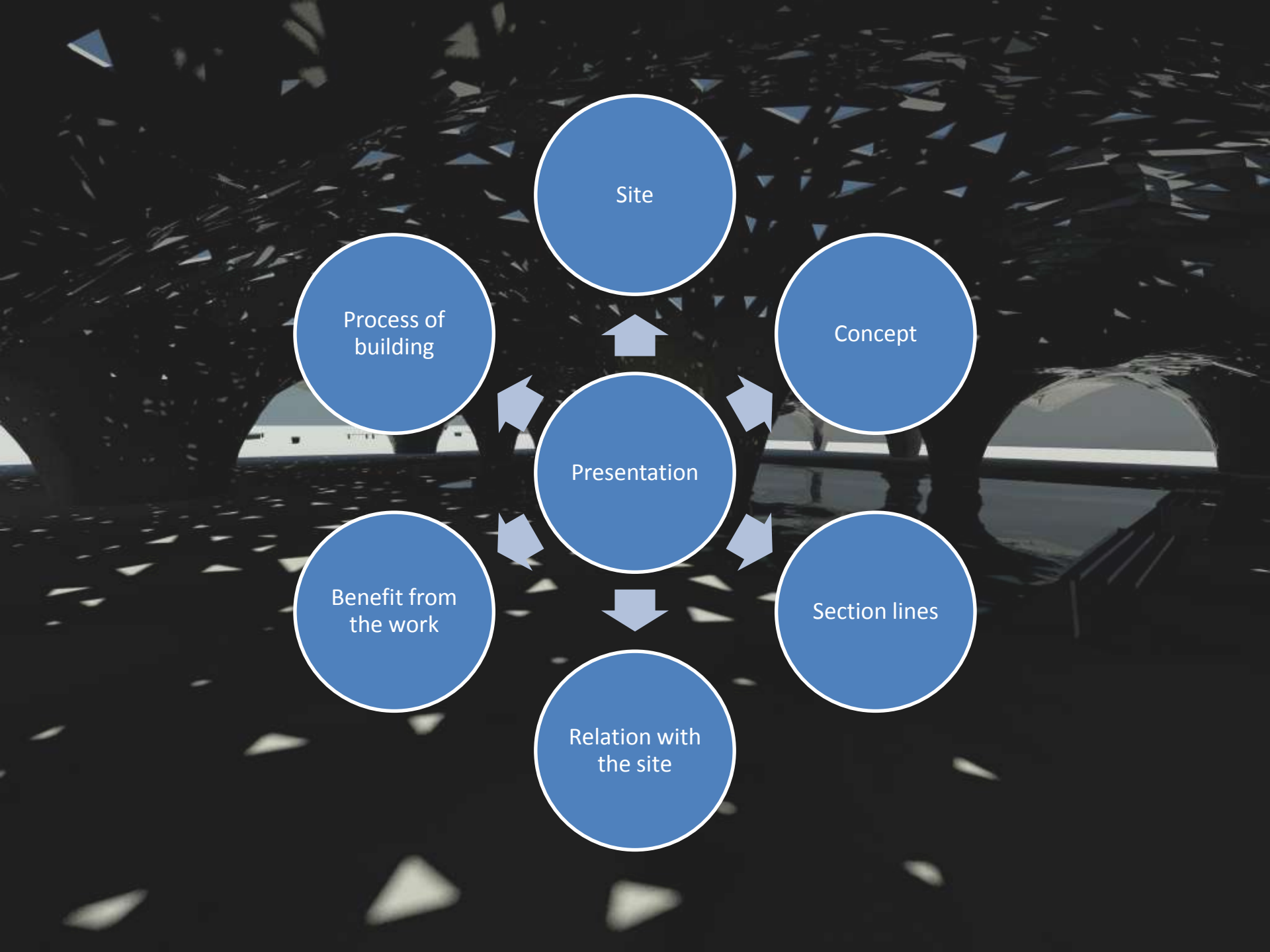
Jupiter Architecture Group

Jehad Alsamman
Abdullrahman kheir Allah
Gina Touchan


Site
Concept
Section lines
Relation with the site
Benefit from the work
Process of building
Presentation

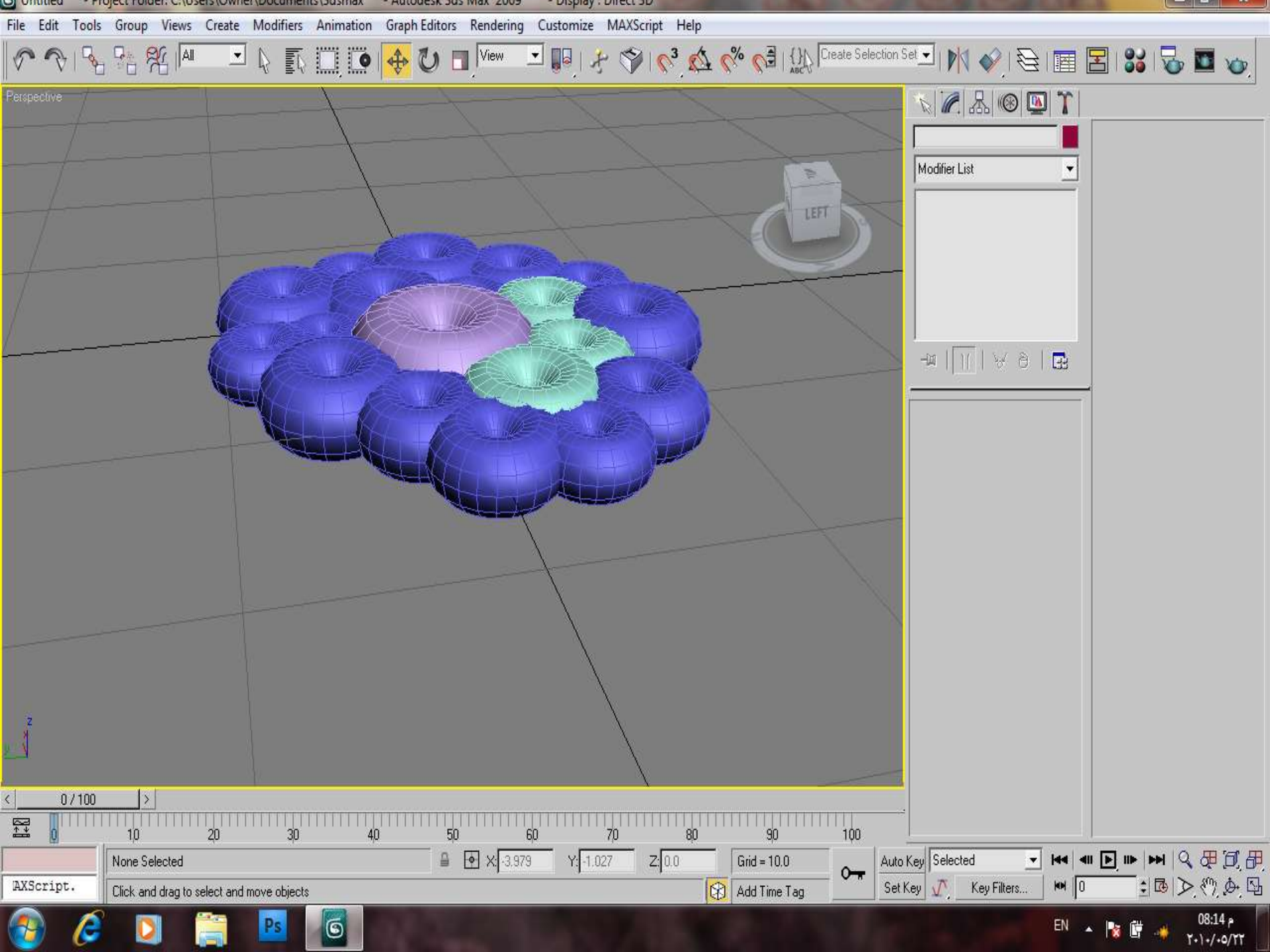
the Site

Relation with the side

Concept

- we needed to provide shadow area around the fountain area so we thought about the mushroom shape .
- we took some lines from mushroom shape and merge it with lines took from the canopy and produce the shape we have .

Section lines


File Edit Tools Group Views Create Modifiers Animation Graph Editors Rendering Customize MAXScript Help
Perspective
LEFT
Modifier List
0 / 100
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Click and drag to select and move objects
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Y: -1.027
Z: 0.0
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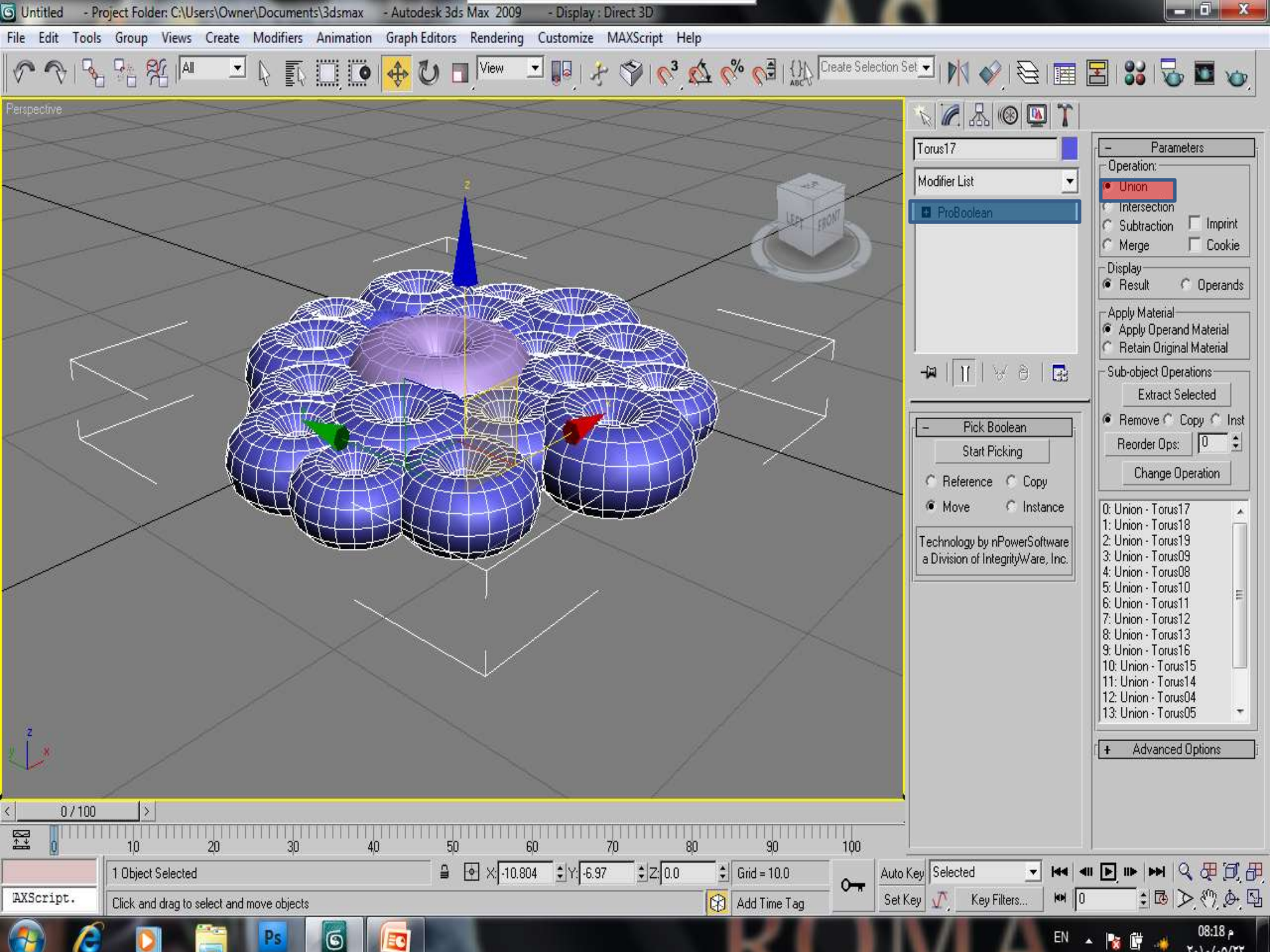
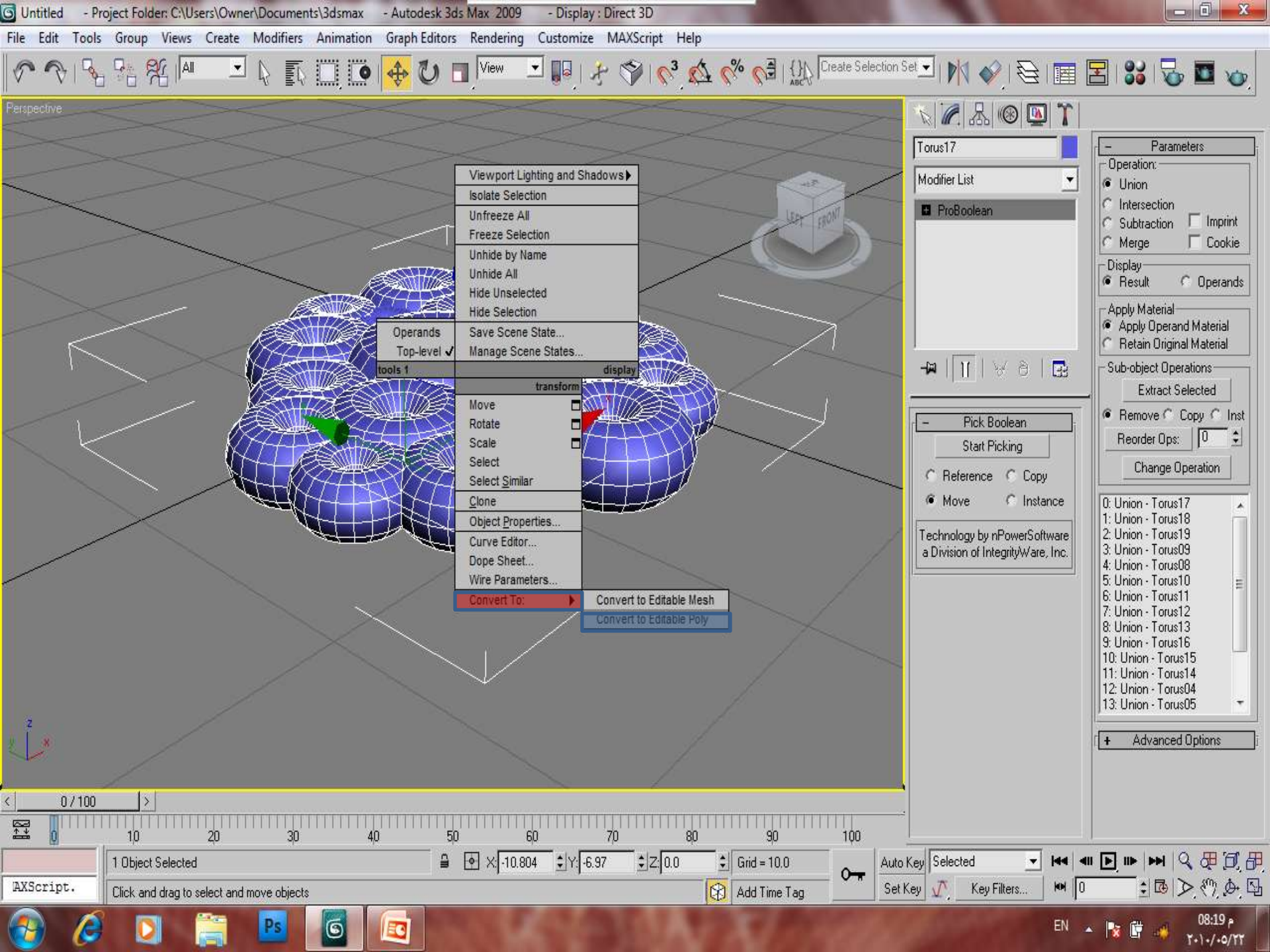
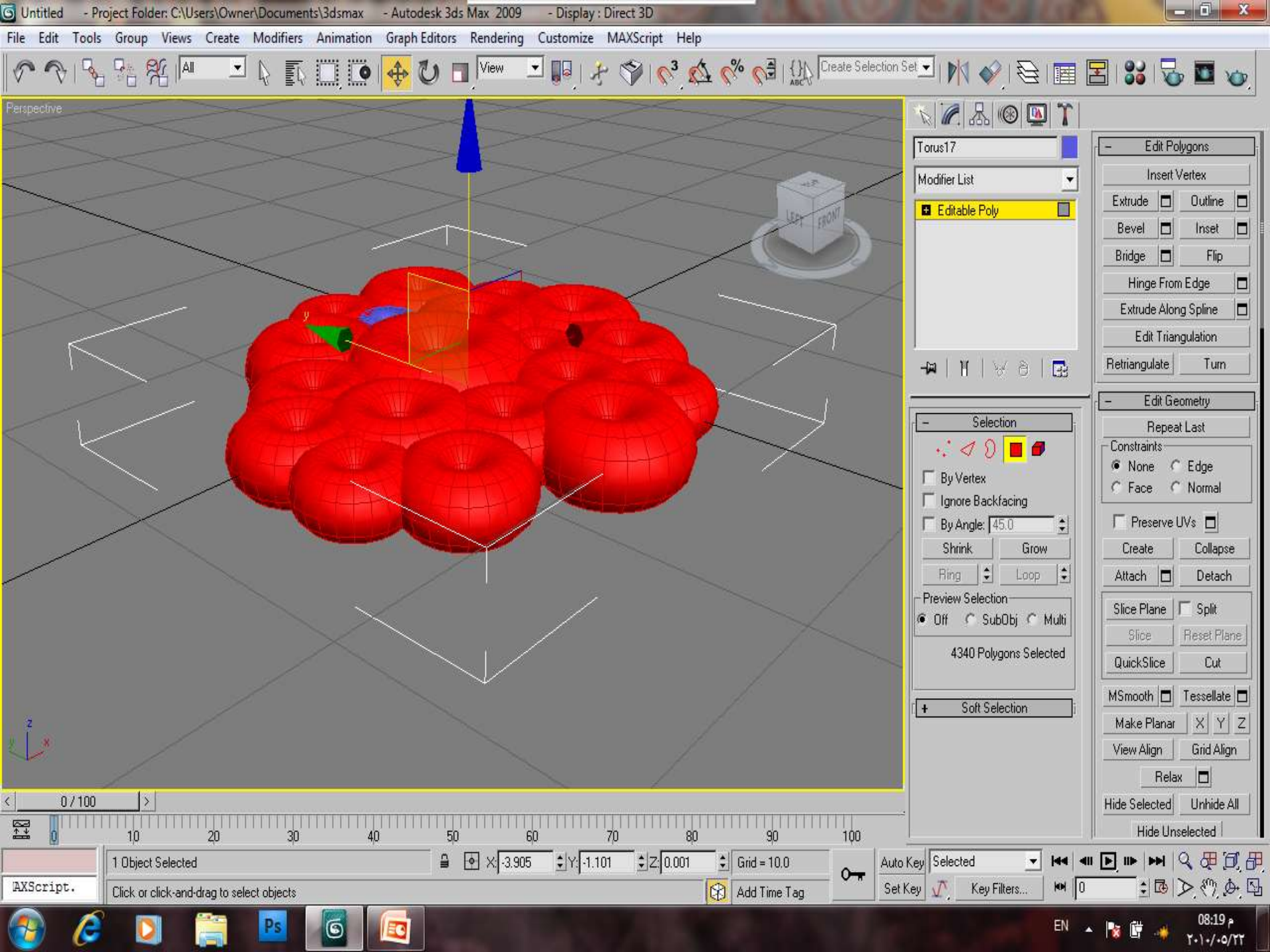
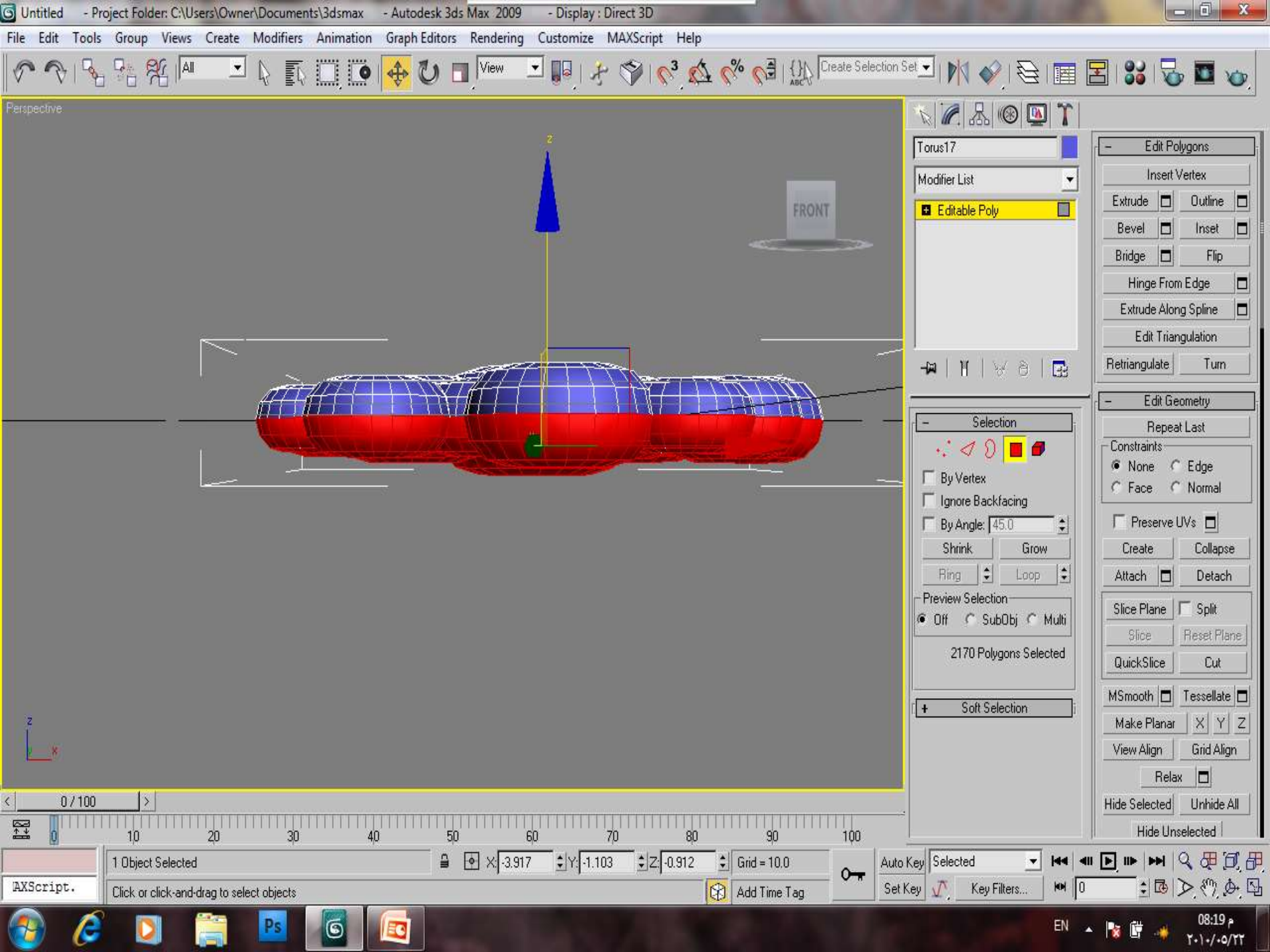
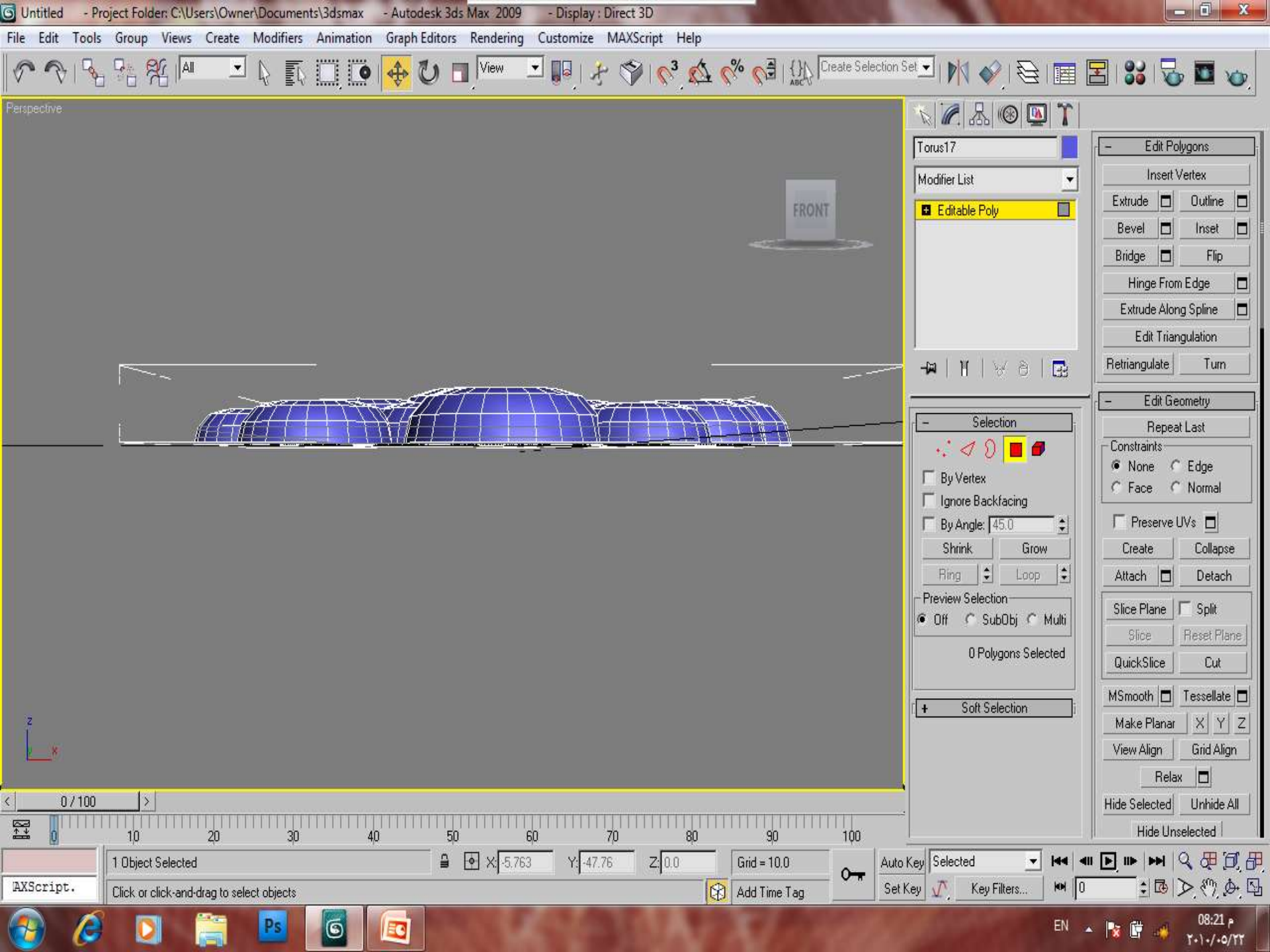
Add Time Tag
Auto Key
Selected
Set Key
Key Filters...
MAXScript.

