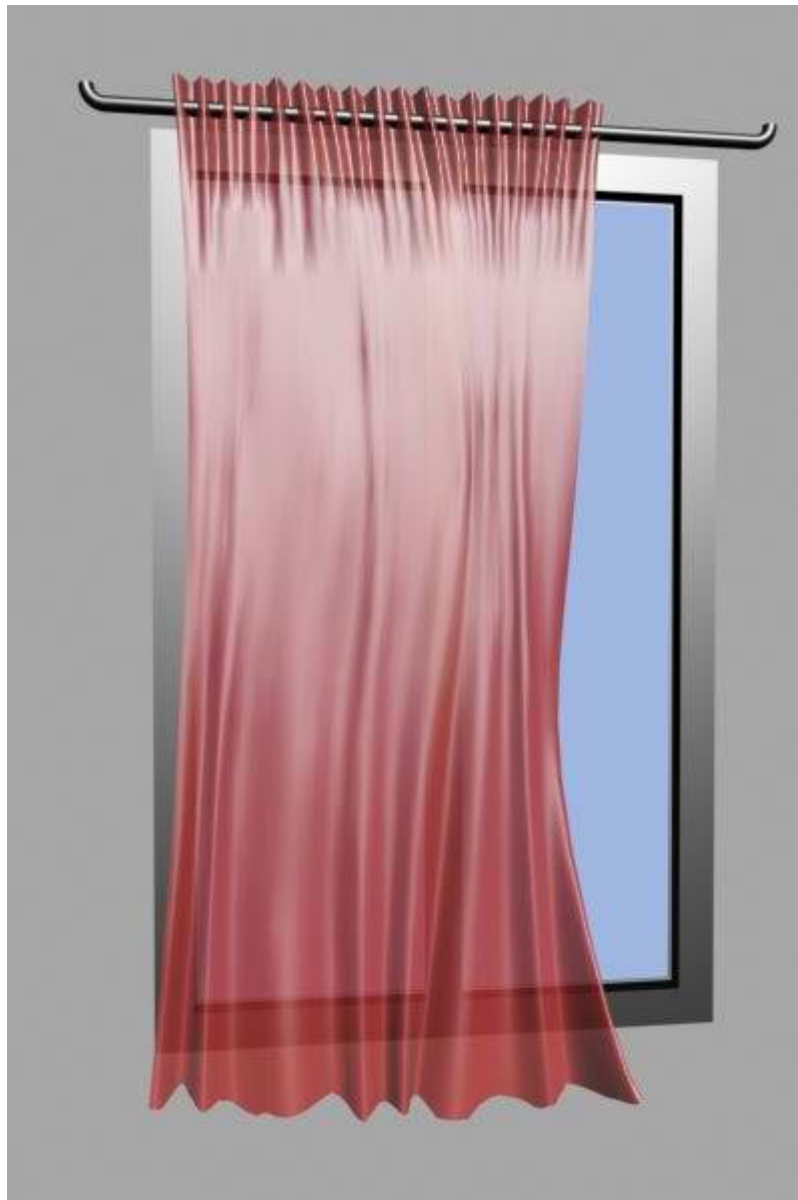
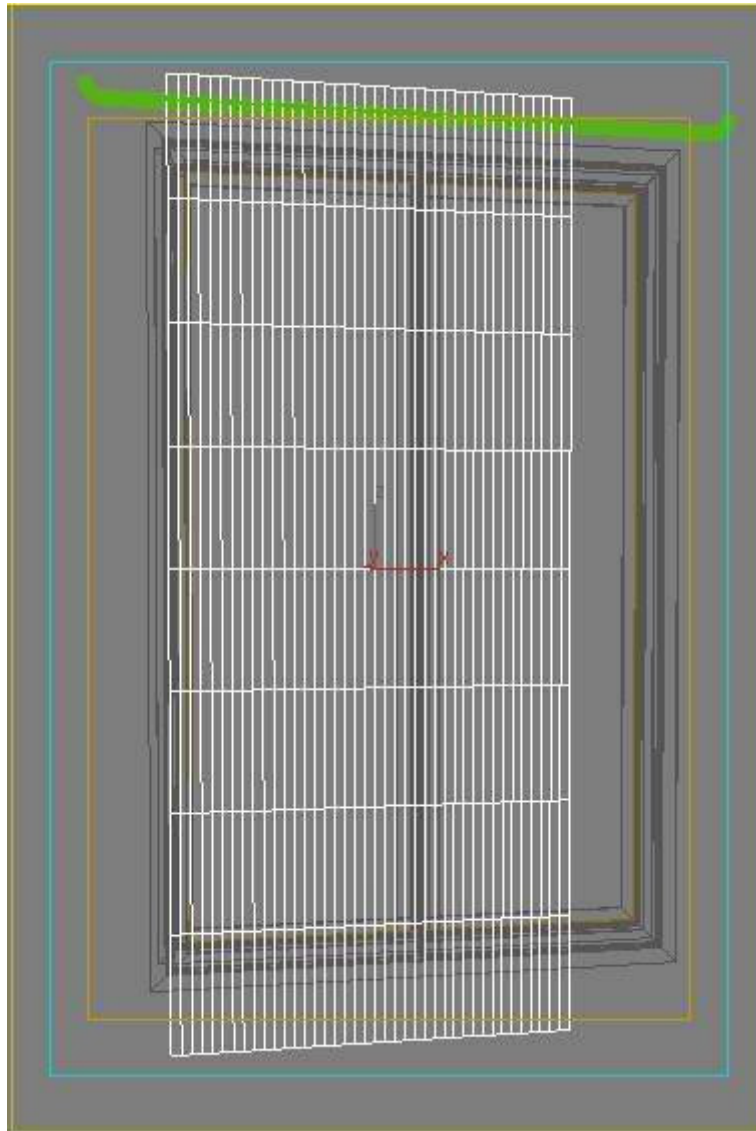


