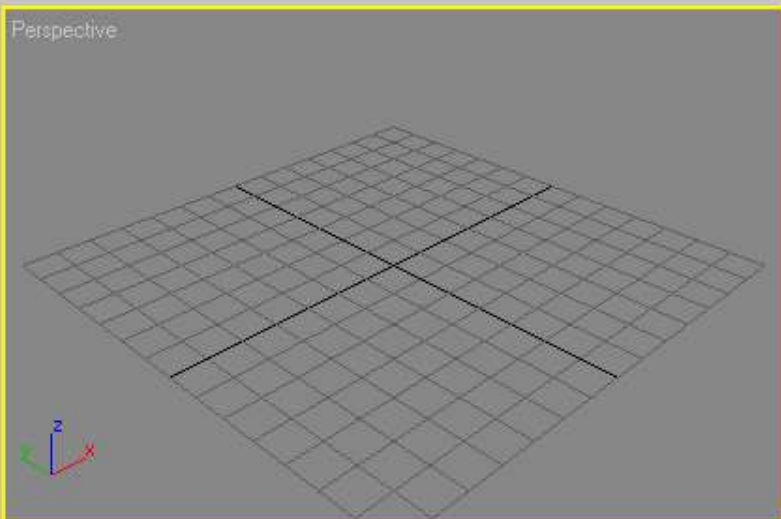
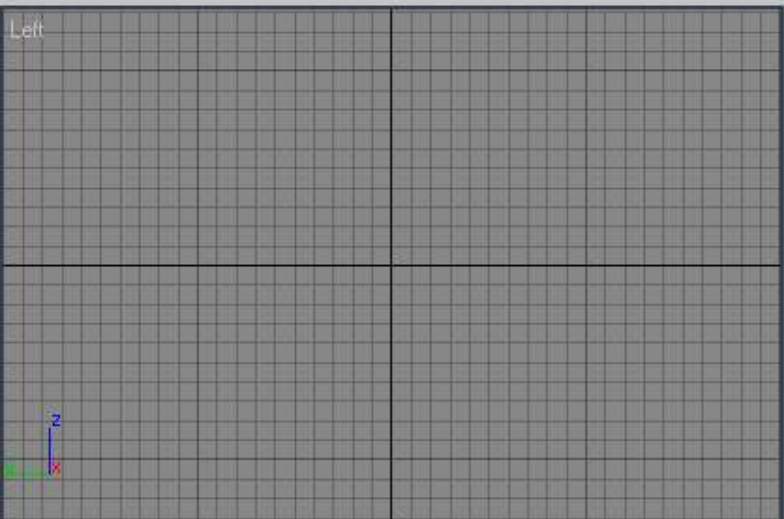
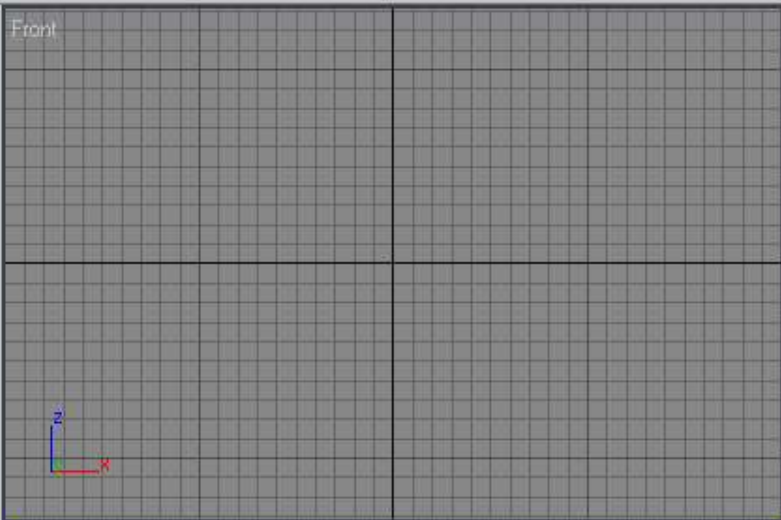
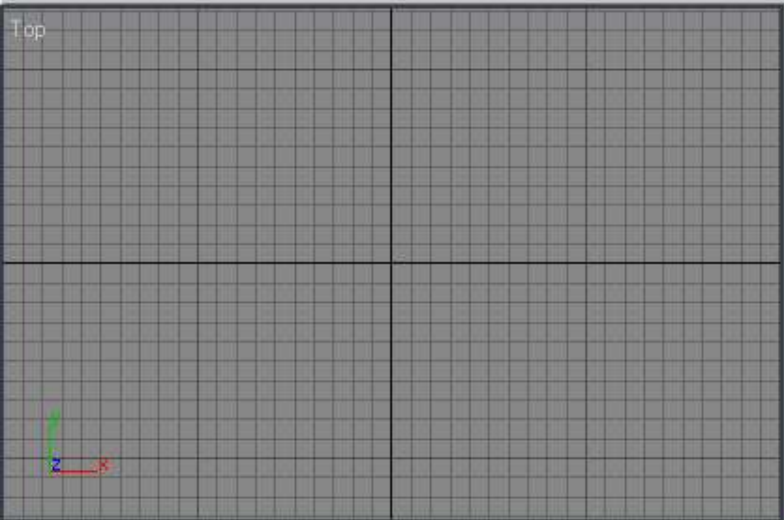