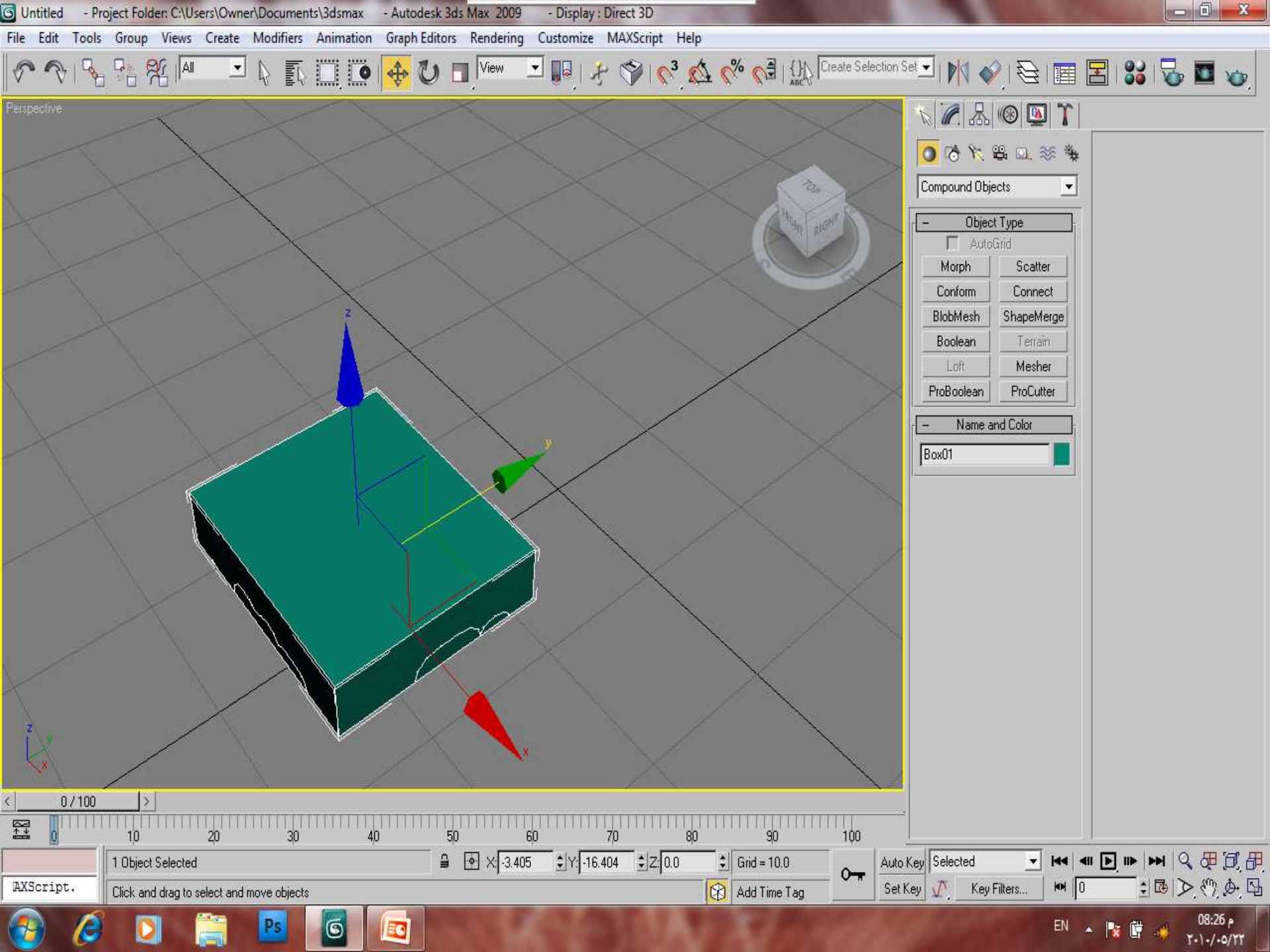

Untitled - Project Folder: C:\Users\Owner\Documents\3dsmax - Autodesk 3ds Max 2009 - Display : Direct 3D
File Edit Tools Group Views Create Modifiers Animation Graph Editors Rendering Customize MAXScript Help
Perspective
Torus17
Modifier List
ProBoolean
Parameters
Operation:
Union
Intersection
Subtraction
Merge
Imprint
Cookie
Display
Result
Operands
Apply Material
Apply Operand Material
Retain Original Material
Sub-object Operations
Extract Selected
Remove Copy Inst
Reorder Ops: 0
Change Operation
Pick Boolean
Start Picking
Reference Copy
Move Instance
Technology by nPowerSoftware a Division of IntegrityWare, Inc.
0: Union - Torus17
1: Union - Torus18
2: Union - Torus19
3: Union - Torus09
4: Union - Torus08
5: Union - Torus10
6: Union - Torus11
7: Union - Torus12
8: Union - Torus13
9: Union - Torus16
10: Union - Torus15
11: Union - Torus14
12: Union - Torus04
13: Union - Torus05
Advanced Options
0 / 100
0 10 20 30 40 50 60 70 80 90 100
1 Object Selected
X: -10.804 Y: -6.97 Z: 0.0 Grid = 10.0
Auto Key Selected
Set Key Key Filters...
Click and drag to select and move objects
Add Time Tag
MAXScript.
EN 08:18 م

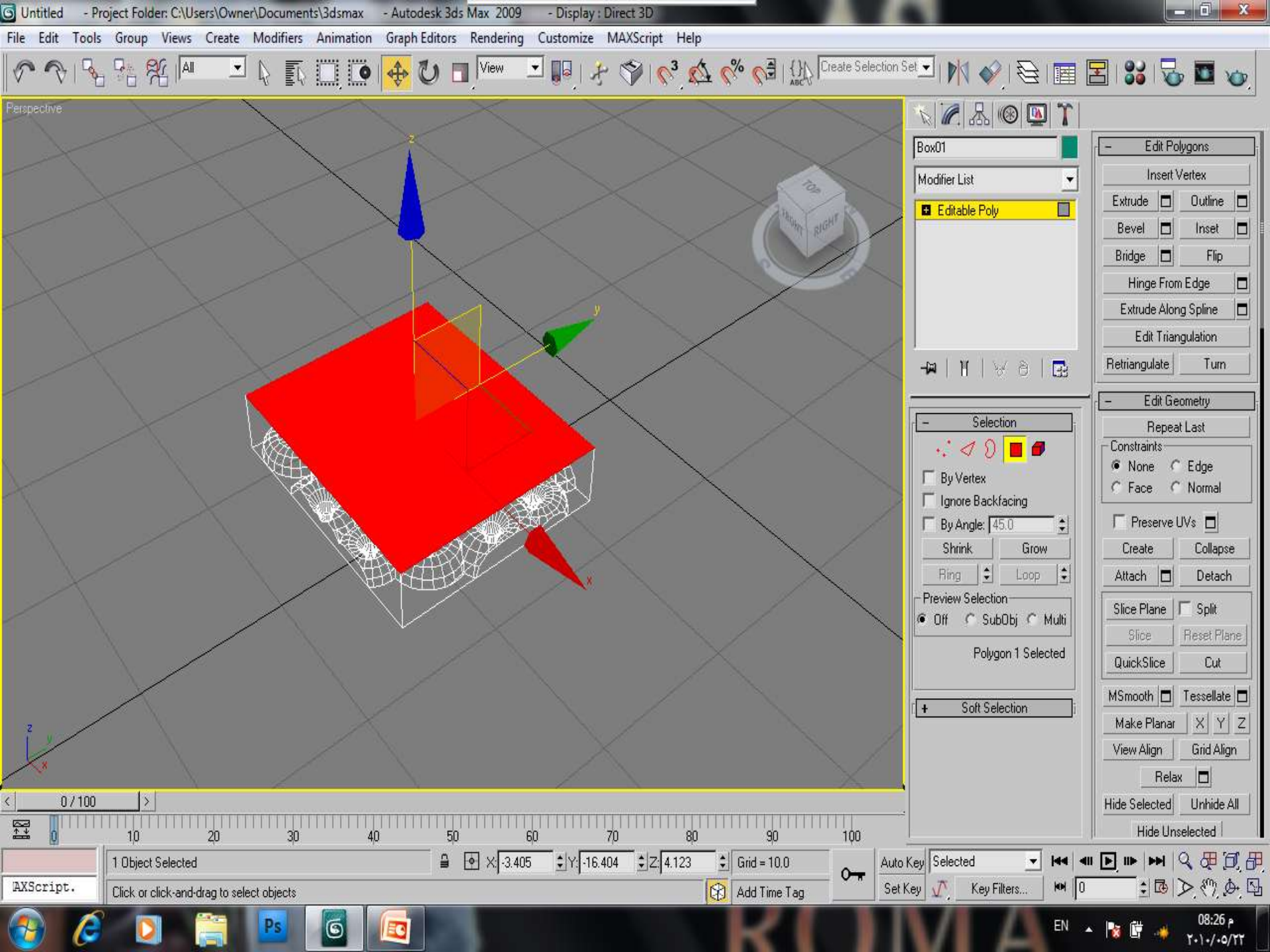

Untitled - Project Folder: C:\Users\Owner\Documents\3dsmax - Autodesk 3ds Max 2009 - Display : Direct 3D
File Edit Tools Group Views Create Modifiers Animation Graph Editors Rendering Customize MAXScript Help
Perspective
Viewport Lighting and Shadows
Isolate Selection
Unfreeze All
Freeze Selection
Unhide by Name
Unhide All
Hide Unselected
Hide Selection
Save Scene State...
Manage Scene States...
Operands
Top-level
tools 1
display
transform
Move
Rotate
Scale
Select
Select Similar
Clone
Object Properties...
Curve Editor...
Dope Sheet...
Wire Parameters...
Convert To:
Convert to Editable Mesh
Convert to Editable Poly
Torus17
Modifier List
ProBoolean
Parameters
Operation:
Union
Intersection
Subtraction
Merge
Imprint
Cookie
Display
Result
Operands
Apply Material
Apply Operand Material
Retain Original Material
Sub-object Operations
Extract Selected
Remove
Copy
Inst
Reorder Ops:
Change Operation
Pick Boolean
Start Picking
Reference
Copy
Move
Instance
Technology by nPowerSoftware a Division of IntegrityWare, Inc.
0: Union - Torus17
1: Union - Torus18
2: Union - Torus19
3: Union - Torus09
4: Union - Torus08
5: Union - Torus10
6: Union - Torus11
7: Union - Torus12
8: Union - Torus13
9: Union - Torus16
10: Union - Torus15
11: Union - Torus14
12: Union - Torus04
13: Union - Torus05
Advanced Options
0 / 100
1 Object Selected
X: -10.804
Y: -6.97
Z: 0.0
Grid = 10.0
Auto Key
Selected
Set Key
Key Filters...
Add Time Tag
Click and drag to select and move objects
MAXScript.
EN
08:19 م

