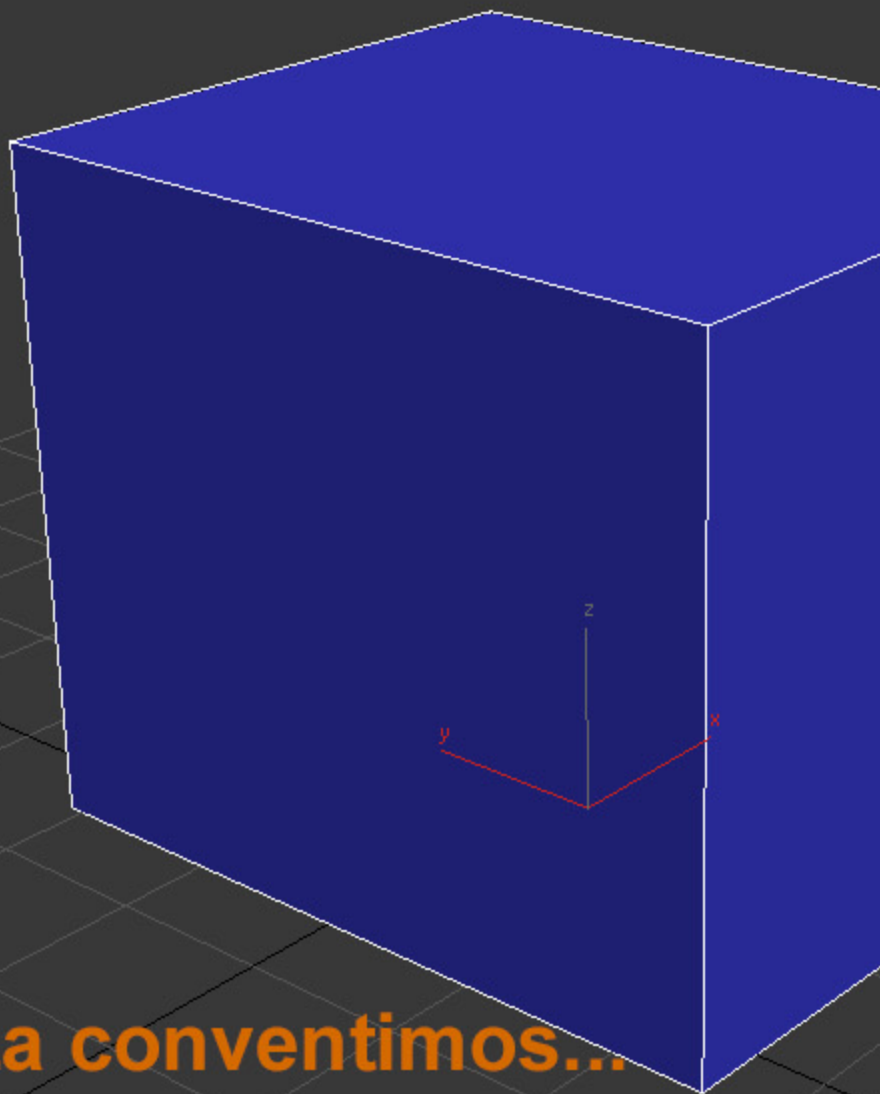
- Auto Grid
- Box
- Cone
- Sphere
- GeoSphere
- Cylinder
- Tube
- Torus
- Pyramid
- Teapot
- Plane

Name and Color

Box001



[ + ] [ Perspective ] [ Smooth + Highlights + Edged Faces ]



- Viewport Lighting and Shadows
- Isolate Selection
- Unfreeze All
- Freeze Selection
- Unhide by Name
- Unhide All
- Hide Unselected
- Hide Selection
- Save Scene State...
- Manage Scene States...
- display
- transform
- Move
- Rotate
- Scale
- Select
- Select Similar
- Clone
- Object Properties...
- Curve Editor...
- Dope Sheet...
- Wire Parameters...
- Convert To:
- V-Ray properties
- V-Ray scene converter
- V-Ray mesh export
- V-Ray VFB
- .vrscene exporter
- .vrscene animation exporter
- V-Ray Bitmap to VRayHDRi converter

- Convert to Editable Mesh
- Convert to Editable Poly
- Convert to Editable Patch
- Convert to NURBS

La convertimos...