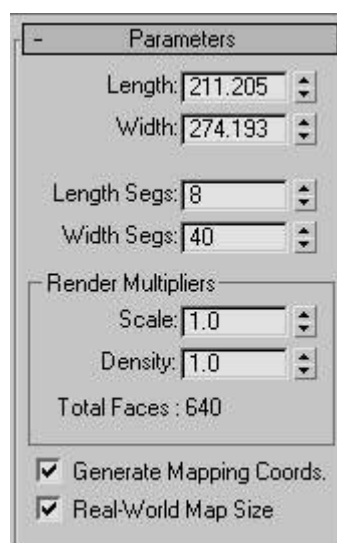
3D Curtain / Drape Tutorial in 3D Studio Max



Modeling a 3D Curtain/Drape without using any 3D Studio Max plugins. With the simple combinations, starting with a plane and a few modifiers you can develop a whole lot of different Drapes.

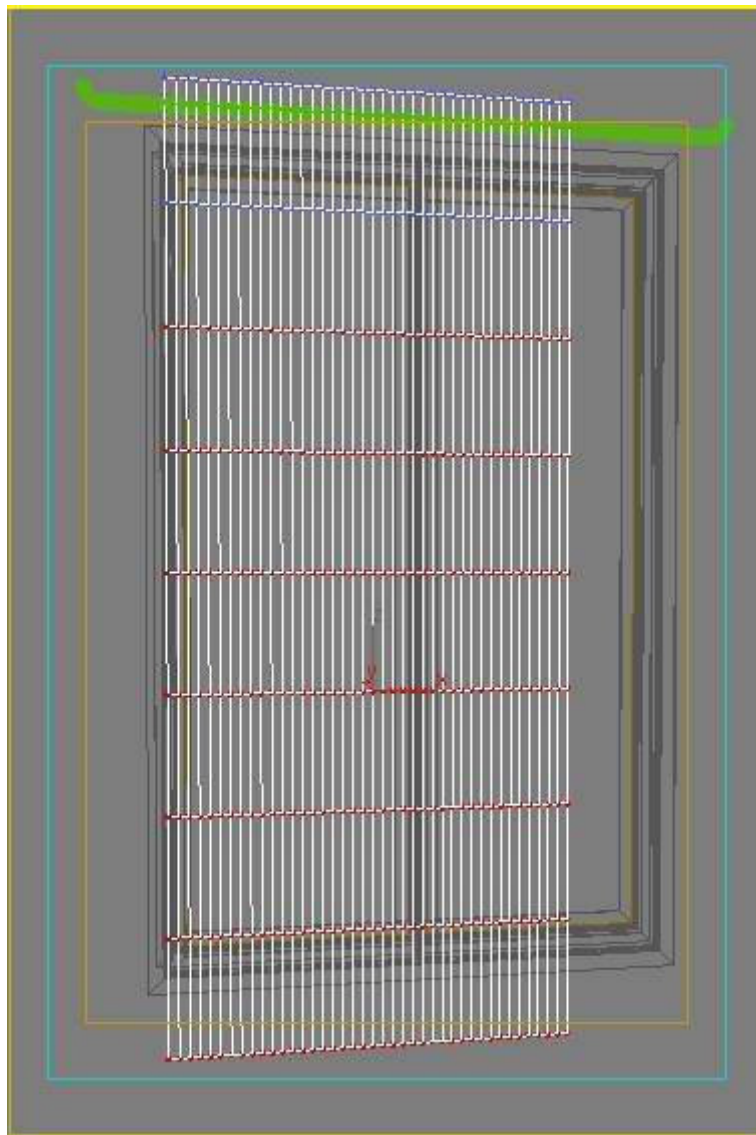


Start by drawing a simple Plane with the parameters below

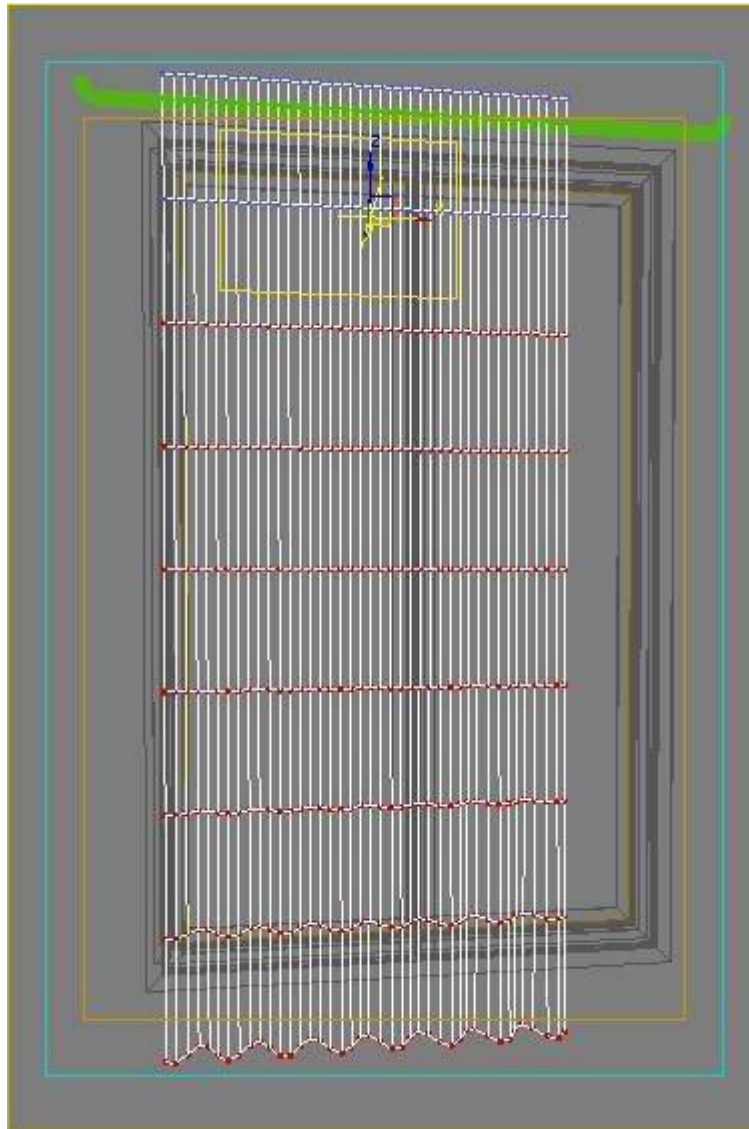


MeshSelect Modifier plays an important part since we only need to modify a particular

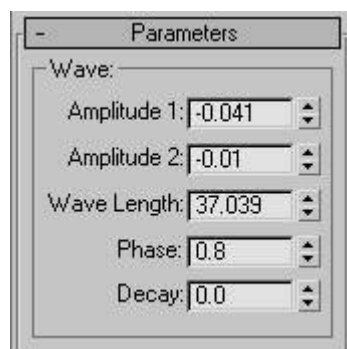
portion of the Plane. Select by using the subobject vertex option in the Meshselect