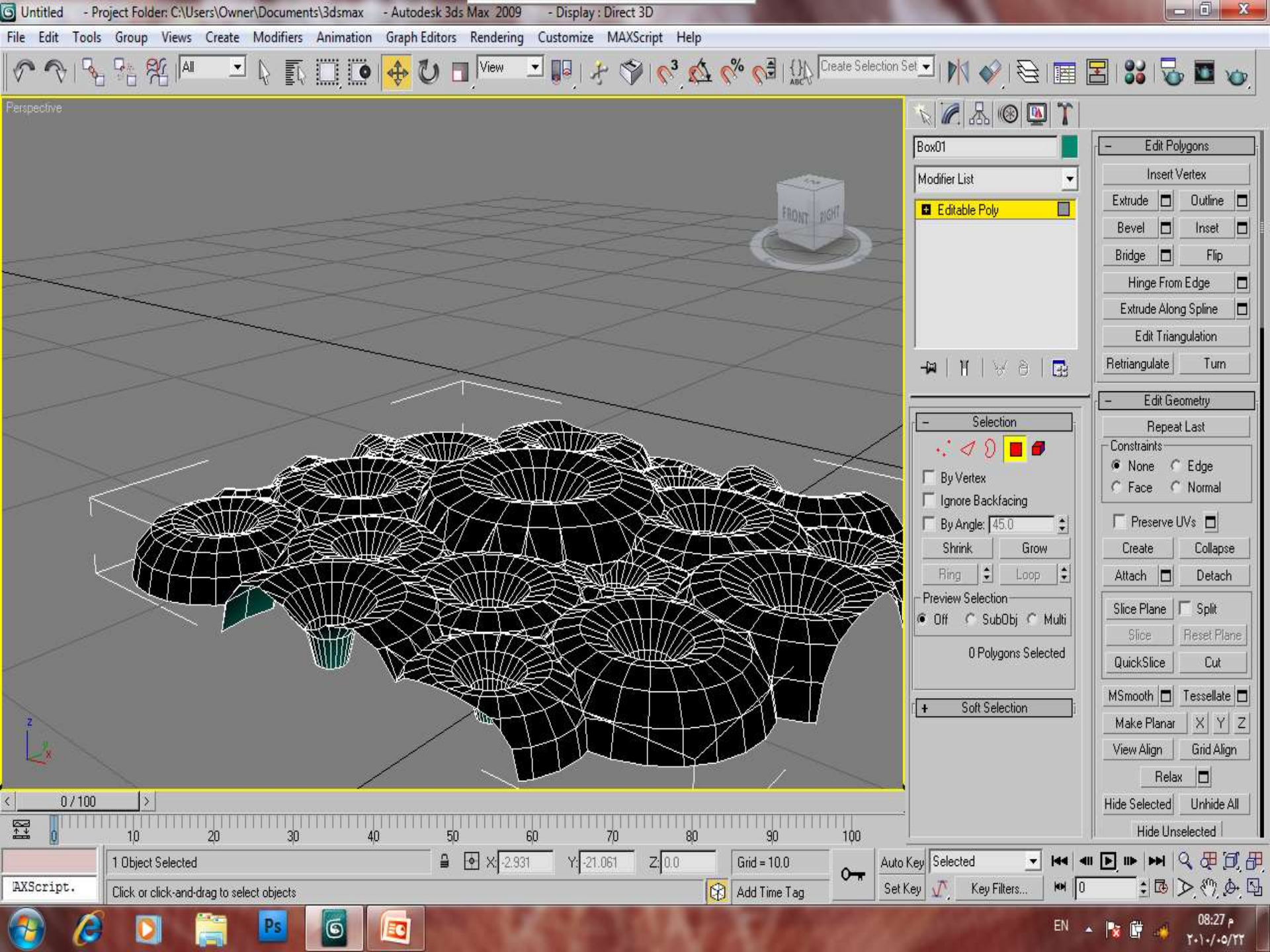

Untitled - Project Folder: C:\Users\Owner\Documents\3dsmax - Autodesk 3ds Max 2009 - Display : Direct 3D
File Edit Tools Group Views Create Modifiers Animation Graph Editors Rendering Customize MAXScript Help
Perspective
Torus17
Modifier List
Editable Poly
Edit Polygons
Insert Vertex
Extrude Outline
Bevel Inset
Bridge Flip
Hinge From Edge
Extrude Along Spline
Edit Triangulation
Retriangulate Turn
Selection
By Vertex
Ignore Backfacing
By Angle: 45.0
Shrink Grow
Ring Loop
Preview Selection
Off SubObj Multi
4340 Polygons Selected
Soft Selection
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
0 / 100
1 Object Selected
X: -3.905 Y: -1.101 Z: 0.001 Grid = 10.0
Click or click-and-drag to select objects
Add Time Tag
Auto Key Selected
Set Key Key Filters...
AXScript.
EN 08:19 م ٢٠١٠/٠٥/٢٢

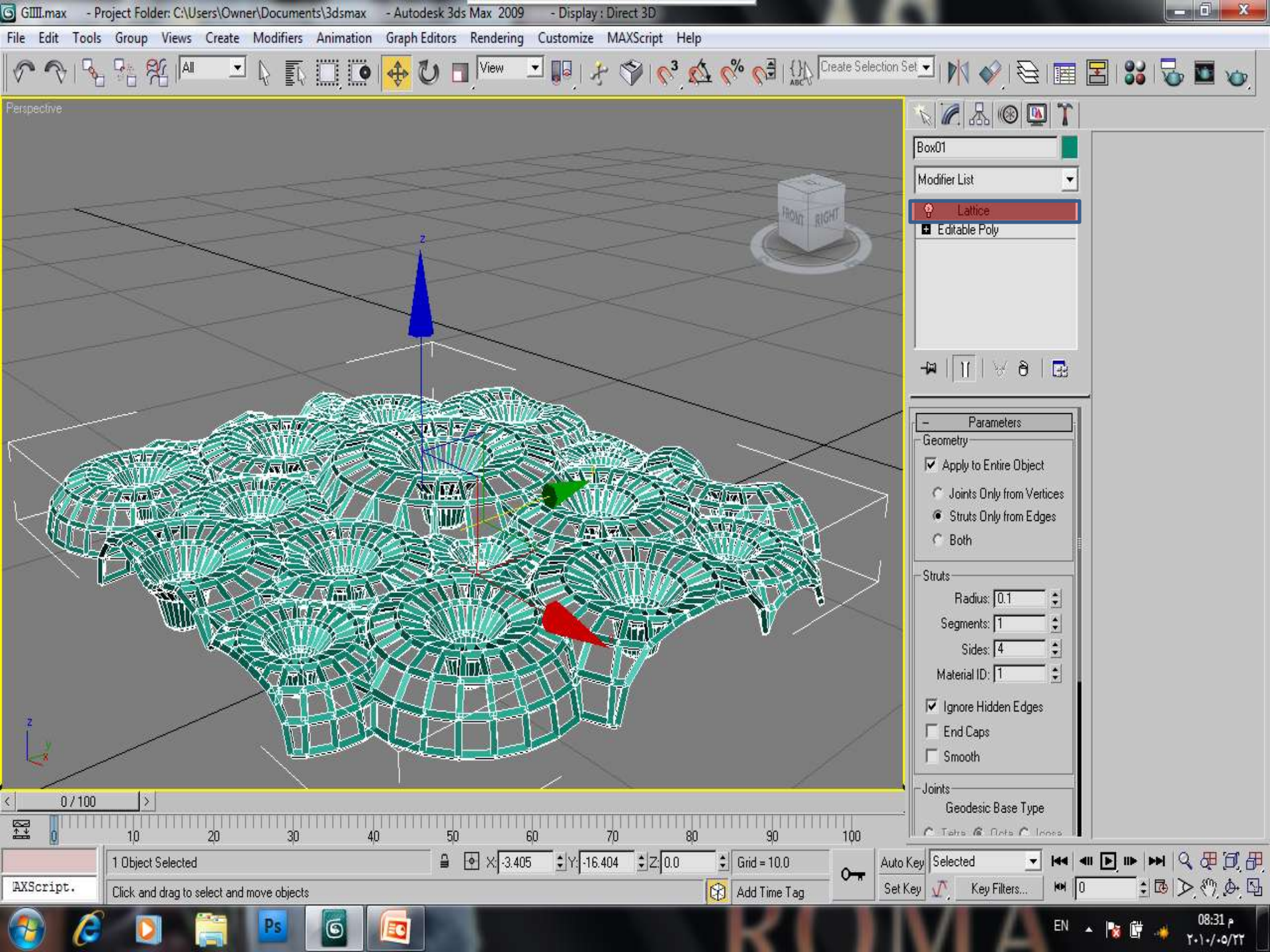

Untitled - Project Folder: C:\Users\Owner\Documents\3dsmax - Autodesk 3ds Max 2009 - Display : Direct 3D
File Edit Tools Group Views Create Modifiers Animation Graph Editors Rendering Customize MAXScript Help
Perspective
FRONT
Torus17
Modifier List
Editable Poly
Edit Polygons
Insert Vertex
Extrude Outline
Bevel Inset
Bridge Flip
Hinge From Edge
Extrude Along Spline
Edit Triangulation
Retriangulate Turn
Selection
By Vertex
Ignore Backfacing
By Angle: 45.0
Shrink Grow
Ring Loop
Preview Selection
Off SubObj Multi
2170 Polygons Selected
Soft Selection
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
0 / 100
1 Object Selected
X: -3.917 Y: -1.103 Z: -0.912 Grid = 10.0
Click or click-and-drag to select objects
Add Time Tag
Auto Key Selected
Set Key Key Filters...
AXScript.
EN
08:19 م
٢٠١٠/٠٥/٢٢

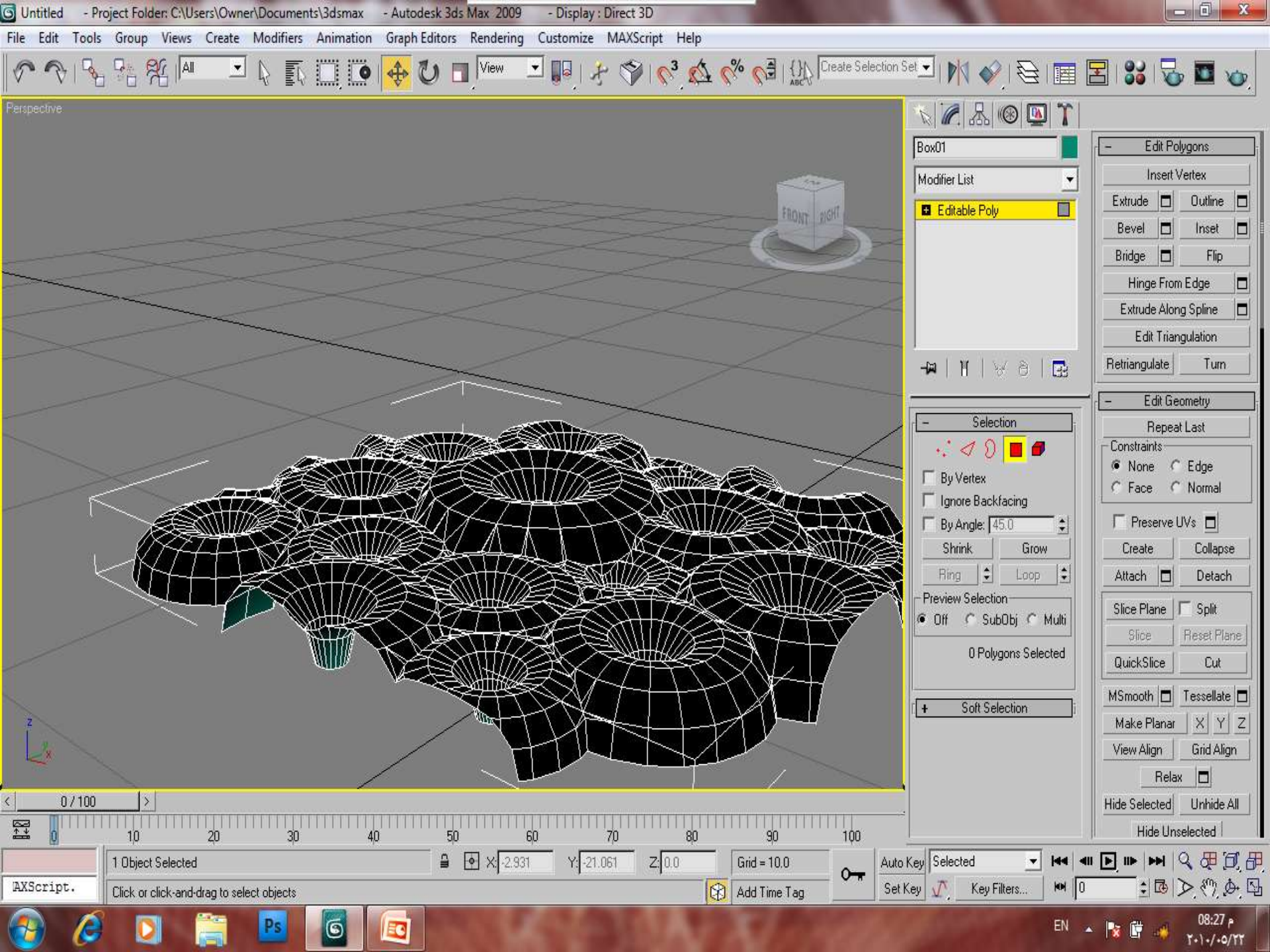

Untitled - Project Folder: C:\Users\Owner\Documents\3dsmax - Autodesk 3ds Max 2009 - Display : Direct 3D
File Edit Tools Group Views Create Modifiers Animation Graph Editors Rendering Customize MAXScript Help
Perspective
FRONT
Torus17
Modifier List
Editable Poly
Edit Polygons
Insert Vertex
Extrude Outline
Bevel Inset
Bridge Flip
Hinge From Edge
Extrude Along Spline
Edit Triangulation
Retriangulate Turn
Selection
By Vertex
Ignore Backfacing
By Angle: 45.0
Shrink Grow
Ring Loop
Preview Selection
Off SubObj Multi
0 Polygons Selected
Soft Selection
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
0 / 100
0 10 20 30 40 50 60 70 80 90 100
1 Object Selected
X: -5.763 Y: -47.76 Z: 0.0
Grid = 10.0
Auto Key Selected
Set Key Key Filters...
Click or click-and-drag to select objects
Add Time Tag
MAXScript.
EN
08:21 م
٢٠١٠/٠٥/٢٢

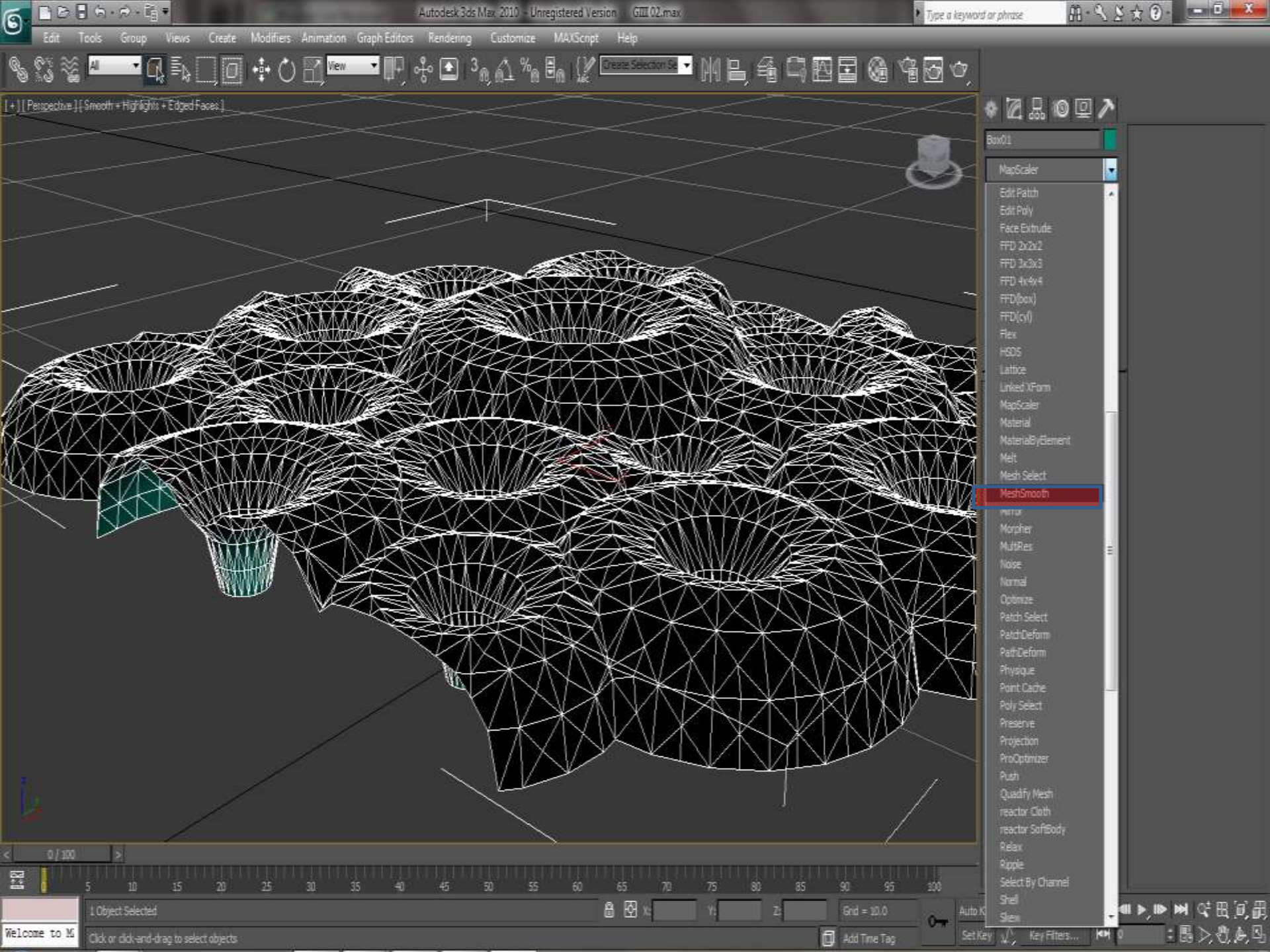

Untitled - Project Folder: C:\Users\Owner\Documents\3dsmax - Autodesk 3ds Max 2009 - Display : Direct 3D
File Edit Tools Group Views Create Modifiers Animation Graph Editors Rendering Customize MAXScript Help
All
View
Create Selection Set
Perspective
Compound Objects
Object Type
AutoGrid
Morph
Scatter
Conform
Connect
BlobMesh
ShapeMerge
Boolean
Terrain
Loft
Mesher
ProBoolean
ProCutter
Name and Color
Box01
0 / 100
0
10
20
30
40
50
60
70
80
90
100
1 Object Selected
X: -3.405
Y: -16.404
Z: 0.0
Grid = 10.0
Auto Key
Selected
Set Key
Key Filters...
Add Time Tag
Click and drag to select and move objects
MAXScript.
EN
08:26 م
٢٠١٠/٠٥/٢٢