Standard Primitives

Object Type

AutoGrid

Box Cone

Sphere GeoSphere

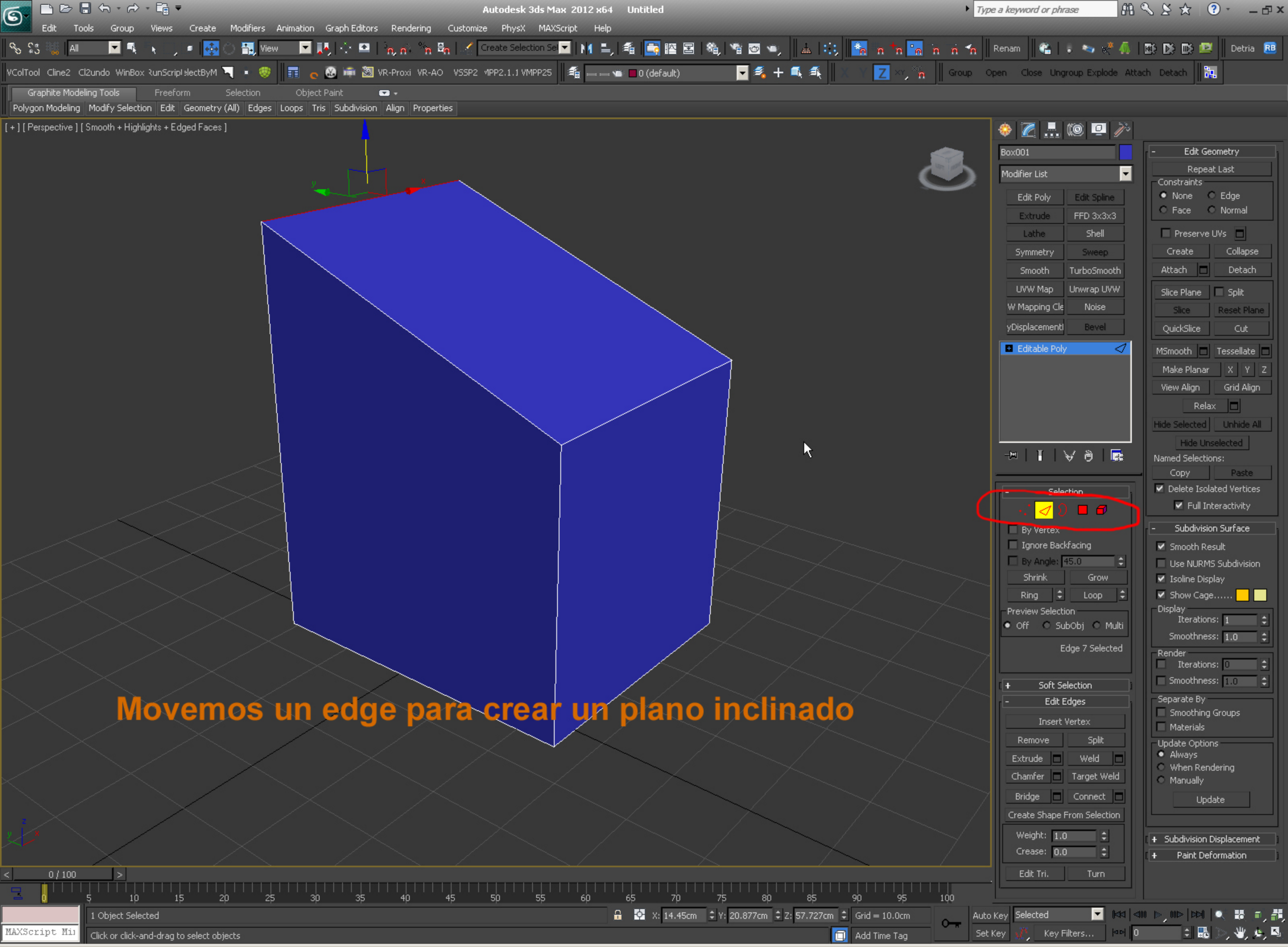
Cylinder Tube

Torus Pyramid

Teapot Plane

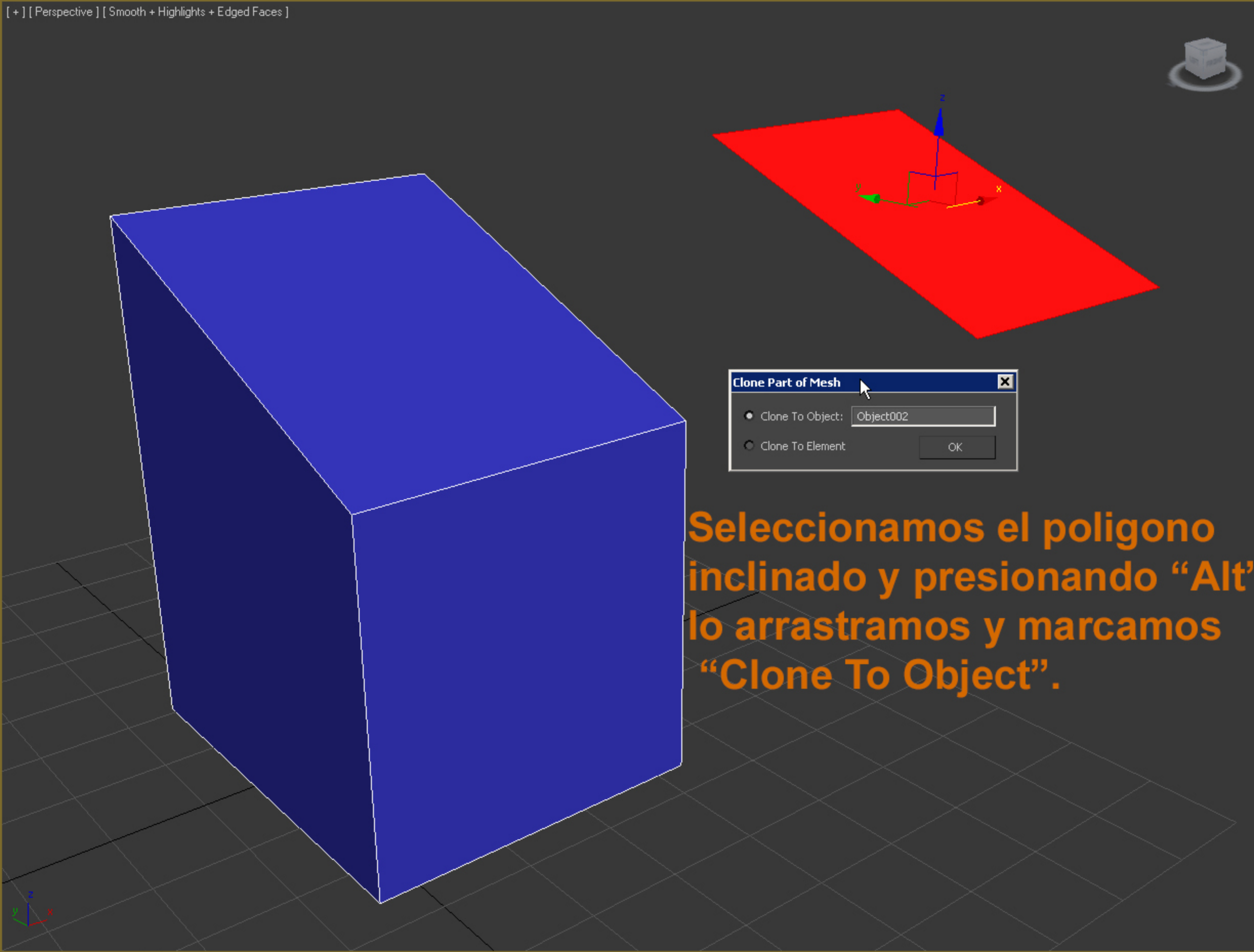
Name and Color

Box001



Movemos un edge para crear un plano inclinado





**Seleccionamos el poligono inclinado y presionando "Alt" lo arrastramos y marcamos "Clone To Object".**

Box001  
Modifier List  
Edit Poly Edit Spline  
Extrude FFD 3x3x3  
Lathe Shell  
Symmetry Sweep  
Smooth TurboSmooth  
UVW Map Unwrap UVW  
W Mapping Cl Noise  
yDisplacement Bevel