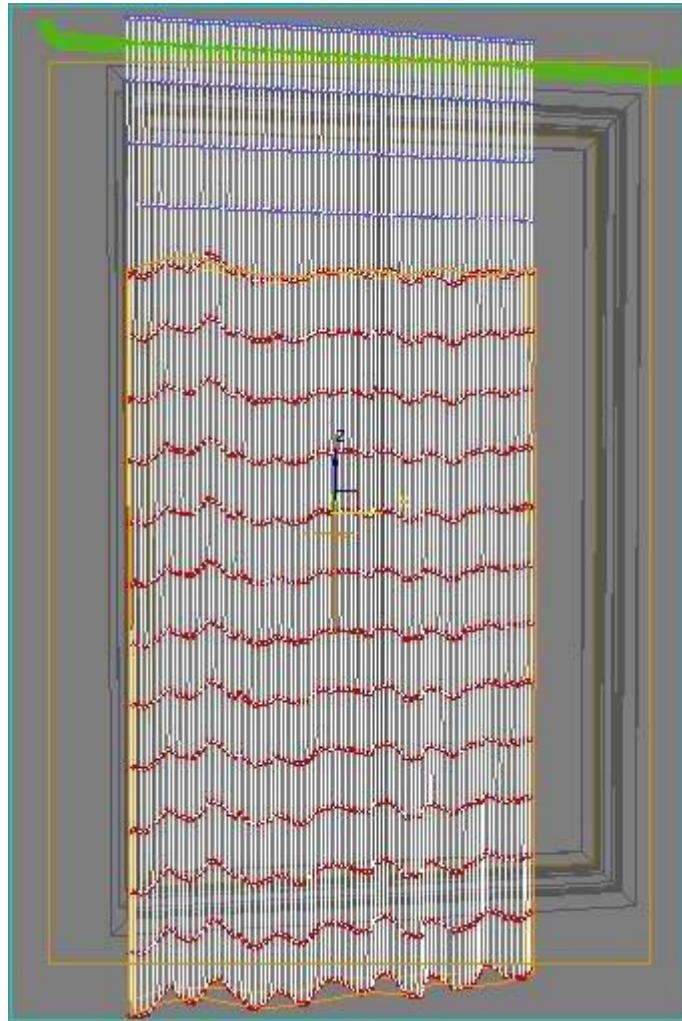
Wave Modifier : Add the wave modifier and you will see that it only affects the Selected Mesh vertices selected above . Please note closely that you might need to modify you wave gizmo as you see in the image below



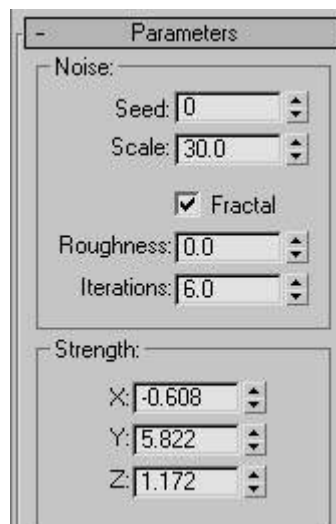
Wave Modifier Values used



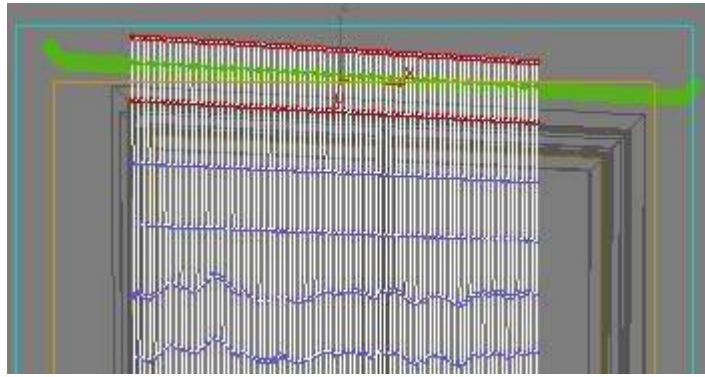
Noise Modifier : We need to add the noise modifier to get the shape flow naturally so we dont get precise geometry shape appearing. With the Noise Modifier there is some distortion to make it give a more natural look