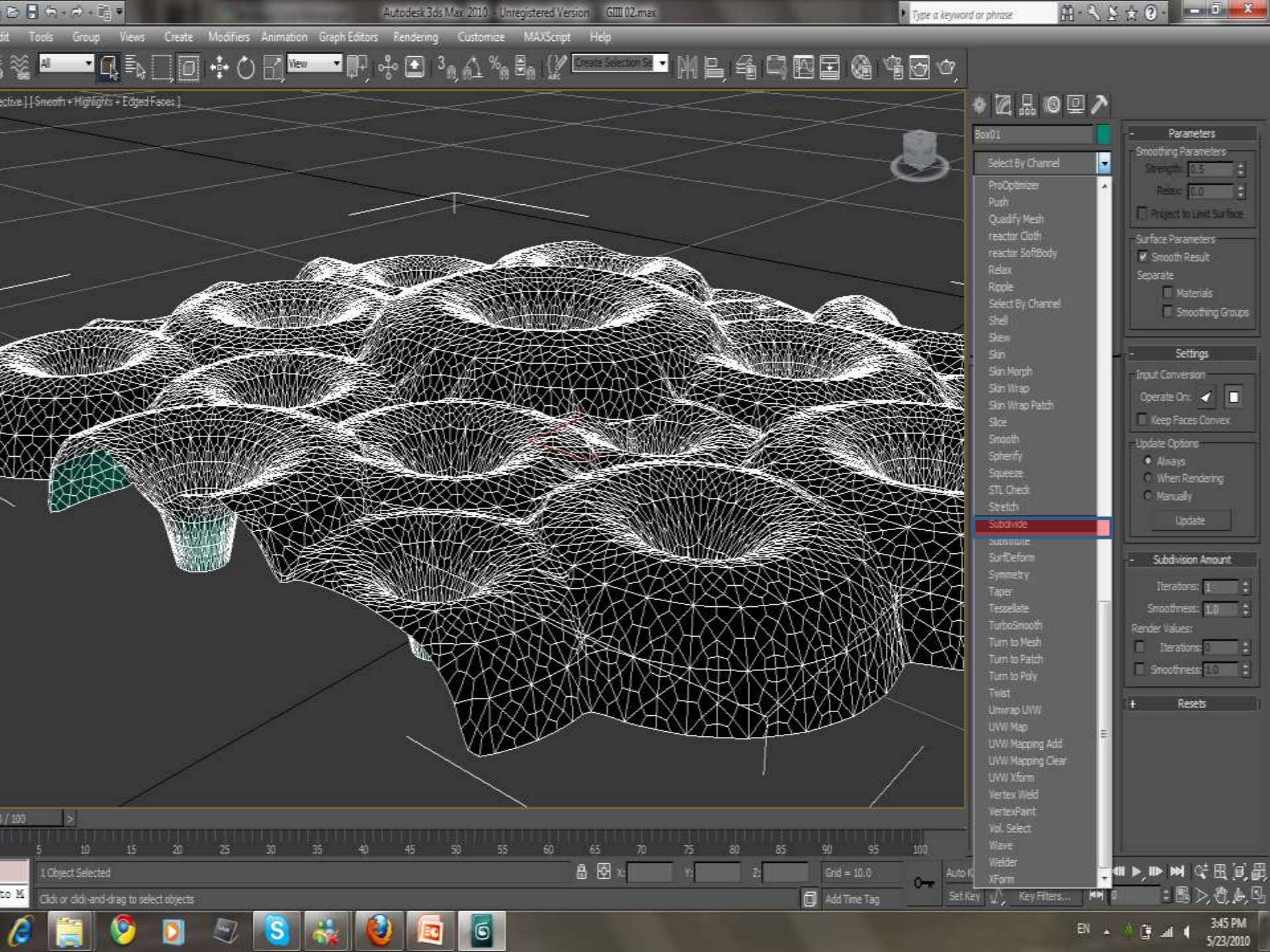

Untitled - Project Folder: C:\Users\Owner\Documents\3dsmax - Autodesk 3ds Max 2009 - Display : Direct 3D
File Edit Tools Group Views Create Modifiers Animation Graph Editors Rendering Customize MAXScript Help
Perspective
Box01
Modifier List
Editable Poly
Edit Polygons
Insert Vertex
Extrude Outline
Bevel Inset
Bridge Flip
Hinge From Edge
Extrude Along Spline
Edit Triangulation
Retriangulate Turn
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
Selection
By Vertex
Ignore Backfacing
By Angle: 45.0
Shrink Grow
Ring Loop
Preview Selection
Off SubObj Multi
Polygon 1 Selected
Soft Selection
0 / 100
1 Object Selected
X: -3.405 Y: -16.404 Z: 4.123 Grid = 10.0
Click or click-and-drag to select objects
Add Time Tag
Auto Key Selected
Set Key Key Filters...
MAXScript.
EN
08:26 م
٢٠١٠/٠٥/٢٢

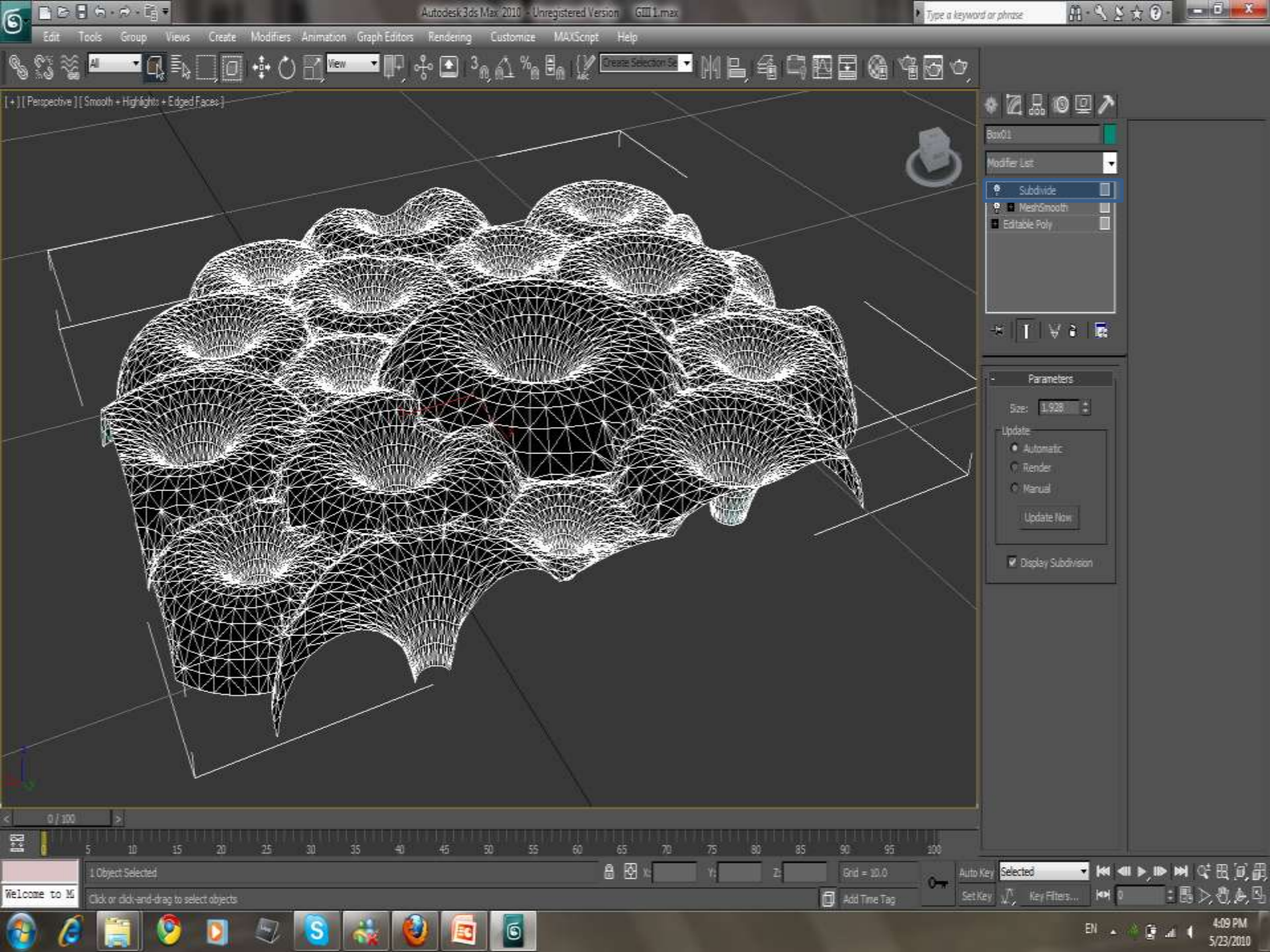

Untitled - Project Folder: C:\Users\Owner\Documents\3dsmax - Autodesk 3ds Max 2009 - Display : Direct 3D
File Edit Tools Group Views Create Modifiers Animation Graph Editors Rendering Customize MAXScript Help
Perspective
Box01
Modifier List
Editable Poly
Edit Polygons
Insert Vertex
Extrude Outline
Bevel Inset
Bridge Flip
Hinge From Edge
Extrude Along Spline
Edit Triangulation
Retriangulate Turn
Selection
By Vertex
Ignore Backfacing
By Angle: 45.0
Shrink Grow
Ring Loop
Preview Selection
Off SubObj Multi
0 Polygons Selected
Soft Selection
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
0 / 100
1 Object Selected
X: -2.931 Y: -21.061 Z: 0.0
Grid = 10.0
Auto Key Selected
Set Key Key Filters...
Click or click-and-drag to select objects
Add Time Tag
AXScript.
EN
08:27 م
٢٠١٠/٠٥/٢٢

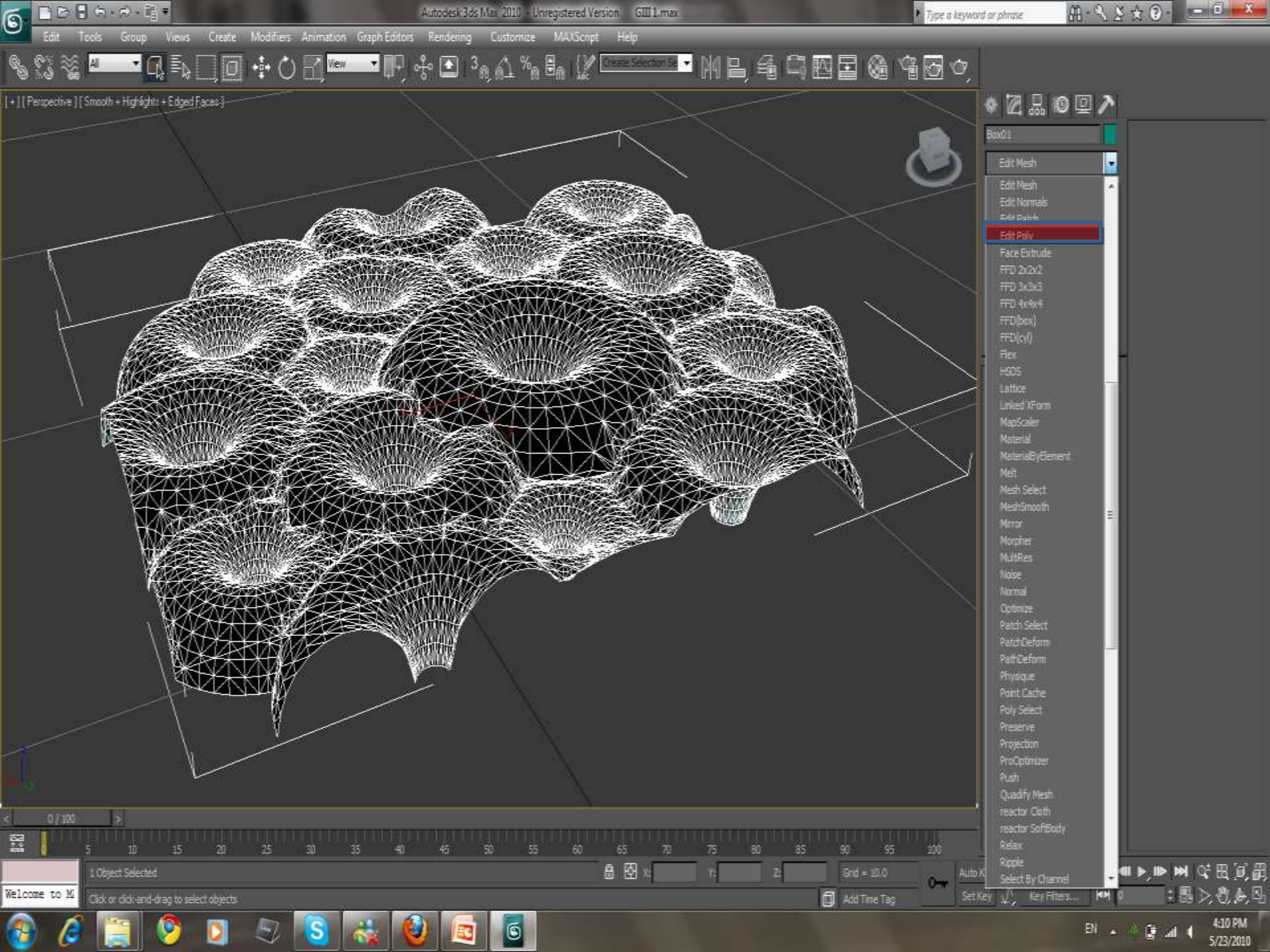

GIII.max - Project Folder: C:\Users\Owner\Documents\3dsmax - Autodesk 3ds Max 2009 - Display : Direct 3D
File Edit Tools Group Views Create Modifiers Animation Graph Editors Rendering Customize MAXScript Help
Perspective
Box01
Modifier List
Lattice
Editable Poly
Parameters
Geometry
Apply to Entire Object
Joints Only from Vertices
Struts Only from Edges
Both
Struts
Radius: 0.1
Segments: 1
Sides: 4
Material ID: 1
Ignore Hidden Edges
End Caps
Smooth
Joints
Geodesic Base Type
0 / 100
1 Object Selected
X: -3.405 Y: -16.404 Z: 0.0
Grid = 10.0
Click and drag to select and move objects
Add Time Tag
Auto Key Selected
Set Key
Key Filters...
AXScript.
EN
08:31 م

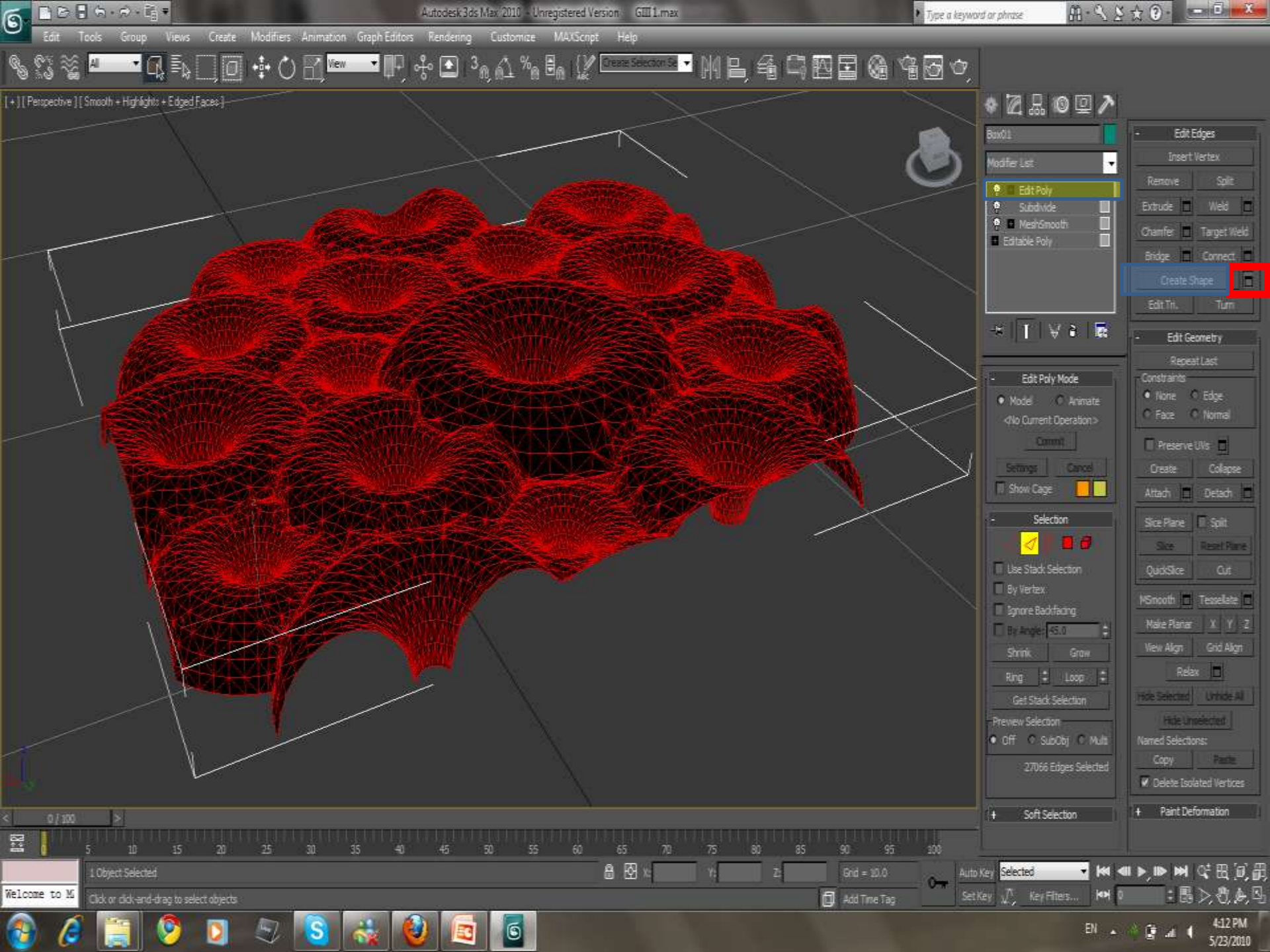

Untitled - Project Folder: C:\Users\Owner\Documents\3dsmax - Autodesk 3ds Max 2009 - Display : Direct 3D
File Edit Tools Group Views Create Modifiers Animation Graph Editors Rendering Customize MAXScript Help
Perspective
Box01
Modifier List
Editable Poly
Edit Polygons
Insert Vertex
Extrude Outline
Bevel Inset
Bridge Flip
Hinge From Edge
Extrude Along Spline
Edit Triangulation
Retriangulate Turn
Selection
By Vertex
Ignore Backfacing
By Angle: 45.0
Shrink Grow
Ring Loop
Preview Selection
Off SubObj Multi
0 Polygons Selected
Soft Selection
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
0 / 100
1 Object Selected
X: -2.931 Y: -21.061 Z: 0.0
Grid = 10.0
Click or click-and-drag to select objects
Add Time Tag
Auto Key Selected
Set Key Key Filters...
AXScript.
EN
08:27 م
٢٠١٠/٠٥/٢٢