Objects Shapes Compounds Lights & Cameras Particles Helpers Space Warps Modifiers Modeling Rendering

View View



Standard Primitives

Object Type

AutoGrid

Box Cone

Sphere GeoSphere

Cylinder Tube

Torus Pyramid

Teapot Plane

Name and Color

< 0 / 100 >

0 10 20 30 40 50 60 70 80 90 100

X: -15.659 Y: 22.858 Z: 0.0

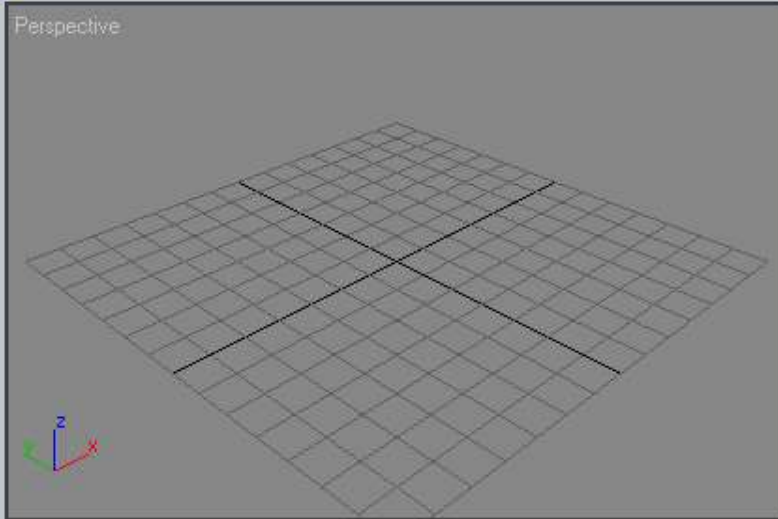
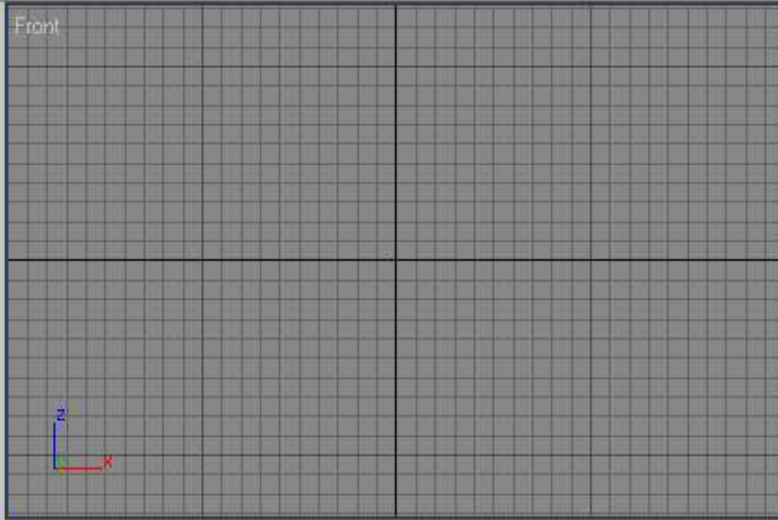
Auto Key Selected

Set Key Key Filters...

Click or click-and-drag to select obj Add Time Tag



- Smooth + Highlights
- ✓ Wireframe
- Other >
- Edged Faces >
- Transparency >
- ✓ Show Grid
- Show Background
- Show Safe Frame
- Viewport Clipping
- Texture Correction
- Disable View
- Views >
- Undo
- Redo
- Configure...