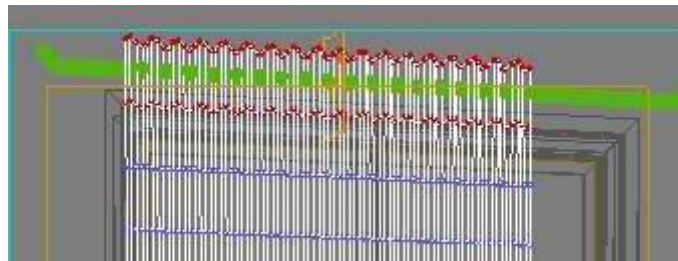
Noise Modifier Parameters



Add Another Meshselect and Select the top vertices



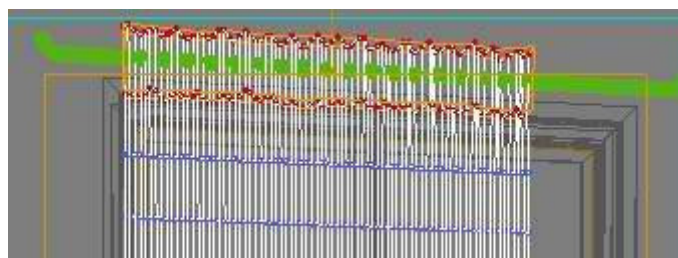
Adding another wave modifier with different values displayed below



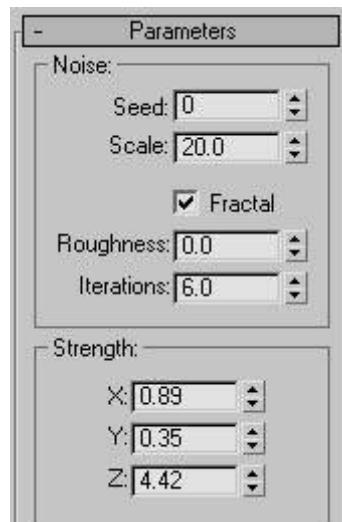
Wave modifier values

Parameters	
Wave:	
Amplitude 1:	2.02
Amplitude 2:	2.06
Wave Length:	15.357
Phase:	0.0
Decay:	0.0