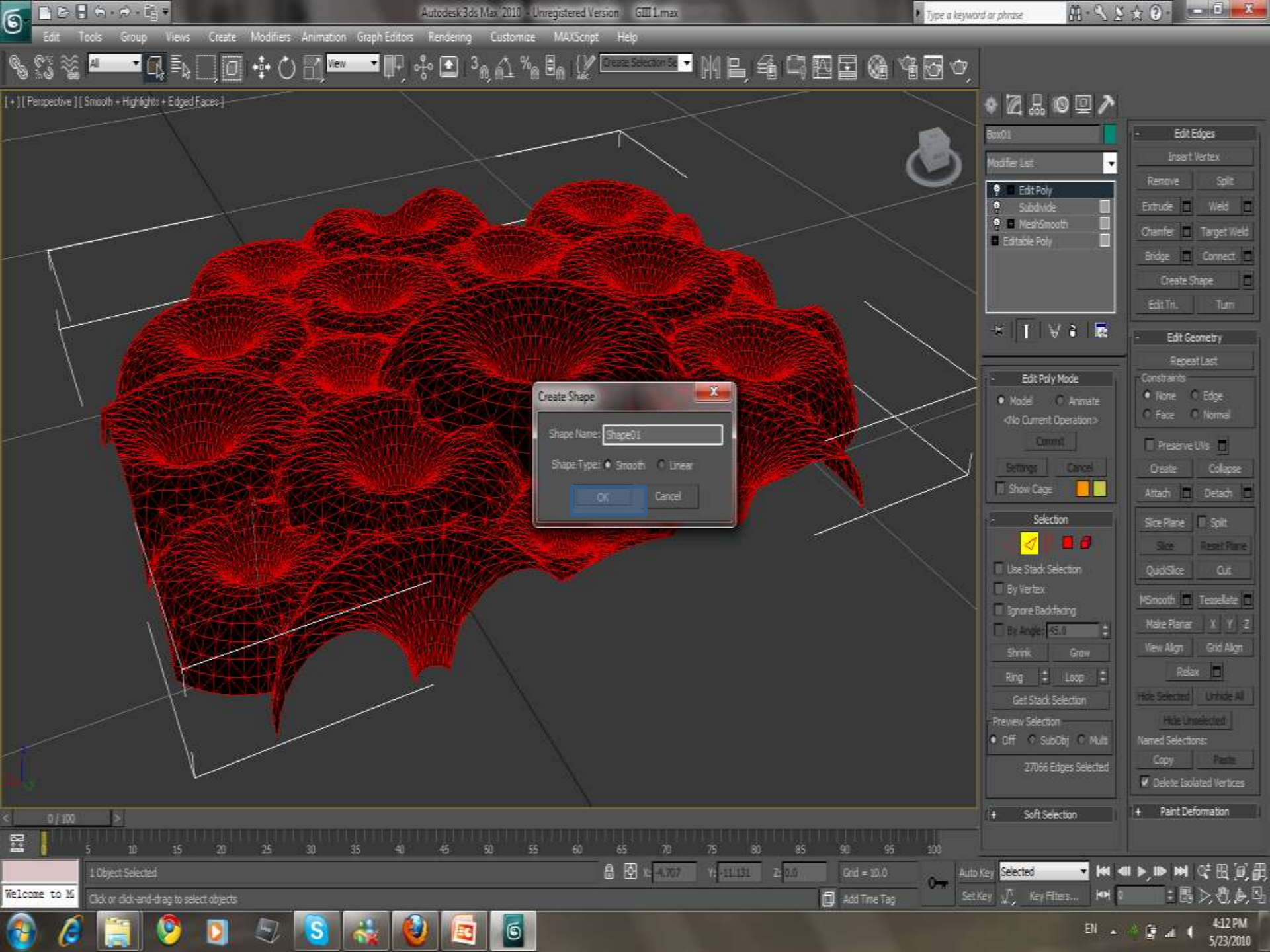

Autodesk 3ds Max 2010 - Unregistered Version
Edit Tools Group Views Create Modifiers Animation Graph Editors Rendering Customize MAXScript Help
[+] [Perspective] [Smooth + Highlights + Edged Faces]
Box01
MapScaler
Edit Patch
Edit Poly
Face Extrude
FFD 2x2x2
FFD 3x3x3
FFD 4x4x4
FFD(box)
FFD(cyl)
Flex
HSDS
Lattice
Linked XForm
MapScaler
Material
MaterialByElement
Melt
Mesh Select
MeshSmooth
Morpher
MultiRes
Noise
Normal
Optimize
Patch Select
PatchDeform
PathDeform
Physique
Point Cache
Poly Select
Preserve
Projection
ProOptimizer
Push
Quadify Mesh
reactor Cloth
reactor SoftBody
Relax
Ripple
Select By Channel
Shell
Skew
0 / 100
1 Object Selected
Click or click-and-drag to select objects
Add Time Tag
Set Key
Key Filters...
Welcome to M

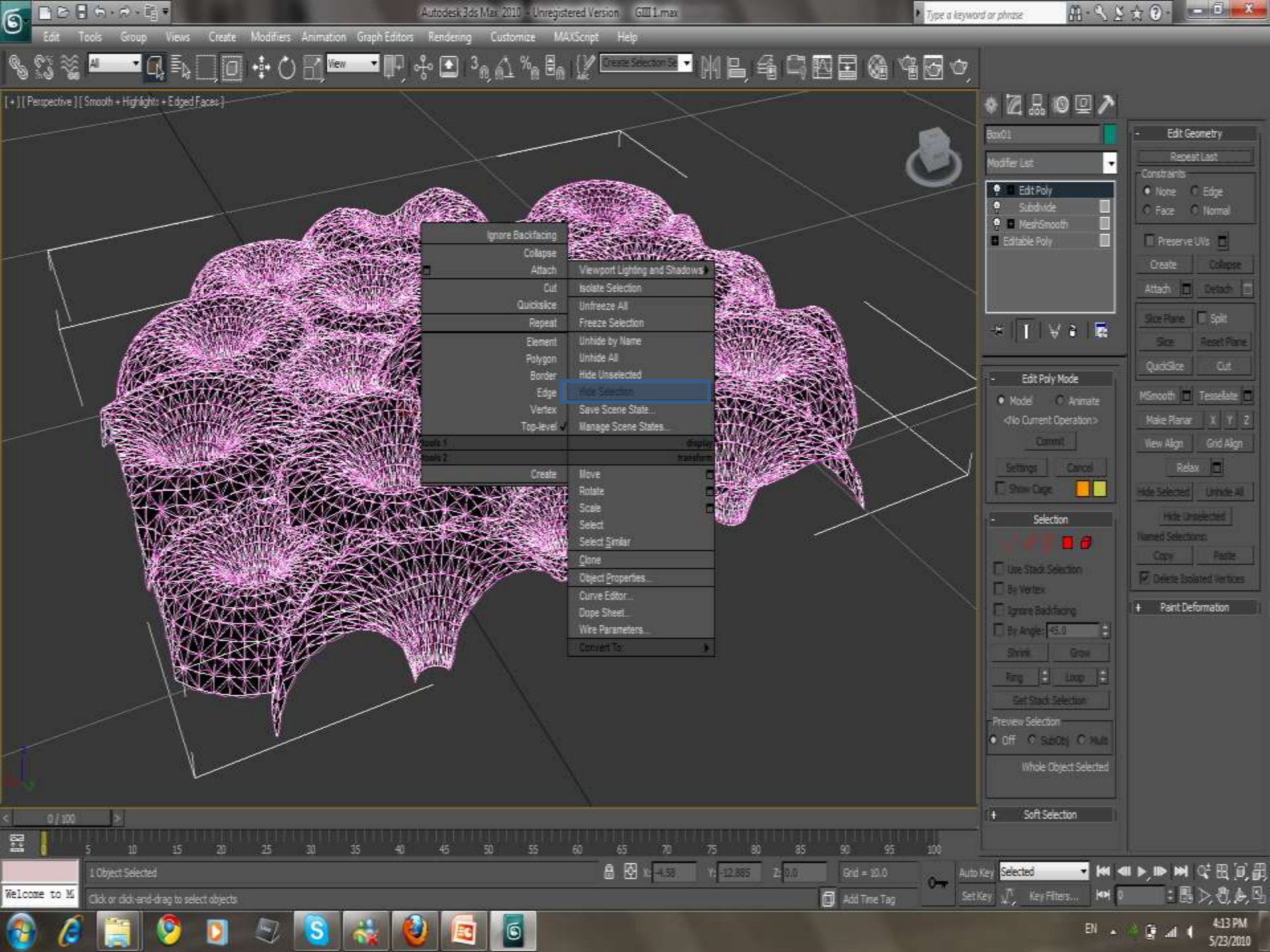

Autodesk 3ds Max 2010 - Unregistered Version
Tools
Group
Views
Create
Modifiers
Animation
Graph Editors
Rendering
Customize
MAXScript
Help
Box01
Select By Channel
ProOptimizer
Push
Quadify Mesh
reactor Cloth
reactor SoftBody
Relax
Ripple
Select By Channel
Shell
Skew
Skin
Skin Morph
Skin Wrap
Skin Wrap Patch
Slice
Smooth
Spherify
Squeeze
STL Check
Stretch
Subdivide
SurfDeform
Symmetry
Taper
Tessellate
TurboSmooth
Turn to Mesh
Turn to Patch
Turn to Poly
Twist
Unwrap UVW
UVW Map
UVW Mapping Add
UVW Mapping Clear
UVW Xform
Vertex Weld
VertexPaint
Vol. Select
Wave
Welder
XForm
Parameters
Smoothing Parameters
Strength:
Relax:
Project to Limit Surface
Surface Parameters
Smooth Result
Separate
Materials
Smoothing Groups
Settings
Input Conversion
Operate On:
Keep Faces Convex
Update Options
Always
When Rendering
Manually
Update
Subdivision Amount
Iterations:
Smoothness:
Render Values:
Iterations:
Smoothness:
Resets
1 Object Selected
Click or click-and-drag to select objects
Grid = 10.0
Add Time Tag
Set Key
Key Filters...
EN
3:45 PM
5/23/2010

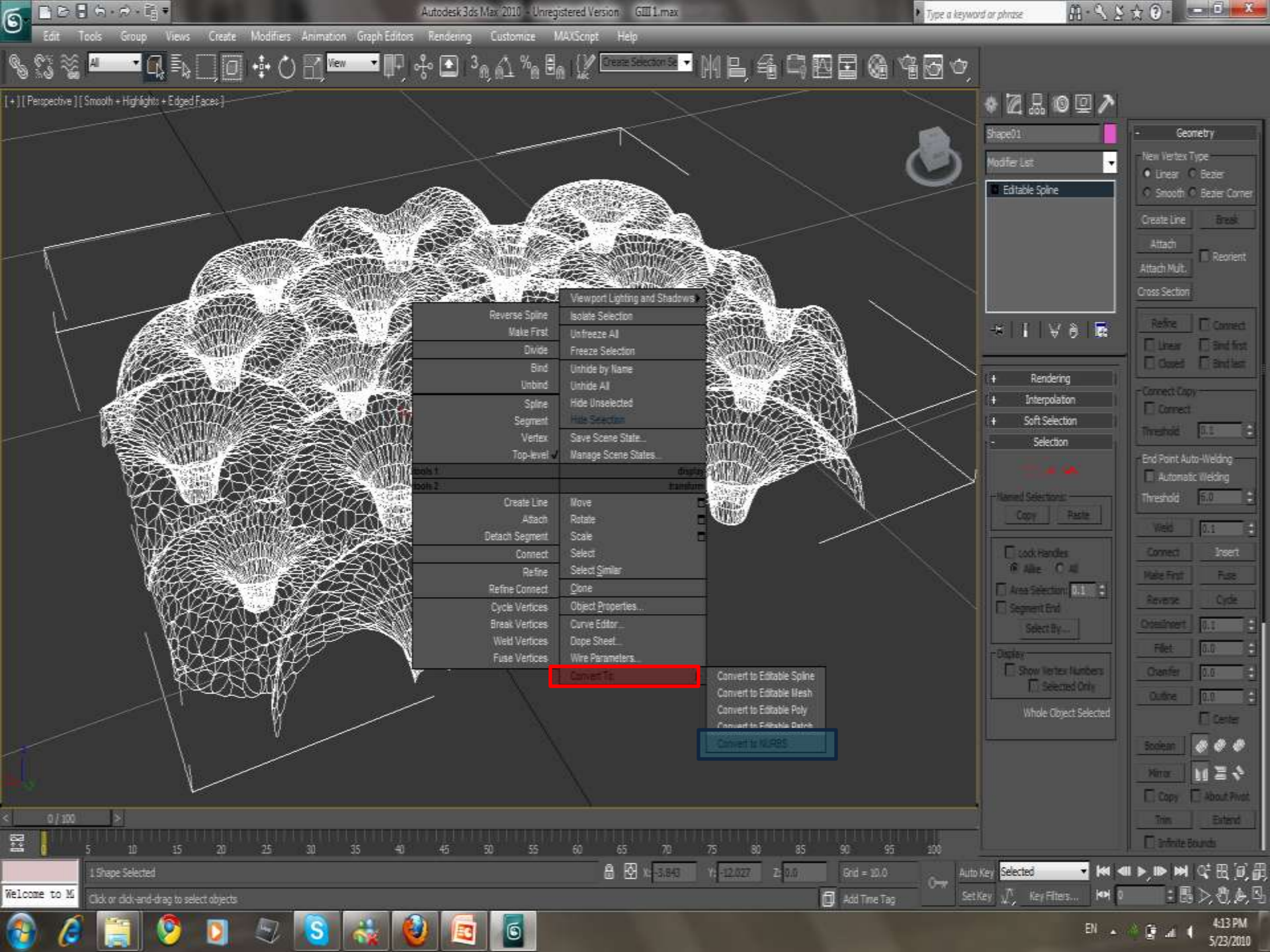

Autodesk 3ds Max 2010 - Unregistered Version
Edit Tools Group Views Create Modifiers Animation Graph Editors Rendering Customize MAXScript Help
[+] [Perspective] [Smooth + Highlights + Edged Faces]
Box01
Modifier List
Subdivide
MeshSmooth
Editable Poly
Parameters
Size:
Update
Automatic
Render
Manual
Update Now
Display Subdivision
0 / 100
1 Object Selected
Click or click-and-drag to select objects
Add Time Tag
Auto Key
Selected
Set Key
Key Filters...
Welcome to M
EN
4:09 PM
5/23/2010

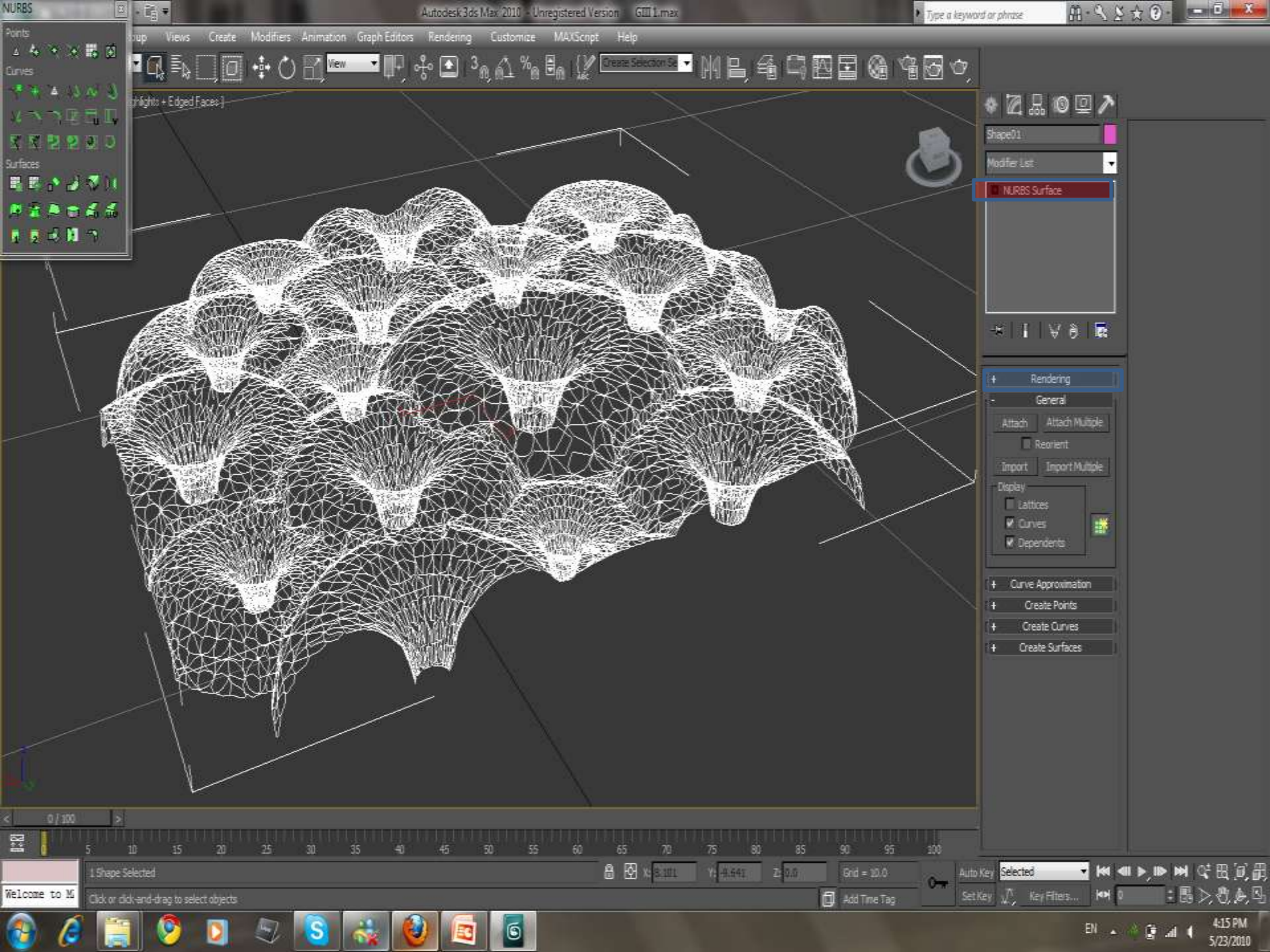

Autodesk 3ds Max 2010 - Unregistered Version
Edit Tools Group Views Create Modifiers Animation Graph Editors Rendering Customize MAXScript Help
[+] [Perspective] [Smooth + Highlights + Edged Faces]
Box01
Edit Mesh
Edit Mesh
Edit Normals
Edit Poly
Face Extrude
FFD 2x2x2
FFD 3x3x3
FFD 4x4x4
FFD(box)
FFD(cyl)
Flex
HSDS
Lattice
Linked XForm
MapScaler
Material
MaterialByElement
Melt
Mesh Select
MeshSmooth
Mirror
Morpher
MultRes
Noise
Normal
Optimize
Patch Select
PatchDeform
PathDeform
Physique
Point Cache
Poly Select
Preserve
Projection
ProOptimizer
Push
Quadify Mesh
reactor Cloth
reactor SoftBody
Relax
Ripple
Select By Channel
0 / 100
1 Object Selected
Click or click-and-drag to select objects
Add Time Tag
Grid = 10.0
Set Key
Key Filters...
Welcome to M
EN
4:10 PM
5/23/2010