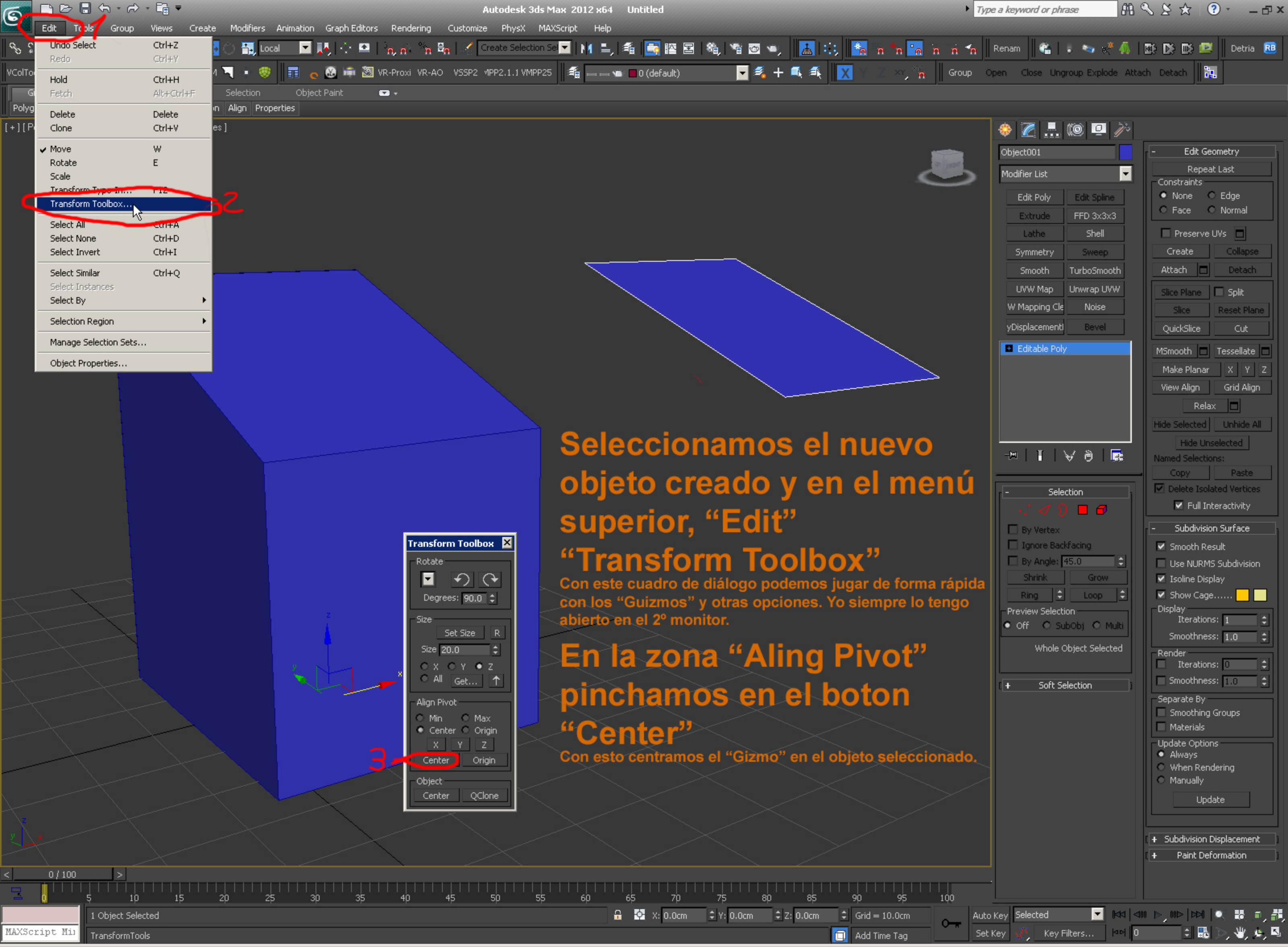
**Editable Poly**

Edit Geometry  
Repeat Last  
Constraints  
None Edge  
Face Normal  
Preserve UVs  
Create Collapse  
Attach Detach  
Slice Plane Split  
Slice Reset Plane  
QuickSlice Cut  
MSmooth Tessellate  
Make Planar X Y Z  
View Align Grid Align  
Relax  
Hide Selected Unhide All  
Hide Unselected  
Named Selections:  
Copy Paste  
Delete Isolated Vertices  
Full Interactivity  
Polygon: Material IDs  
Set ID: 1  
Select ID: 1  
Clear Selection  
Polygon: Smoothing Groups  
1 2 3 4 5 6 7 8  
9 10 11 12 13 14 15 16  
17 18 19 20 21 22 23 24  
25 26 27 28 29 30 31 32  
Select By SG Clear All  
Auto Smooth 45.0  
Polygon: Vertex Colors  
Color:   
Illumination:   
Alpha: 100.0  
Subdivision Surface  
Smooth Result  
Use NURMS Subdivision  
Isoline Display

Selection  
By Vertex  
Ignore Backfacing  
By Angle: 45.0  
Shrink Grow  
Ring Loop  
Preview Selection  
Off SubObj Multi  
Polygon 7 Selected

Soft Selection

Edit Polygons  
Insert Vertex  
Extrude Outline  
Bevel Inset  
Bridge Flip  
Hinge From Edge  
Extrude Along Spline  
Edit Triangulation  
Retriangulate Turn



- Undo Select Ctrl+Z
- Redo Ctrl+Y
- Hold Ctrl+H
- Fetch Alt+Ctrl+H
- Delete Delete
- Clone Ctrl+V
- Move W
- Rotate E
- Scale
- Transform Type In... T+I
- Transform Toolbox...**
- Select All Ctrl+A
- Select None Ctrl+D
- Select Invert Ctrl+I
- Select Similar Ctrl+Q
- Select Instances
- Select By
- Selection Region
- Manage Selection Sets...
- Object Properties...

**Transform Toolbox**

Rotate  
 Rotate  
 Degrees: 90.0

Size  
 Set Size R  
 Size 20.0  
 X  Y  Z  
 All Get... ↑

Align Pivot  
 Min  Max  
 Center  Origin  
 X Y Z  
 Center  Origin

Object  
 Center  QClone

**Seleccionamos el nuevo objeto creado y en el menú superior, "Edit"**

**"Transform Toolbox"**

Con este cuadro de diálogo podemos jugar de forma rápida con los "Guizmos" y otras opciones. Yo siempre lo tengo abierto en el 2º monitor.

**En la zona "Align Pivot" pinchamos en el boton "Center"**

Con esto centramos el "Gizmo" en el objeto seleccionado.

3

Object001

Modifier List

Edit Poly Edit Spline

Extrude FFD 3x3x3

Lathe Shell

Symmetry Sweep

Smooth TurboSmooth

UVW Map Unwrap UVW

W Mapping Cl Noise

yDisplacement Bevel

**Editable Poly**

Repeat Last

Constraints

None  Edge

Face  Normal

Preserve UVs

Create Collapse

Attach Detach

Slice Plane Split

Slice Reset Plane

QuickSlice Cut

MSmooth Tessellate

Make Planar X Y Z

View Align Grid Align

Relax

Hide Selected Unhide All

Hide Unselected

Named Selections:

Copy Paste

Delete Isolated Vertices

Full Interactivity

Subdivision Surface

Smooth Result

Use NURMS Subdivision

Isoline Display

Show Cage.....