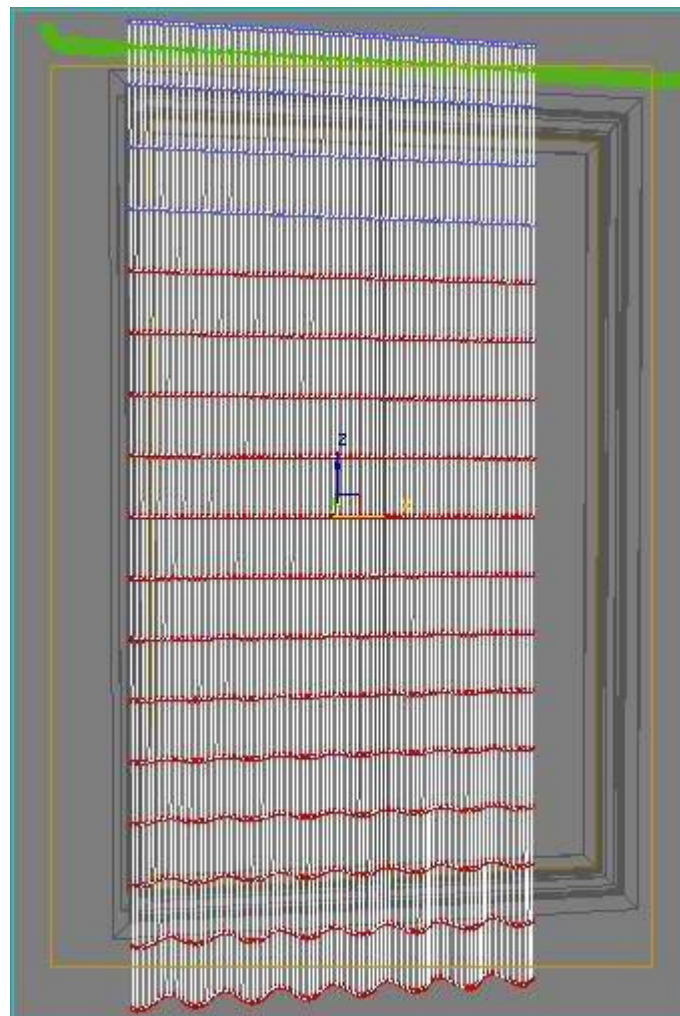
Adding Noise Modifier again



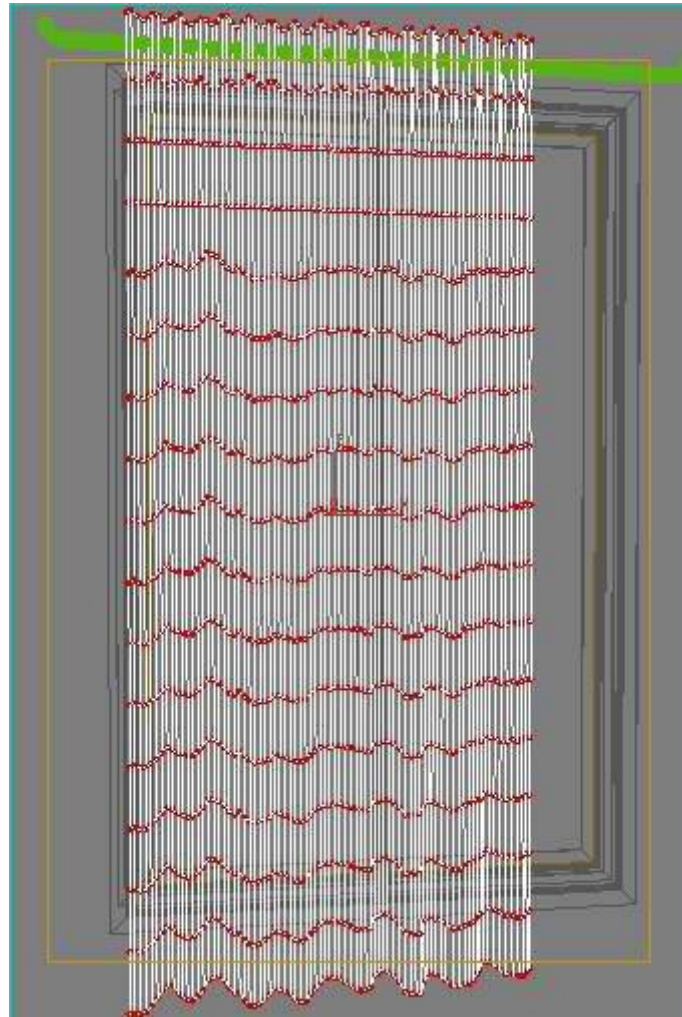
Noise modifier Parameters



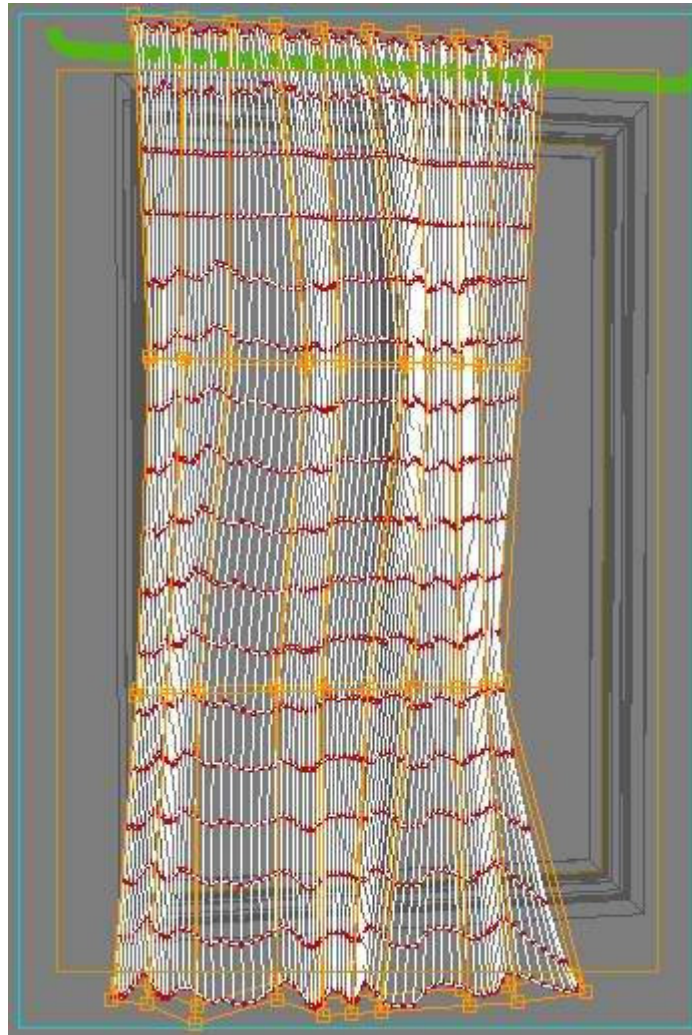
MeshSmooth modifier added



MeshSelect Modifier Added again and all the vertices now selected



FFD Box Modifier added with 4x10x2 values and control point moved to get a nice feel



You can see the final result with the minor FFD control points modification we get see the Curtain fly in Air.