Standard Primitives

Object Type

AutoGrid

Box	Cone
Sphere	GeoSphere
Cylinder	Tube
Torus	Pyramid
Teapot	Plane

Name and Color

0 / 100



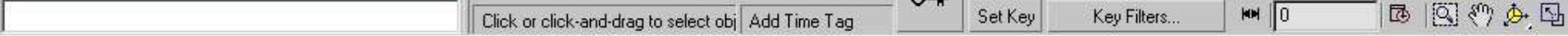
Click or click-and-drag to select obj Add Time Tag

X: -122.222 Y: -161.836 Z: 0.0

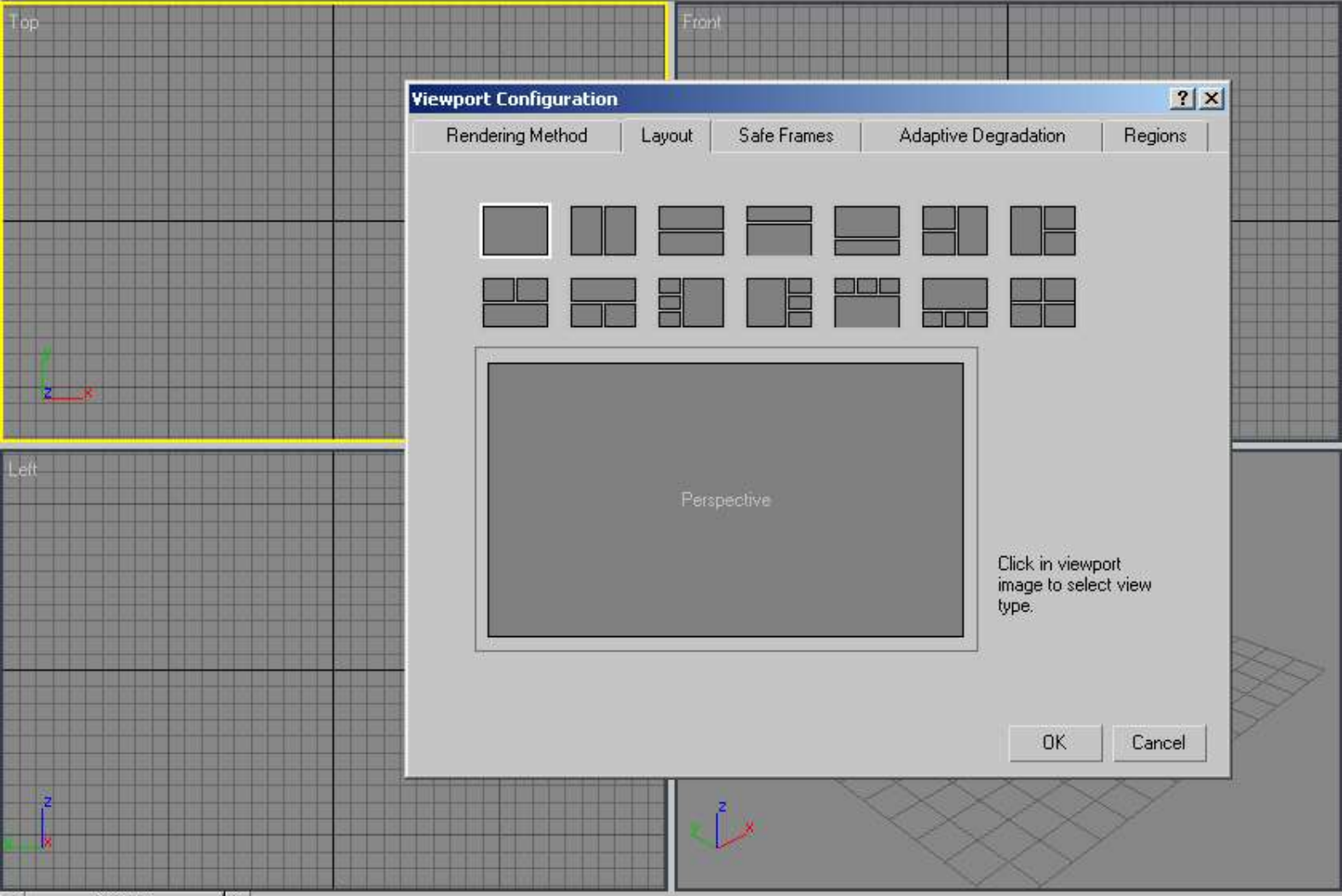
Auto Key Selected

Set Key Key Filters...