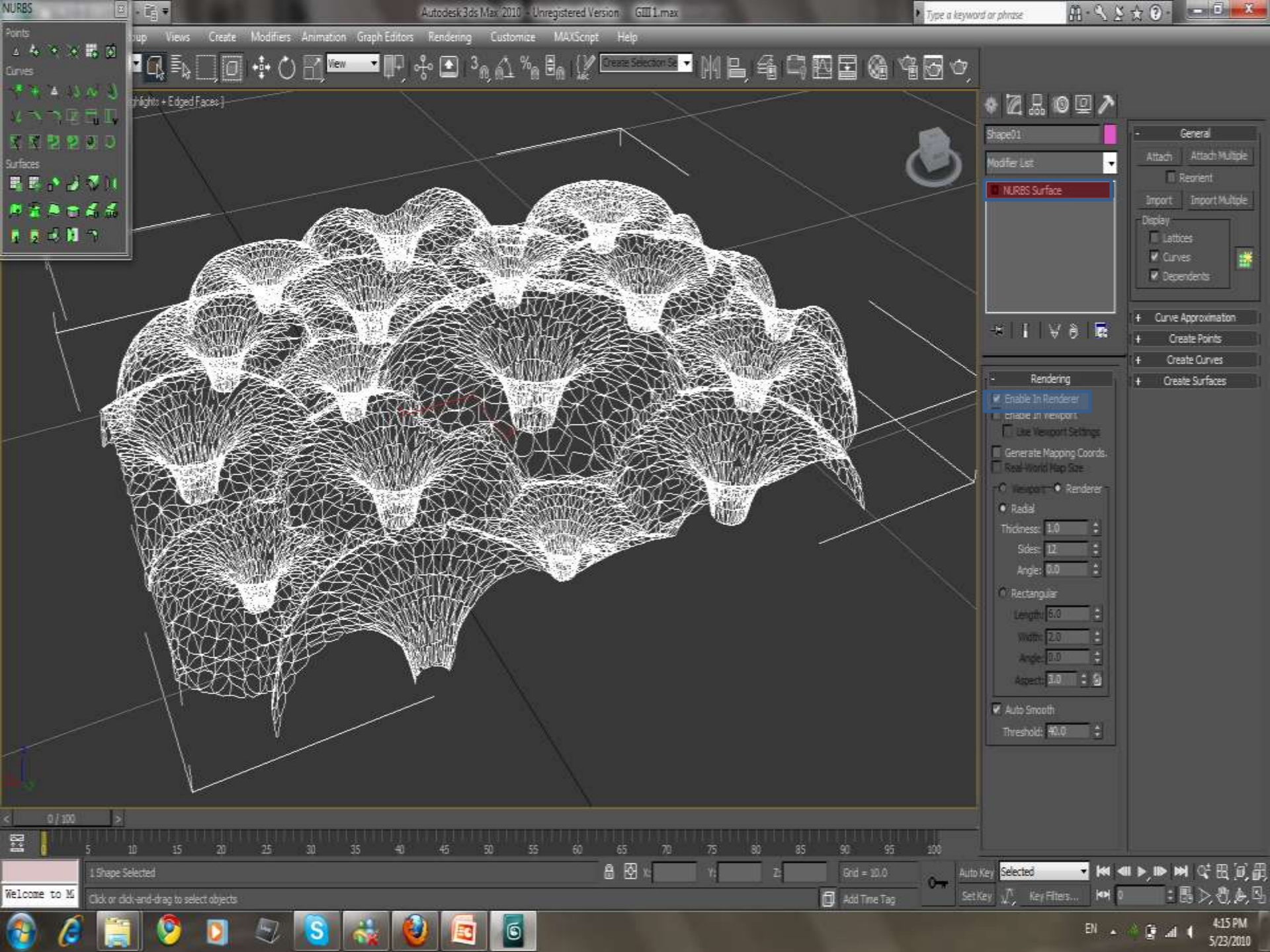

Autodesk 3ds Max 2010 - Unregistered Version
Edit Tools Group Views Create Modifiers Animation Graph Editors Rendering Customize MAXScript Help
[+] [Perspective] [Smooth + Highlights + Edged Faces]
Box01
Modifier List
Edit Poly
Subdivide
MeshSmooth
Editable Poly
Edit Edges
Insert Vertex
Remove Split
Extrude Weld
Chamfer Target Weld
Bridge Connect
Create Shape
Edit Tri. Turn
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
Edit Poly Mode
Model Animate
<No Current Operation>
Commit
Settings Cancel
Show Cage
Selection
Use Stack Selection
By Vertex
Ignore Backfacing
By Angle: 45.0
Shrink Grow
Ring Loop
Get Stack Selection
Preview Selection
Off SubObj Multi
27066 Edges Selected
Soft Selection
Paint Deformation
0 / 100
1 Object Selected
Click or click-and-drag to select objects
Grid = 10.0
Add Time Tag
Auto Key Selected
Set Key Key Filters...
Welcome to M
EN
4:12 PM
5/23/2010

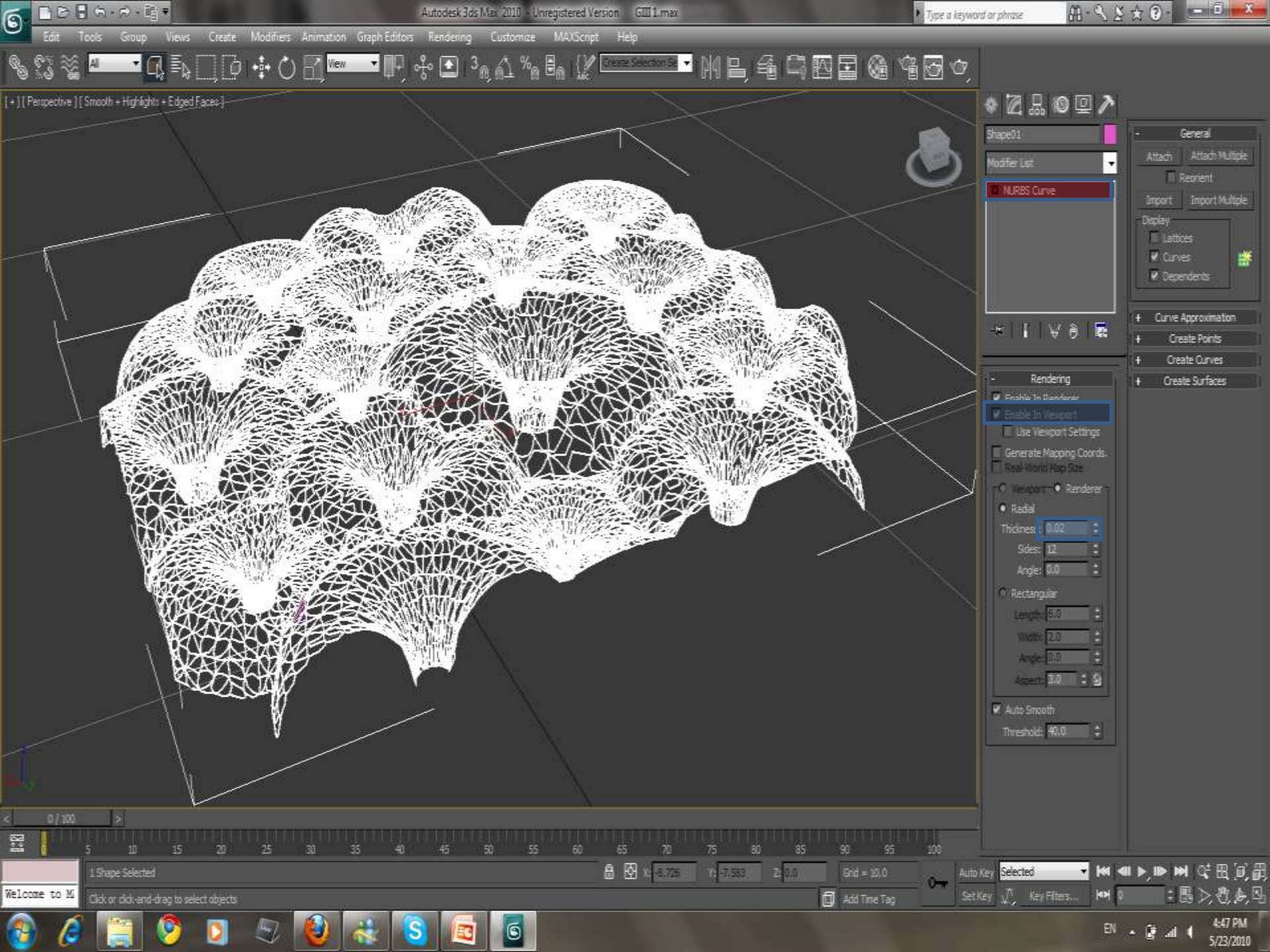

Autodesk 3ds Max 2010 - Unregistered Version
Edit Tools Group Views Create Modifiers Animation Graph Editors Rendering Customize MAXScript Help
[+] [Perspective] [Smooth + Highlights + Edged Faces]
Create Shape
Shape Name: Shape01
Shape Type: Smooth Linear
OK Cancel
Box01
Modifier List
Edit Poly
Subdivide
MeshSmooth
Editable Poly
Edit Edges
Insert Vertex
Remove Split
Extrude Weld
Chamfer Target Weld
Bridge Connect
Create Shape
Edit Tri. Turn
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
Edit Poly Mode
Model Animate
<No Current Operation>
Commit
Settings Cancel
Show Cage
Selection
Use Stack Selection
By Vertex
Ignore Backfacing
By Angle: 45.0
Shrink Grow
Ring Loop
Get Stack Selection
Preview Selection
Off SubObj Multi
27066 Edges Selected
Soft Selection
Paint Deformation
0 / 100
1 Object Selected
Click or click-and-drag to select objects
Add Time Tag
Auto Key Selected
Set Key Key Filters...
Welcome to M
EN
4:12 PM
5/23/2010

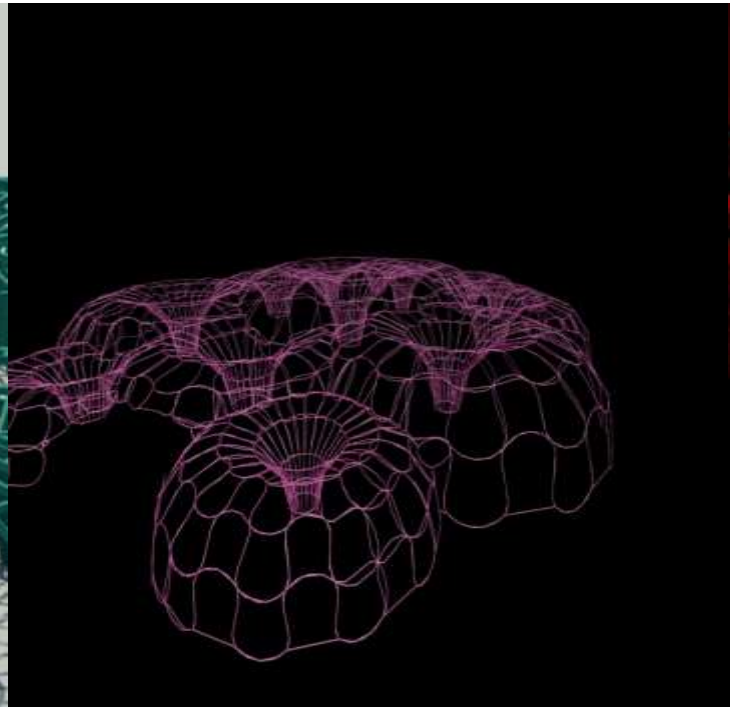
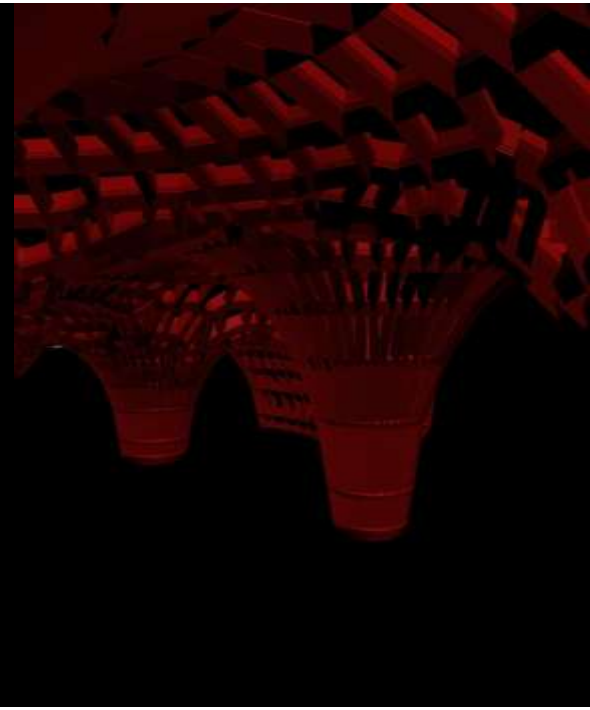

Autodesk 3ds Max 2010 - Unregistered Version
Edit Tools Group Views Create Modifiers Animation Graph Editors Rendering Customize MAXScript Help
[+] [Perspective] [Smooth + Highlights + Edged Faces]
Ignore Backfacing
Collapse
Attach
Cut
Quickslice
Repeat
Element
Polygon
Border
Edge
Vertex
Top-level
Viewport Lighting and Shadows
Isolate Selection
Unfreeze All
Freeze Selection
Unhide by Name
Unhide All
Hide Unselected
Hide Selection
Save Scene State...
Manage Scene States...
Create
Move
Rotate
Scale
Select
Select Similar
Clone
Object Properties...
Curve Editor...
Dope Sheet...
Wire Parameters...
Convert To:
Box01
Modifier List
Edit Poly
Subdivide
MeshSmooth
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
Paint Deformation
Edit Poly Mode
Model Animate
<No Current Operation>
Commit
Settings Cancel
Show Cage
Selection
Use Stack Selection
By Vertex
Ignore Backfacing
By Angle: 45.0
Shrink Grow
Ring Loop
Get Stack Selection
Preview Selection
Off SubObj Multi
Whole Object Selected
Soft Selection
0 / 100
1 Object Selected
Click or click-and-drag to select objects
Add Time Tag
Auto Key Selected
Set Key Key Filters...
Welcome to M
EN
4:13 PM
5/23/2010


Autodesk 3ds Max 2010 - Unregistered Version
Edit Tools Group Views Create Modifiers Animation Graph Editors Rendering Customize MAXScript Help
[+] [Perspective] [Smooth + Highlights + Edged Faces]
Shape01
Modifier List
Editable Spline
Geometry
New Vertex Type
Linear Bezier
Smooth Bezier Corner
Create Line
Break
Attach
Reorient
Attach Mult.
Cross Section
Refine
Connect
Linear
Bind first
Closed
Bind last
Connect Copy
Threshold
End Point Auto-Welding
Automatic Welding
Threshold
Weld
Connect
Insert
Make First
Fuse
Reverse
Cycle
Fillet
Chamfer
Outline
Center
Boolean
Mirror
Copy
About Pivot
Trim
Extend
Infinite Bounds
Rendering
Interpolation
Soft Selection
Selection
Named Selections:
Copy
Paste
Lock Handles
Alike
All
Area Selection:
Segment End
Select By...
Display
Show Vertex Numbers
Selected Only
Whole Object Selected
Viewport Lighting and Shadows
Reverse Spline
Make First
Divide
Bind
Unbind
Spline
Segment
Vertex
Top-level
Isolate Selection
Unfreeze All
Freeze Selection
Unhide by Name
Unhide All
Hide Unselected
Hide Selection
Save Scene State...
Manage Scene States...
Create Line
Attach
Detach Segment
Connect
Refine
Refine Connect
Cycle Vertices
Break Vertices
Weld Vertices
Fuse Vertices
Move
Rotate
Scale
Select
Select Similar
Clone
Object Properties...
Curve Editor...
Dope Sheet...
Wire Parameters...
Convert To:
Convert to Editable Spline
Convert to Editable Mesh
Convert to Editable Poly
Convert to NURBS
0 / 100
1 Shape Selected
Click or click-and-drag to select objects
Add Time Tag
Auto Key
Selected
Set Key
Key Filters...
Welcome to M
EN
4:13 PM
5/23/2010

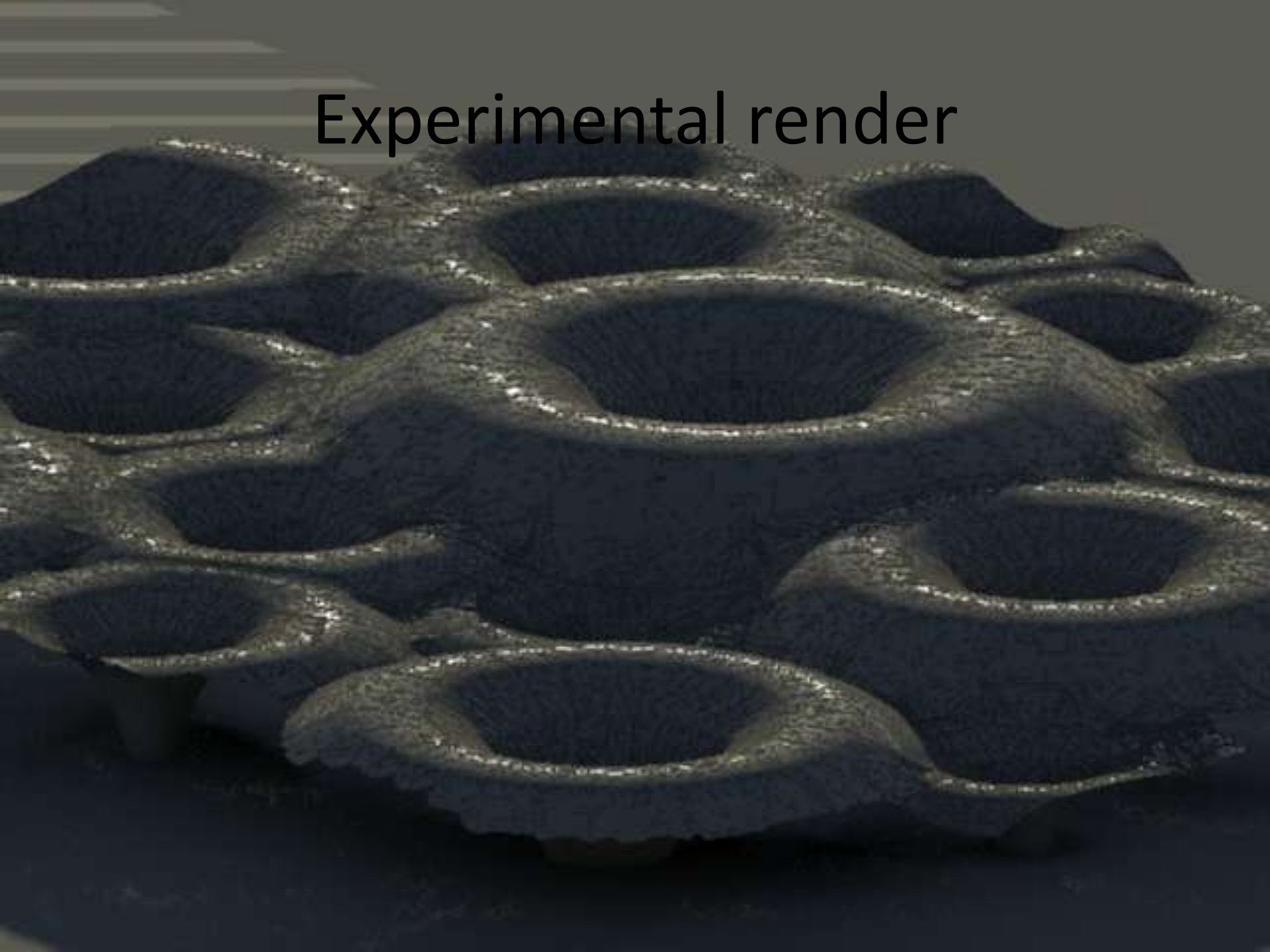

NURBS
Points
Curves
Surfaces
Autodesk 3ds Max 2010 - Unregistered Version
Type a keyword or phrase
Views
Create
Modifiers
Animation
Graph Editors
Rendering
Customize
MAXScript
Help
Shape01
Modifier List
NURBS Surface
Rendering
General
Attach
Attach Multiple
Reorient
Import
Import Multiple
Display
Lattices
Curves
Dependents
Curve Approximation
Create Points
Create Curves
Create Surfaces
0 / 100
1 Shape Selected
Click or click-and-drag to select objects
Add Time Tag
Auto Key
Selected
Set Key
Key Filters...
Welcome to M
EN
4:15 PM
5/23/2010