Display

Iterations: 1

Smoothness: 1.0

Render

Iterations: 0

Smoothness: 1.0

Separate By

Smoothing Groups

Materials

Update Options

Always

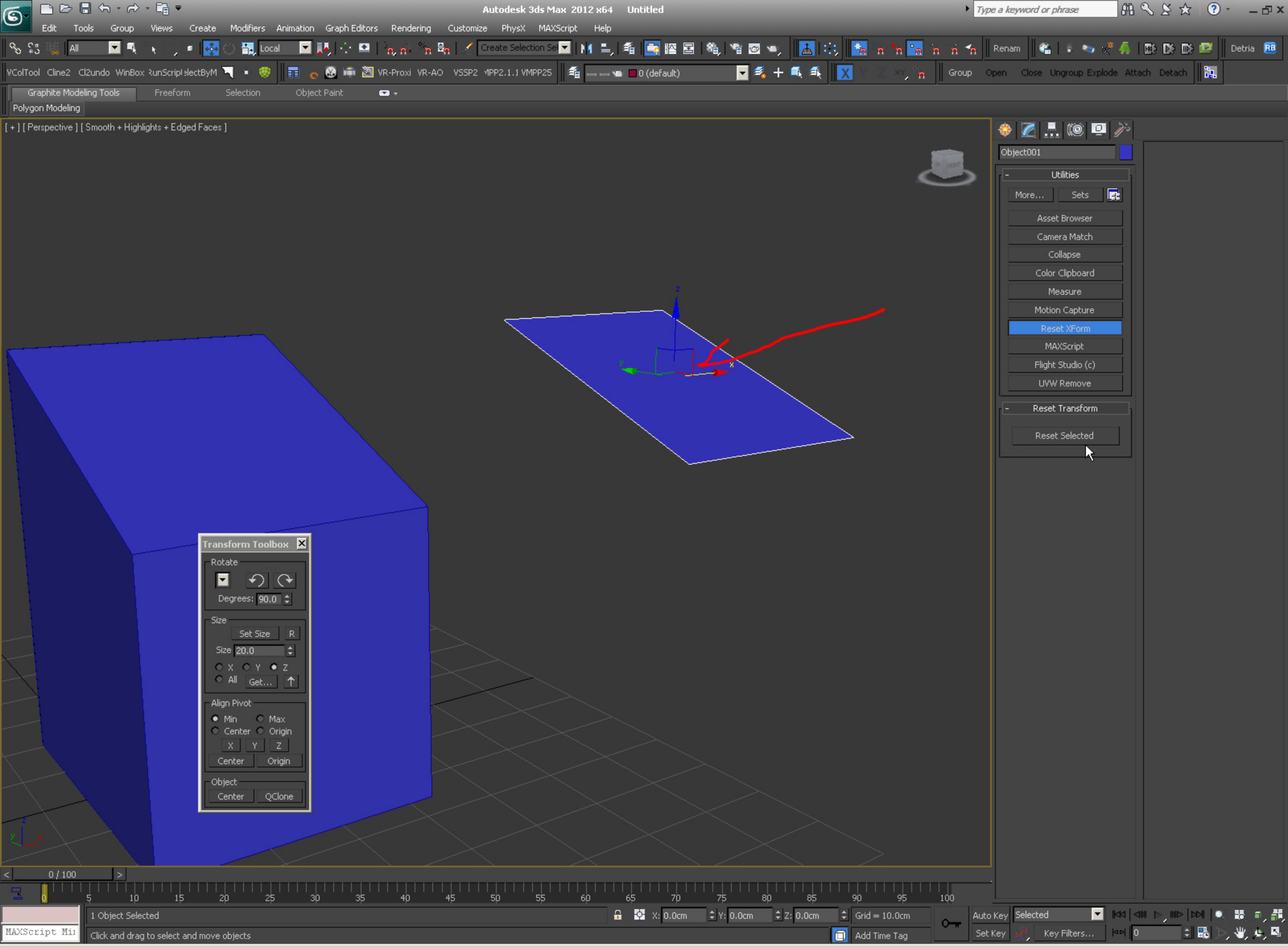
When Rendering

Manually

Update

Subdivision Displacement

Paint Deformation



[ + ] [ Perspective ] [ Smooth + Highlights + Edged Faces ]

**Transform Toolbox**

Rotate  
 Rotate  
Degrees: 90.0

Size  
Set Size R  
Size: 20.0  
 X  Y  Z  
 All Get...