0







### Viewport Configuration

Rendering Method | Layout | Safe Frames | Adaptive Degradation | Regions

Grid of 14 viewport layout icons (2 rows by 7 columns).

Perspective

Click in viewport image to select view type.

OK Cancel

Standard Primitives

Object Type

AutoGrid

Box Cone

Sphere GeoSphere

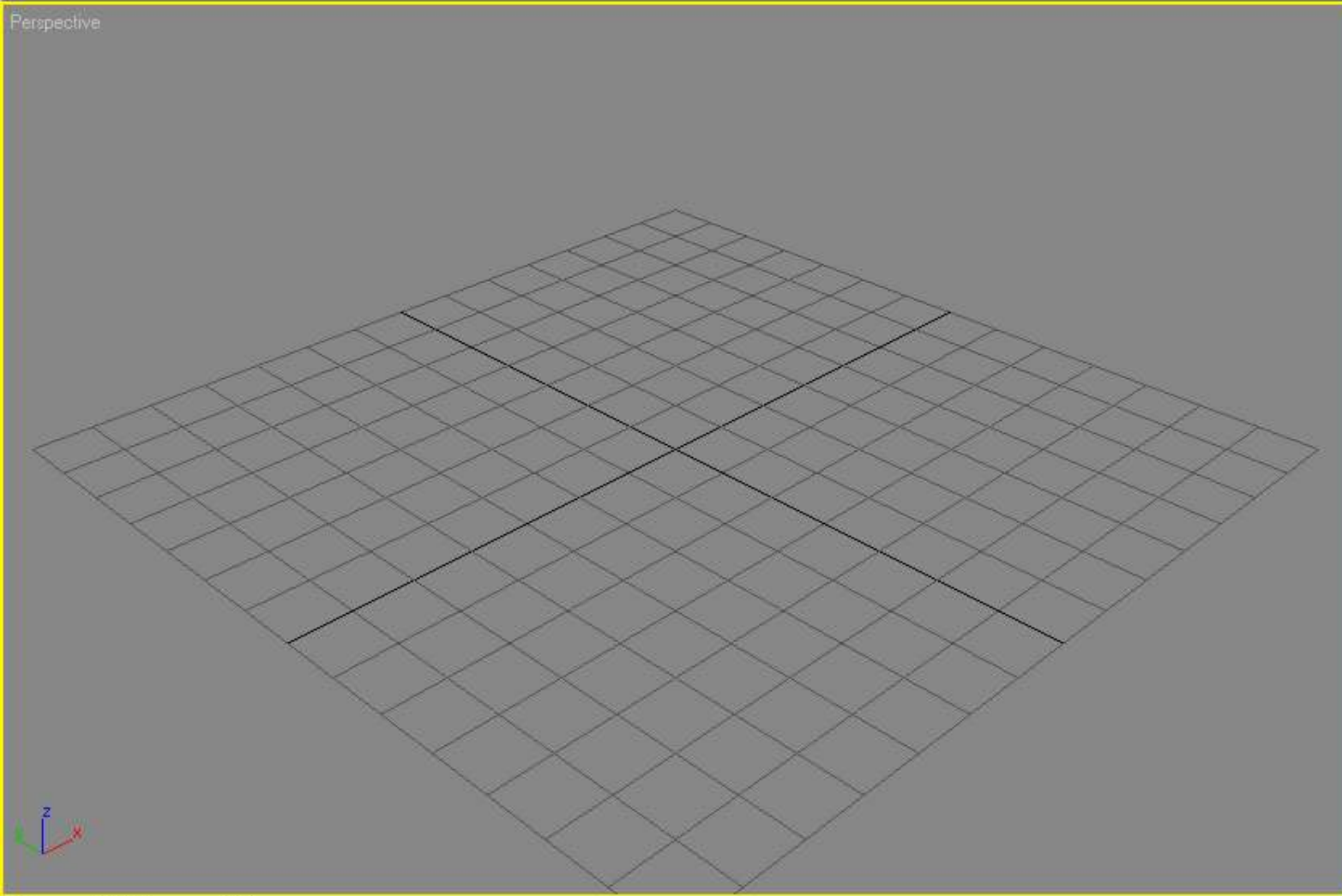
Cylinder Tube

Torus Pyramid

Teapot Plane

Name and Color

[Color Picker]



Standard Primitives

Object Type

AutoGrid

Box	Cone
Sphere	GeoSphere
Cylinder	Tube
Torus	Pyramid
Teapot	Plane

Name and Color

[Color Picker]