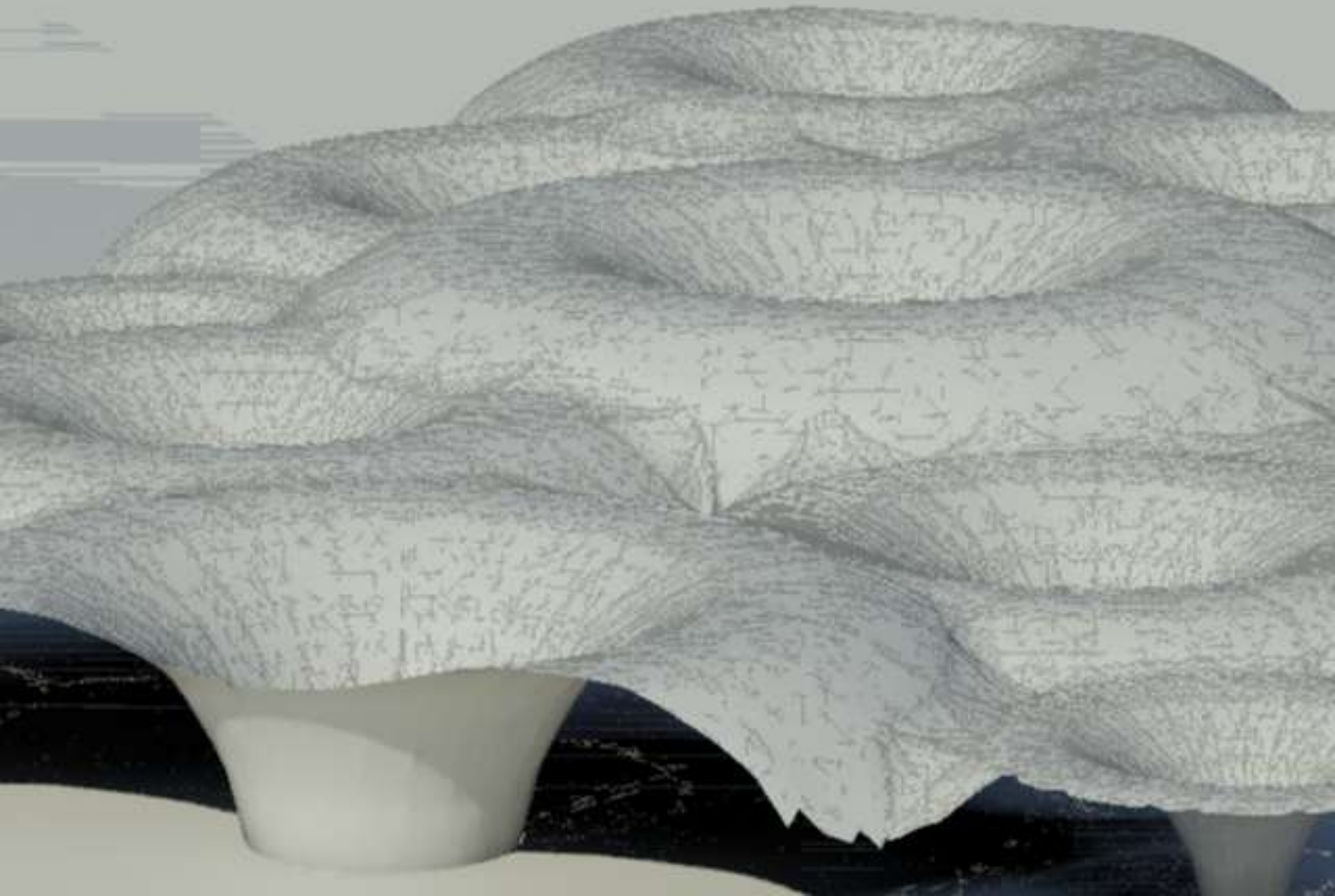

NURBS
Points
Curves
Surfaces
Autodesk 3ds Max 2010 - Unregistered Version
Type a keyword or phrase
Views
Create
Modifiers
Animation
Graph Editors
Rendering
Customize
MAXScript
Help
Shape01
Modifier List
NURBS Surface
General
Attach
Attach Multiple
Reorient
Import
Import Multiple
Display
Lattices
Curves
Dependents
Curve Approximation
Create Points
Create Curves
Create Surfaces
Rendering
Enable In Renderer
Use Viewport Settings
Generate Mapping Coords.
Real-World Map Size
Viewport
Renderer
Radial
Thickness:
Sides:
Angle:
Rectangular
Length:
Width:
Angle:
Aspect:
Auto Smooth
Threshold:
0 / 100
1 Shape Selected
Click or click-and-drag to select objects
Grid = 10.0
Add Time Tag
Auto Key
Selected
Set Key
Key Filters...
Welcome to M
EN
4:15 PM
5/23/2010

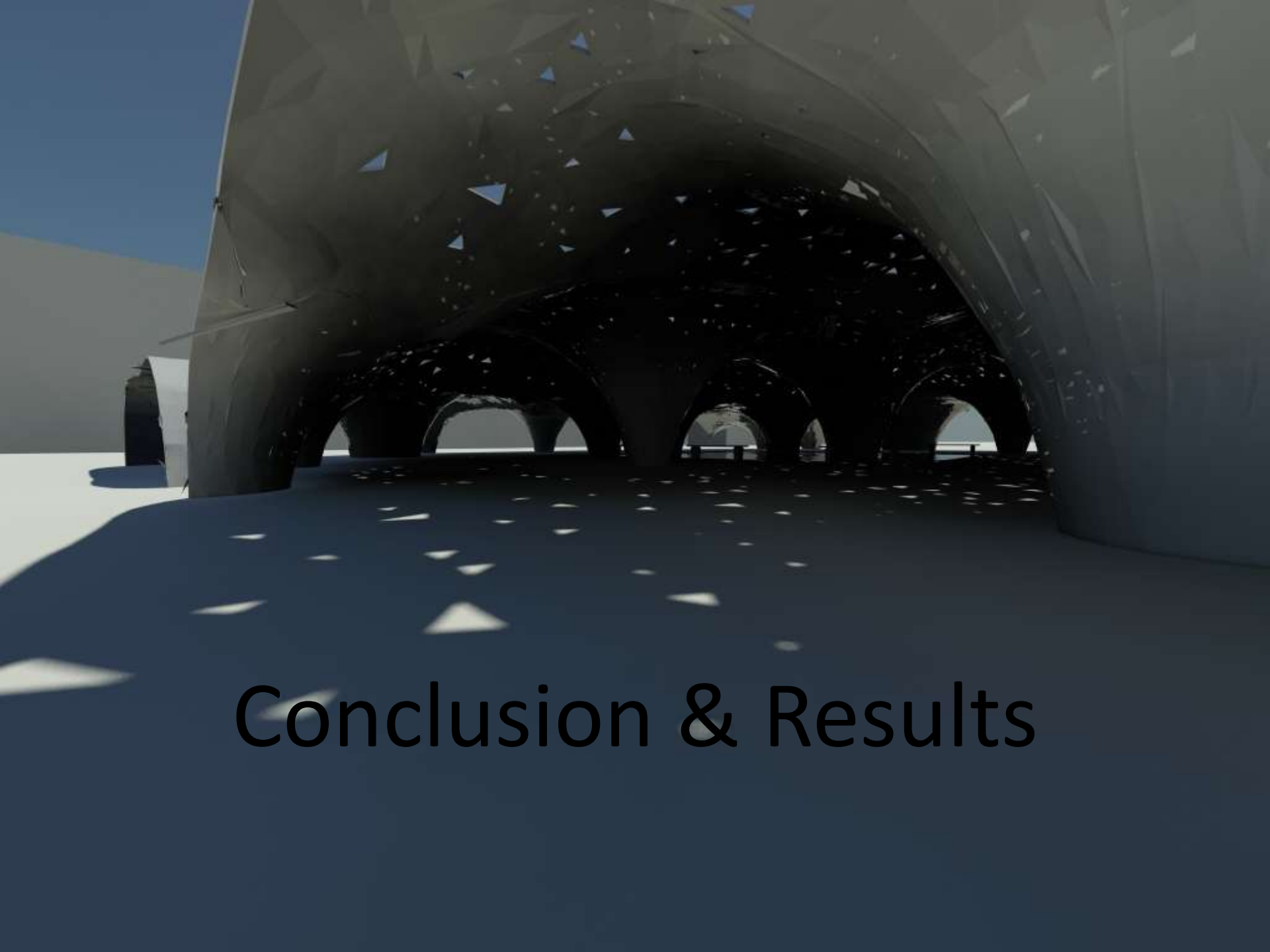

Autodesk 3ds Max 2010 - Unregistered Version
Edit Tools Group Views Create Modifiers Animation Graph Editors Rendering Customize MAXScript Help
[+] [Perspective] [Smooth + Highlights + Edged Faces]
Shape01
Modifier List
NURBS Curve
General
Attach
Attach Multiple
Reorient
Import
Import Multiple
Display
Lattices
Curves
Dependents
Curve Approximation
Create Points
Create Curves
Create Surfaces
Rendering
Enable In Viewport
Use Viewport Settings
Generate Mapping Coords.
Real-World Map Size
Viewport
Renderer
Radial
Thickness: 0.02
Sides: 12
Angle: 0.0
Rectangular
Length: 6.0
Width: 2.0
Angle: 0.0
Aspect: 3.0
Auto Smooth
Threshold: 40.0
0 / 100
1 Shape Selected
Click or click-and-drag to select objects
Add Time Tag
Auto Key
Selected
Set Key
Key Filters...
Welcome to M
EN
4:47 PM
5/23/2010