Align Pivot  
 Min  Max  
 Center  Origin  
X Y Z  
Center Origin

Object  
Center QClone

Object001

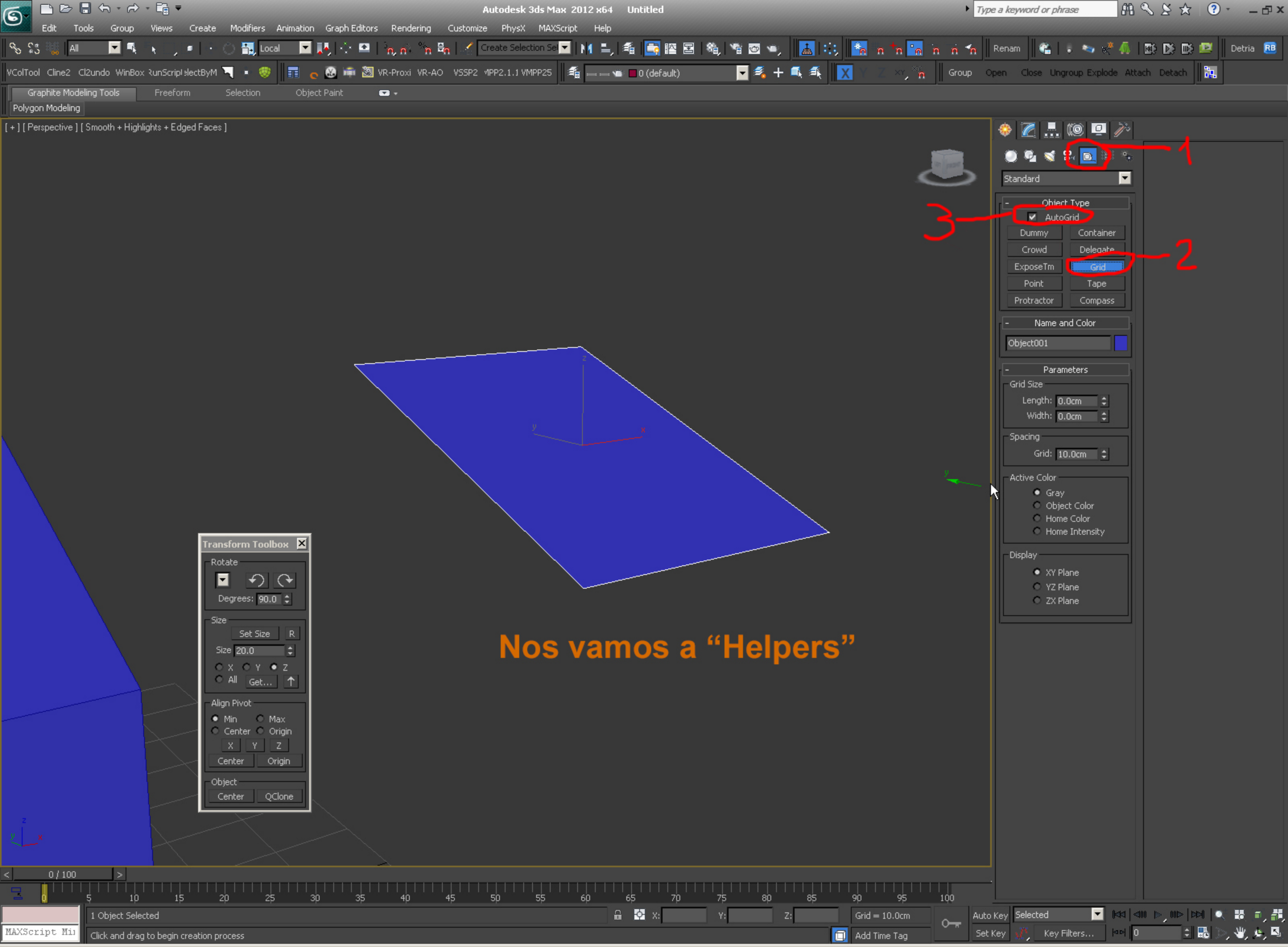
Utilities

More... Sets

Asset Browser  
Camera Match  
Collapse  
Color Clipboard  
Measure  
Motion Capture  
**Reset XForm**  
MAXScript  
Flight Studio (c)  
UVW Remove

Reset Transform

Reset Selected



Nos vamos a "Helpers"

**Transform Toolbox**

Rotate  
 Rotate  
 Degrees: 90.0

Size  
 Set Size R  
 Size 20.0

Align Pivot  
 Min  Max  
 Center  Origin  
 X Y Z  
 Center Origin

Object  
 Center QClone

Standard

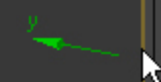
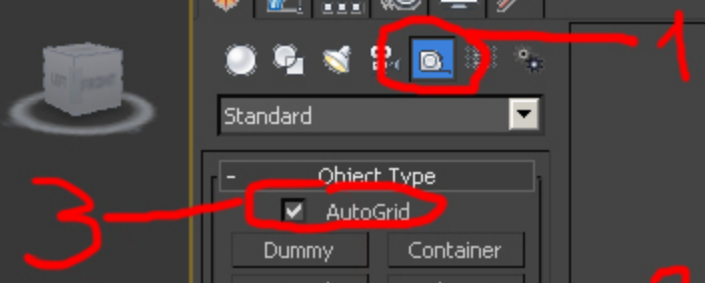
Object Type  
 AutoGrid  
 Dummy Container  
 Crowd Delegate  
 ExposeTm **Grid**  
 Point Tape  
 Protractor Compass

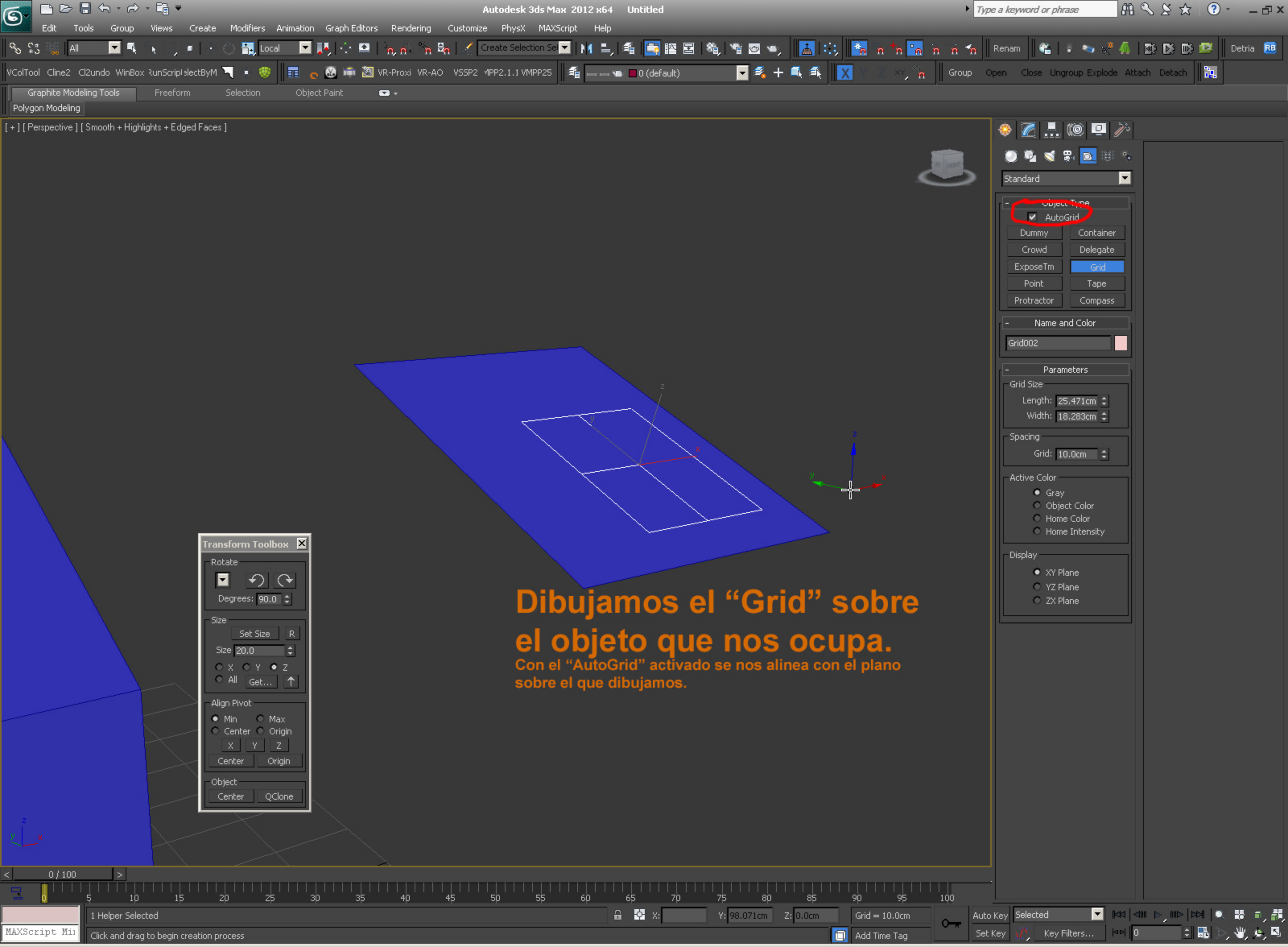
Name and Color  
 Object001

Parameters  
 Grid Size  
 Length: 0.0cm  
 Width: 0.0cm  
 Spacing  
 Grid: 10.0cm