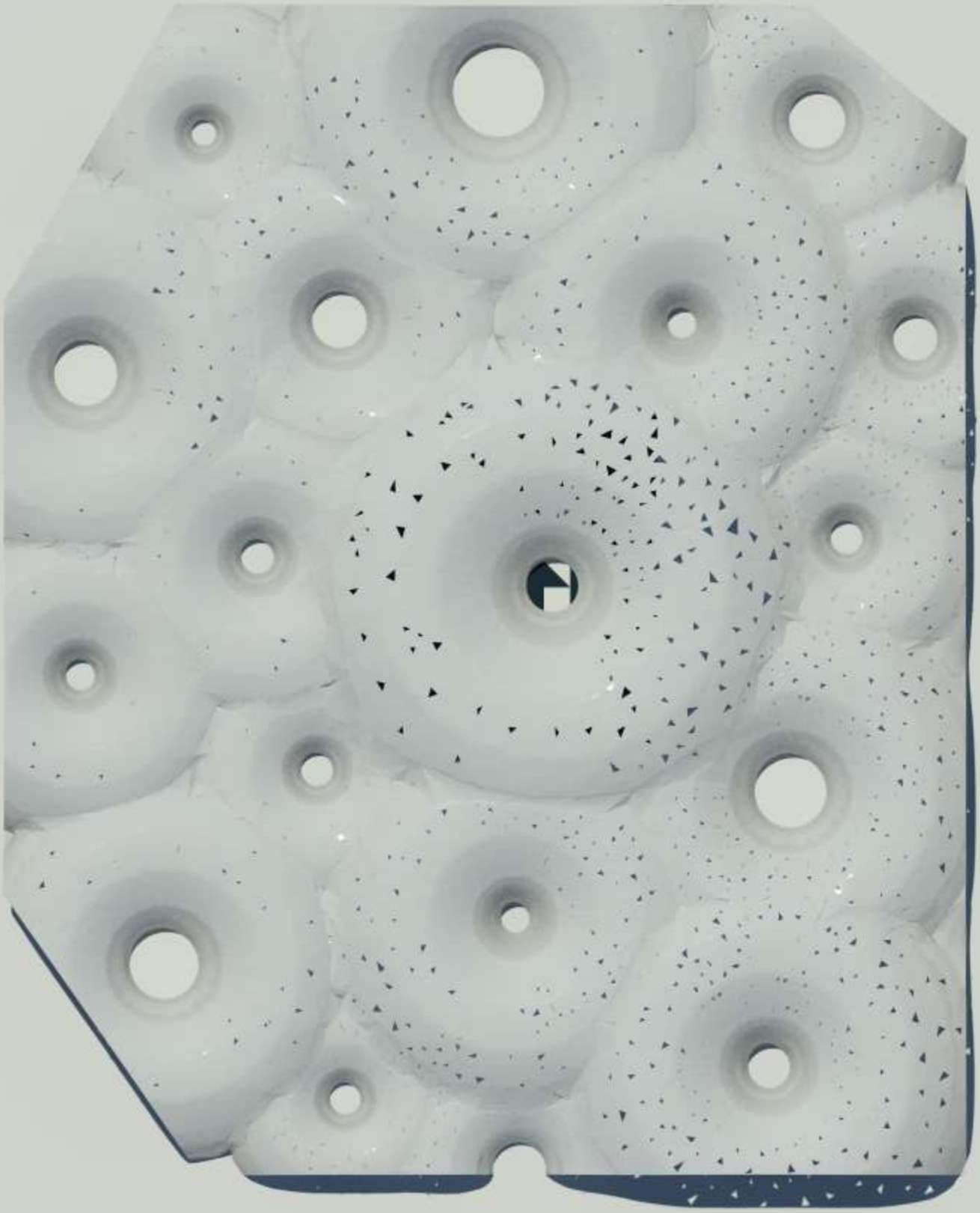
Experimental render

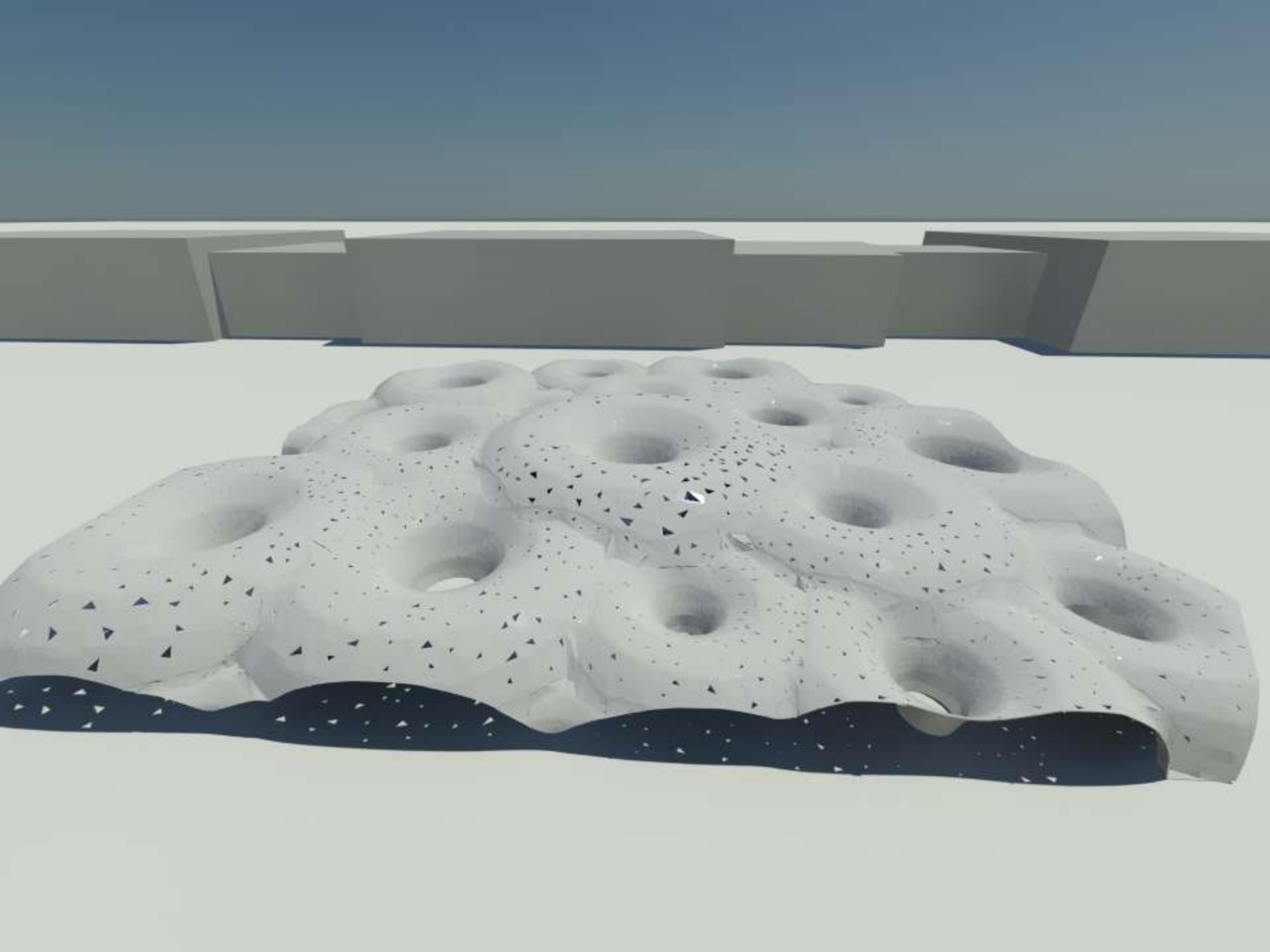


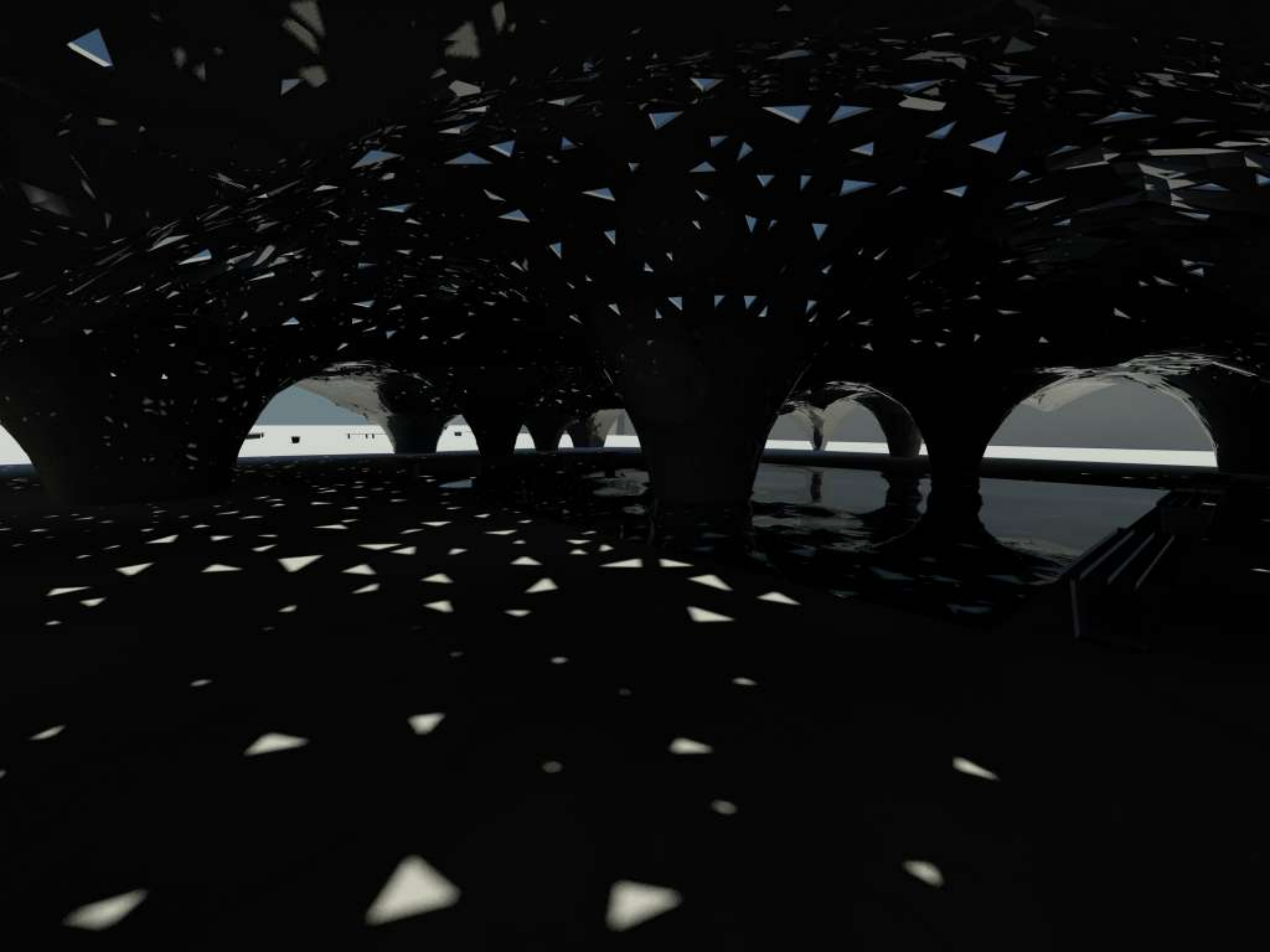


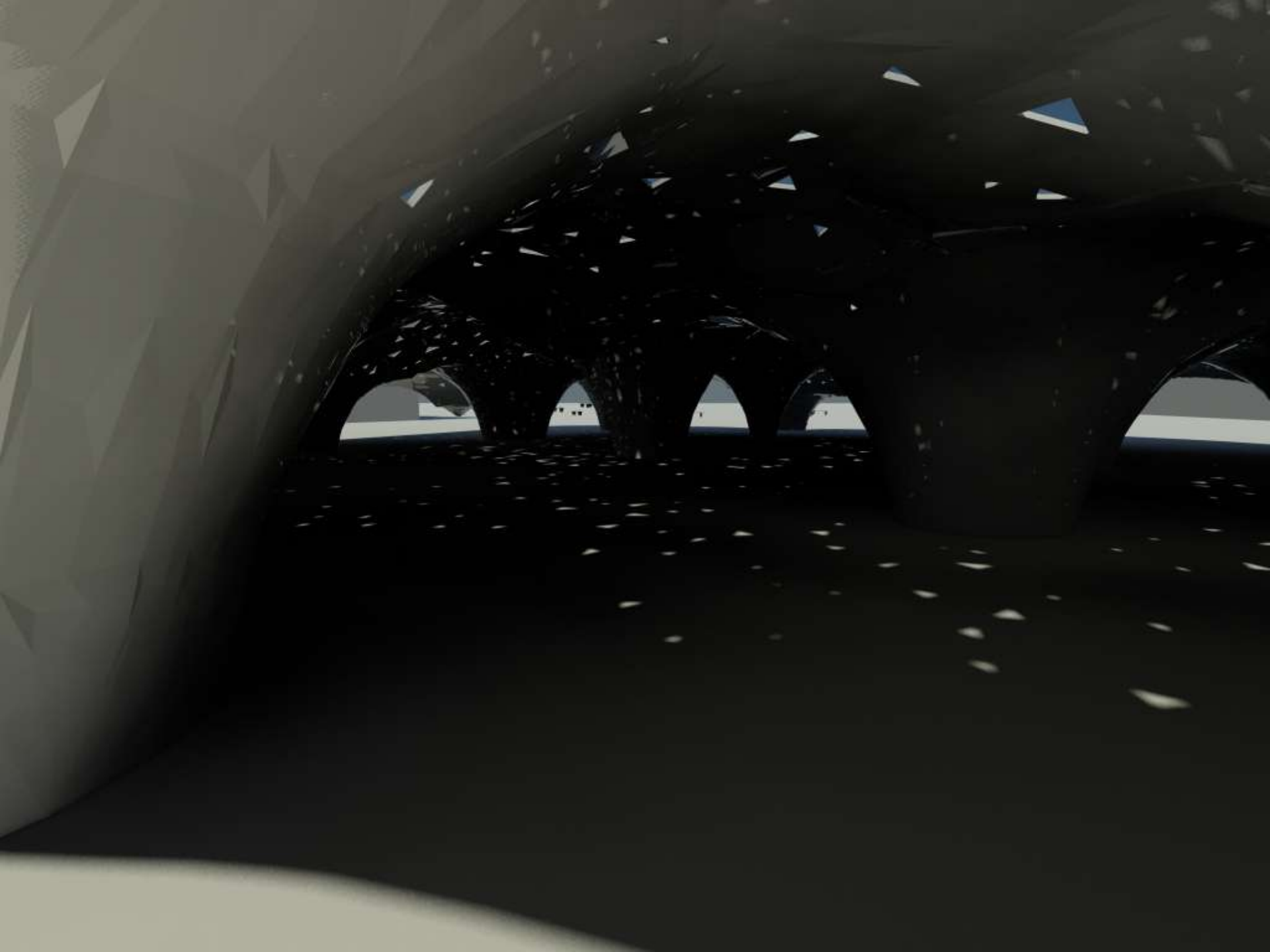


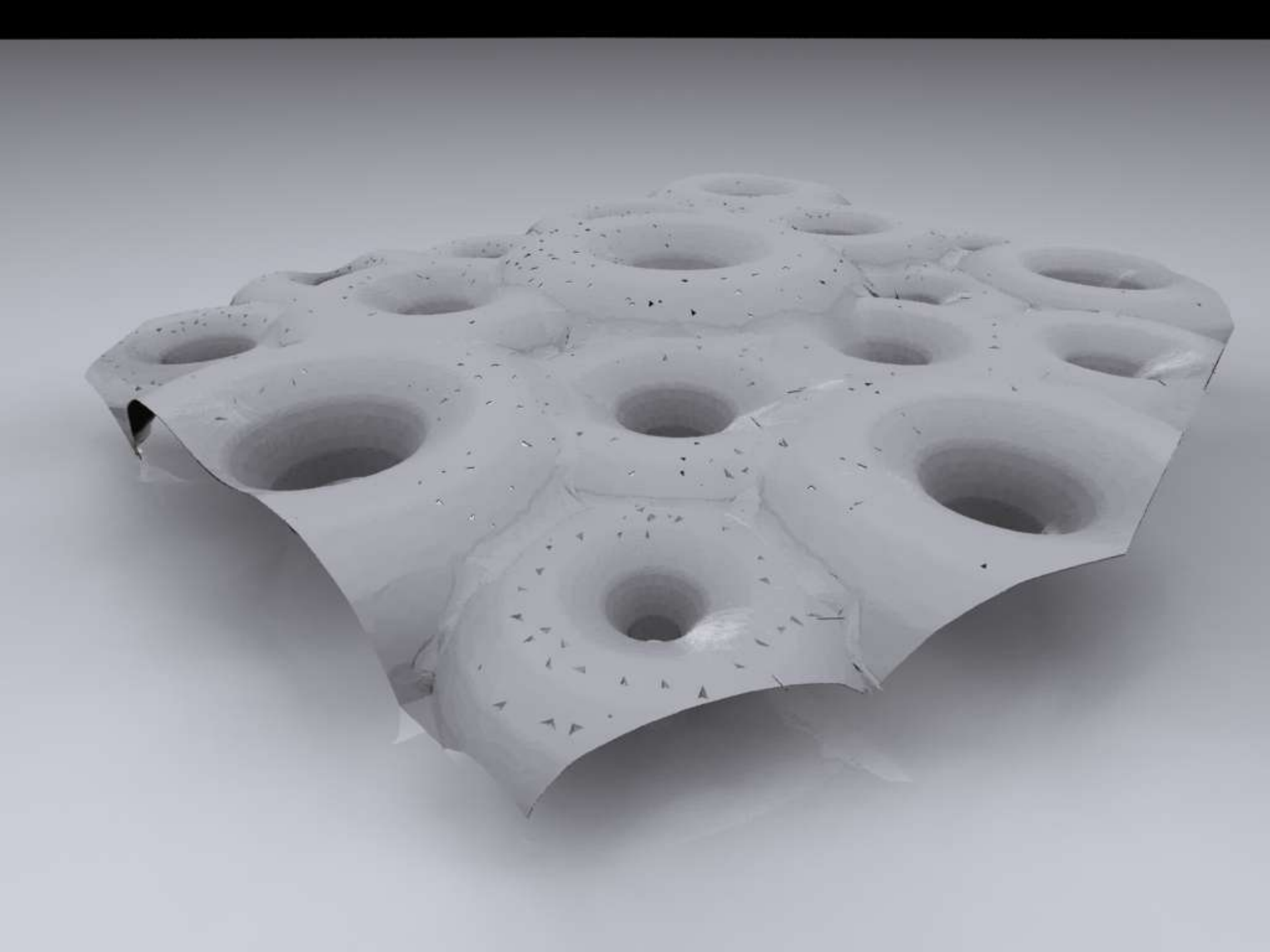
Conclusion & Results

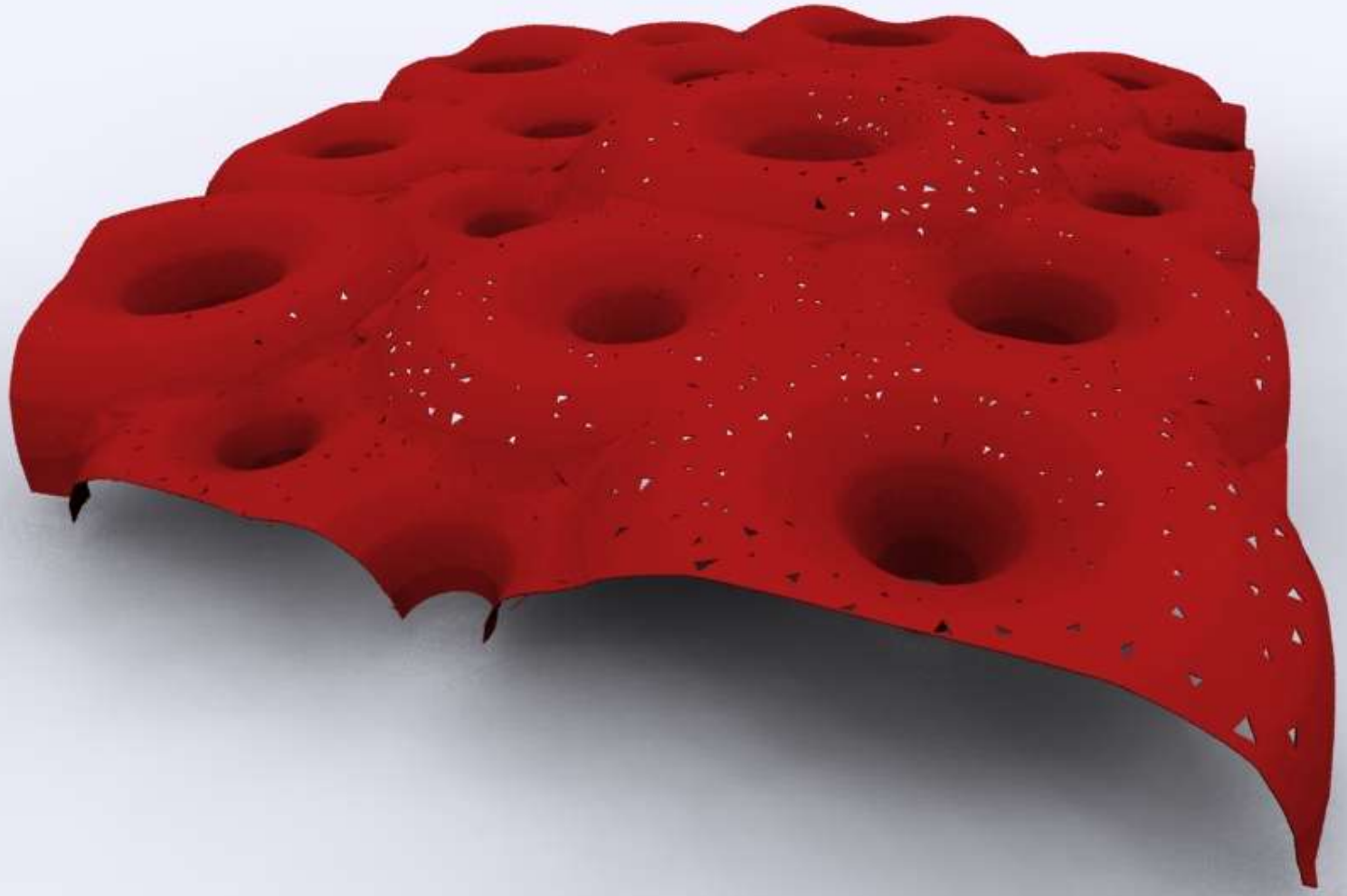


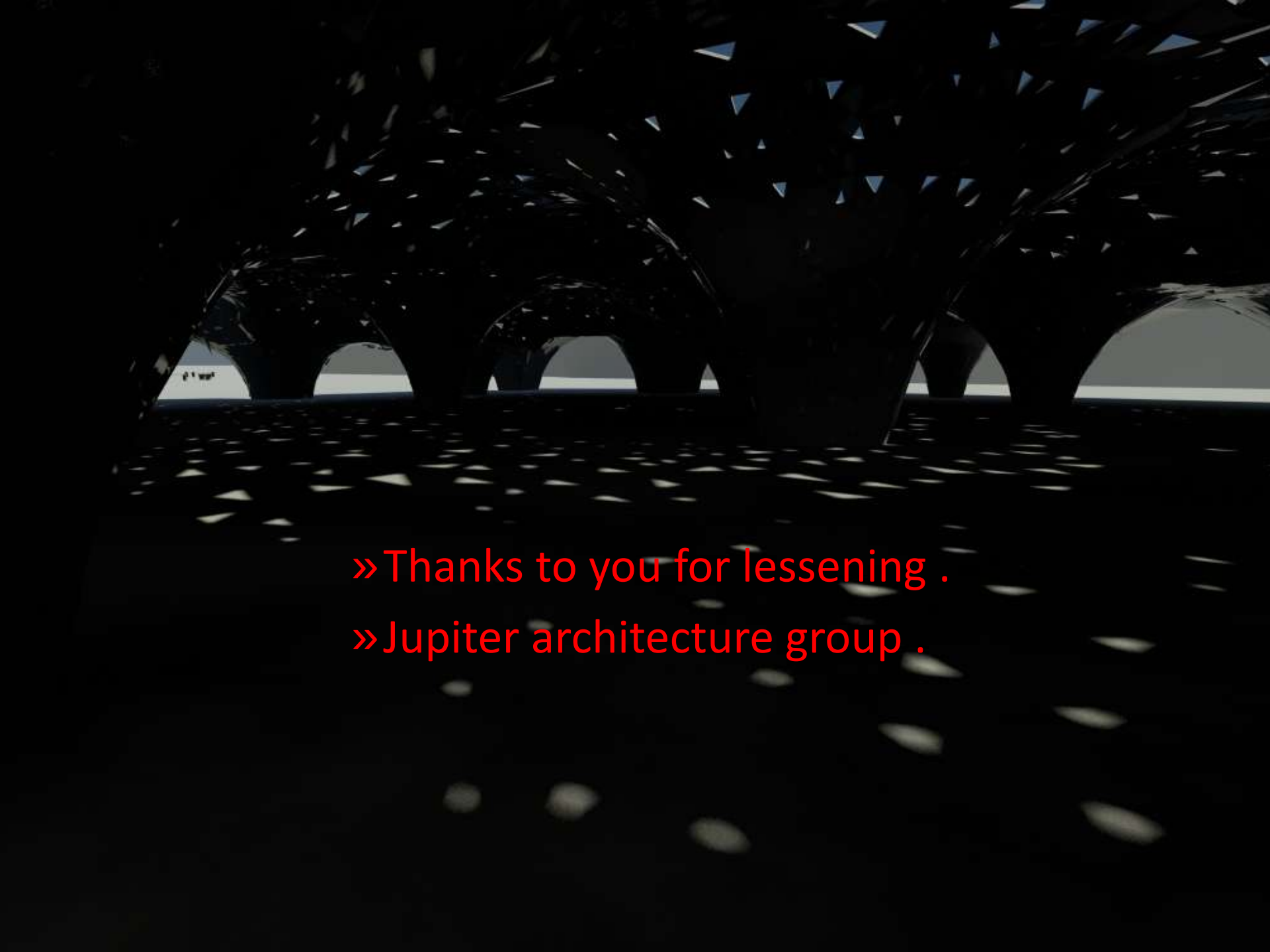








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»Jupiter architecture group .