Active Color  
 Gray  
 Object Color  
 Home Color  
 Home Intensity

Display  
 XY Plane  
 YZ Plane  
 ZX Plane





**Dibujamos el "Grid" sobre el objeto que nos ocupa.**  
Con el "AutoGrid" activado se nos alinea con el plano sobre el que dibujamos.

**Transform Toolbox**

Rotate  
 Rotate  
Degrees: 90.0

Size  
Set Size R  
Size: 20.0  
 X  Y  Z  
 All Get... ↑

Align Pivot  
 Min  Max  
 Center  Origin  
X Y Z  
Center Origin

Object  
Center QClone

Standard

**Object Type**  
 AutoGrid  
Dummy Container  
Crowd Delegate  
ExposeTm Grid  
Point Tape  
Protractor Compass

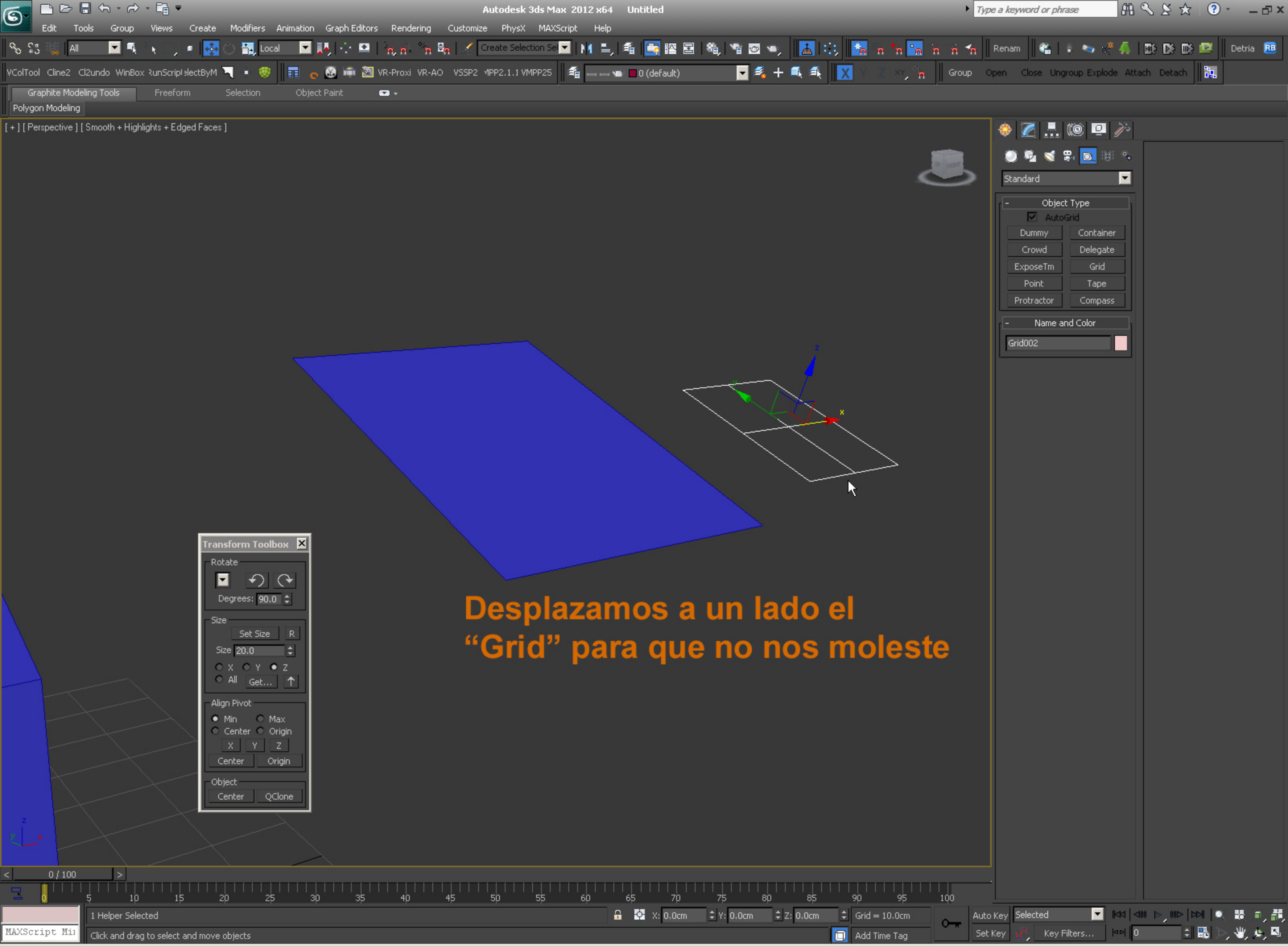
**Name and Color**  
Grid002

**Parameters**  
Grid Size  
Length: 25.471cm  
Width: 18.283cm  
Spacing  
Grid: 10.0cm

**Active Color**  
 Gray  
 Object Color  
 Home Color  
 Home Intensity

**Display**  
 XY Plane  
 YZ Plane  
 ZX Plane





Desplazamos a un lado el "Grid" para que no nos moleste

**Transform Toolbox**

Rotate  
 Rotate  
 Degrees: 90.0

Size  
 Set Size R  
 Size 20.0  
 X  Y  Z  
 All Get... ↑

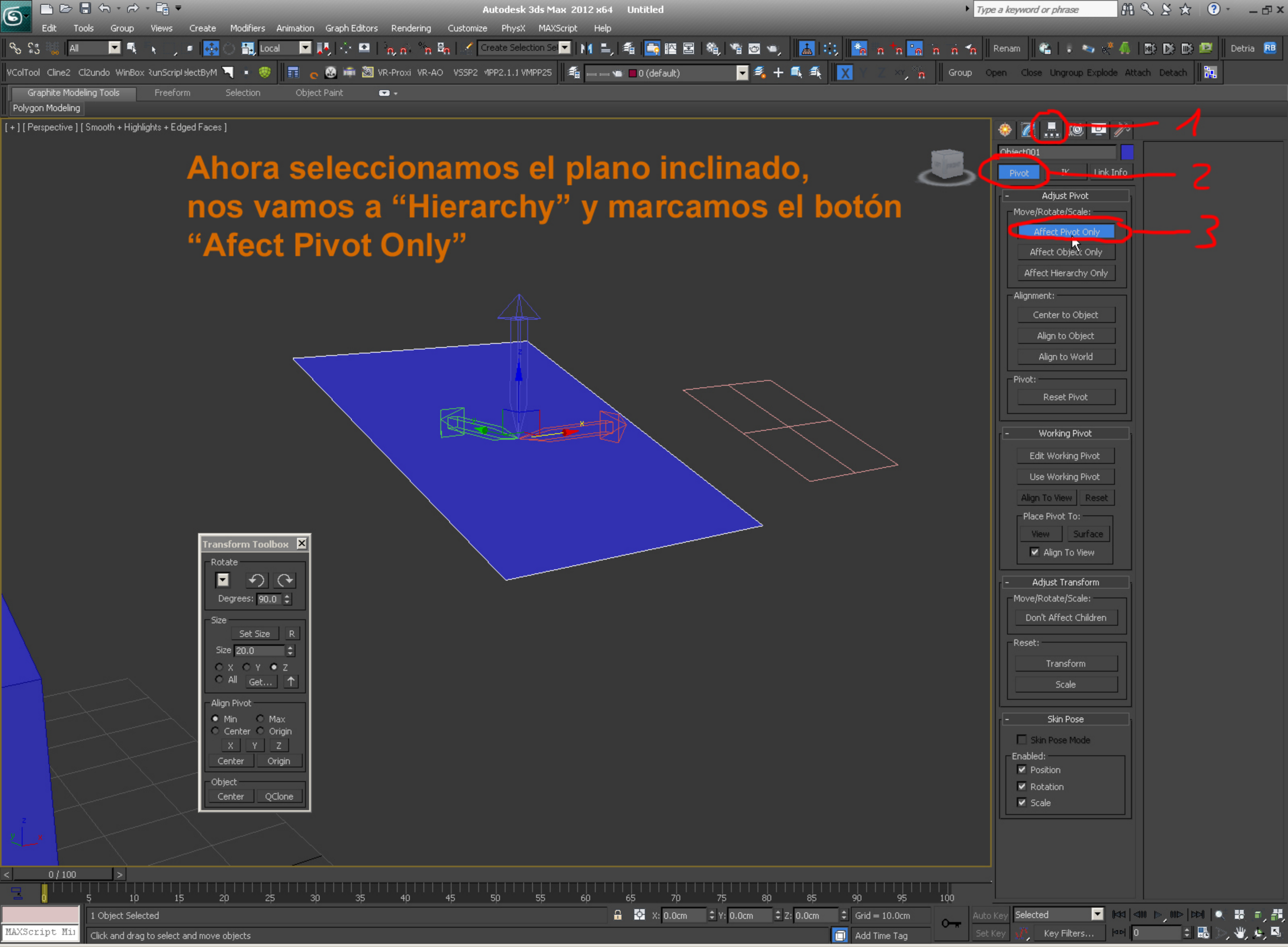
Align Pivot  
 Min  Max  
 Center  Origin  
 X Y Z  
 Center Origin

Object  
 Center QClone

Standard

Object Type  
 AutoGrid  
 Dummy Container  
 Crowd Delegate  
 ExposeTm Grid  
 Point Tape  
 Protractor Compass

Name and Color  
 Grid002



Ahora seleccionamos el plano inclinado, nos vamos a "Hierarchy" y marcamos el botón "Afect Pivot Only"

**Transform Toolbox**

Rotate  
Degrees: 90.0

Size  
Set Size R  
Size: 20.0  
X Y Z  
All Get...

Align Pivot  
Min Max  
Center Origin  
X Y Z  
Center Origin

Object  
Center QClone

Object01

Pivot Link Info

Adjust Pivot

Move/Rotate/Scale:  
Affect Pivot Only  
Affect Object Only  
Affect Hierarchy Only

Alignment:  
Center to Object  
Align to Object  
Align to World

Pivot:  
Reset Pivot

Working Pivot  
Edit Working Pivot  
Use Working Pivot  
Align To View Reset  
Place Pivot To:  
View Surface  
Align To View

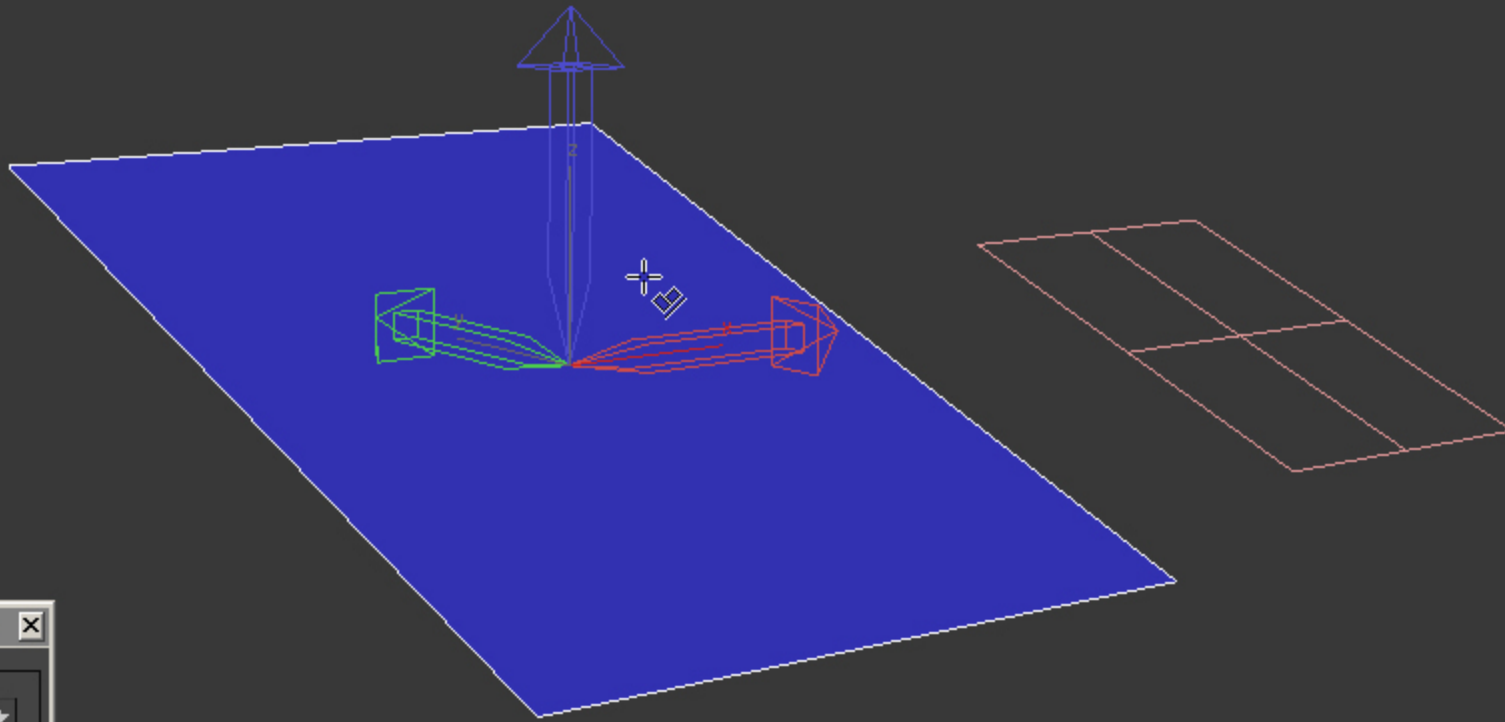
Adjust Transform  
Move/Rotate/Scale:  
Don't Affect Children

Reset:  
Transform  
Scale

Skin Pose  
Skin Pose Mode  
Enabled:  
Position  
Rotation  
Scale

1  
2  
3

Con el plano seleccionado, En la barra de menú superior pinchamos en el botón "Align"



**Transform Toolbox**

Rotate  
Degrees: 90.0

Size  
Set Size R  
Size: 20.0  
X Y Z All Get... ↑

Align Pivot  
Min Max  
Center Origin  
X Y Z  
Center Origin

Object  
Center QClone

Object001

Pivot IK Link Info

Adjust Pivot  
Move/Rotate/Scale:  
Affect Pivot Only  
Affect Object Only  
Affect Hierarchy Only

Alignment:  
Center to Object  
Align to Object  
Align to World

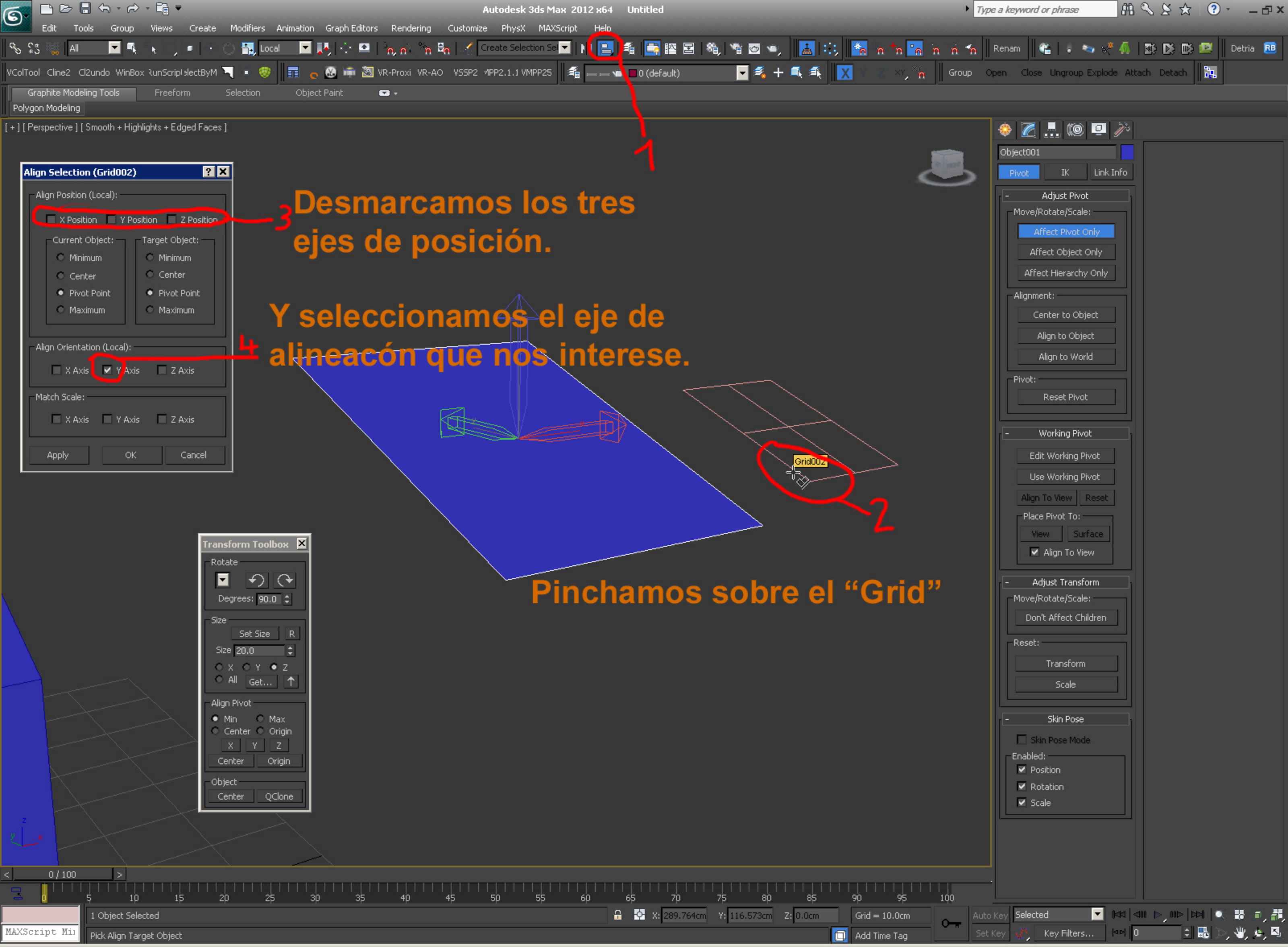
Pivot:  
Reset Pivot

Working Pivot  
Edit Working Pivot  
Use Working Pivot  
Align To View Reset  
Place Pivot To:  
View Surface  
 Align To View

Adjust Transform  
Move/Rotate/Scale:  
Don't Affect Children

Reset:  
Transform  
Scale

Skin Pose  
 Skin Pose Mode  
Enabled:  
 Position  
 Rotation  
 Scale



3 Desmarcamos los tres ejes de posición.

4 Y seleccionamos el eje de alineación que nos interese.

2 Pinchamos sobre el "Grid"