0 / 100

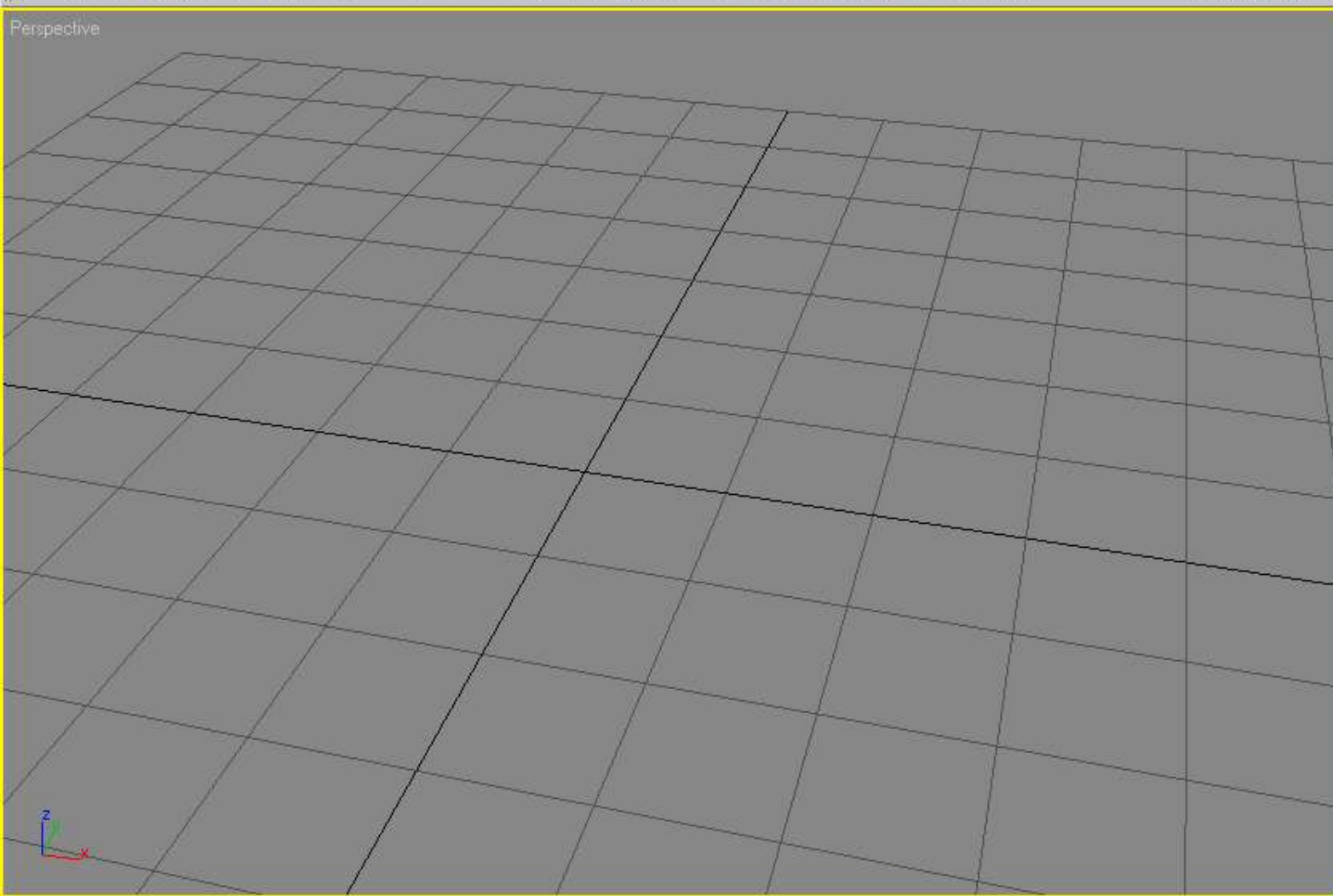
X: 35.728 Y: 78.063 Z: 0.0

Auto Key Selected

Set Key Key Filters...

Click or click-and-drag to select obj Add Time Tag

0



Standard Primitives

Object Type

AutoGrid

Box	Cone
Sphere	GeoSphere
Cylinder	Tube
Torus	Pyramid
Teapot	Plane

Name and Color

Creation Method

Cube  Box

Keyboard Entry

Parameters

Length:

Width:

Height:

Length Segs:

Width Segs:

Height Segs:

Generate Mapping Coords.

0 / 100



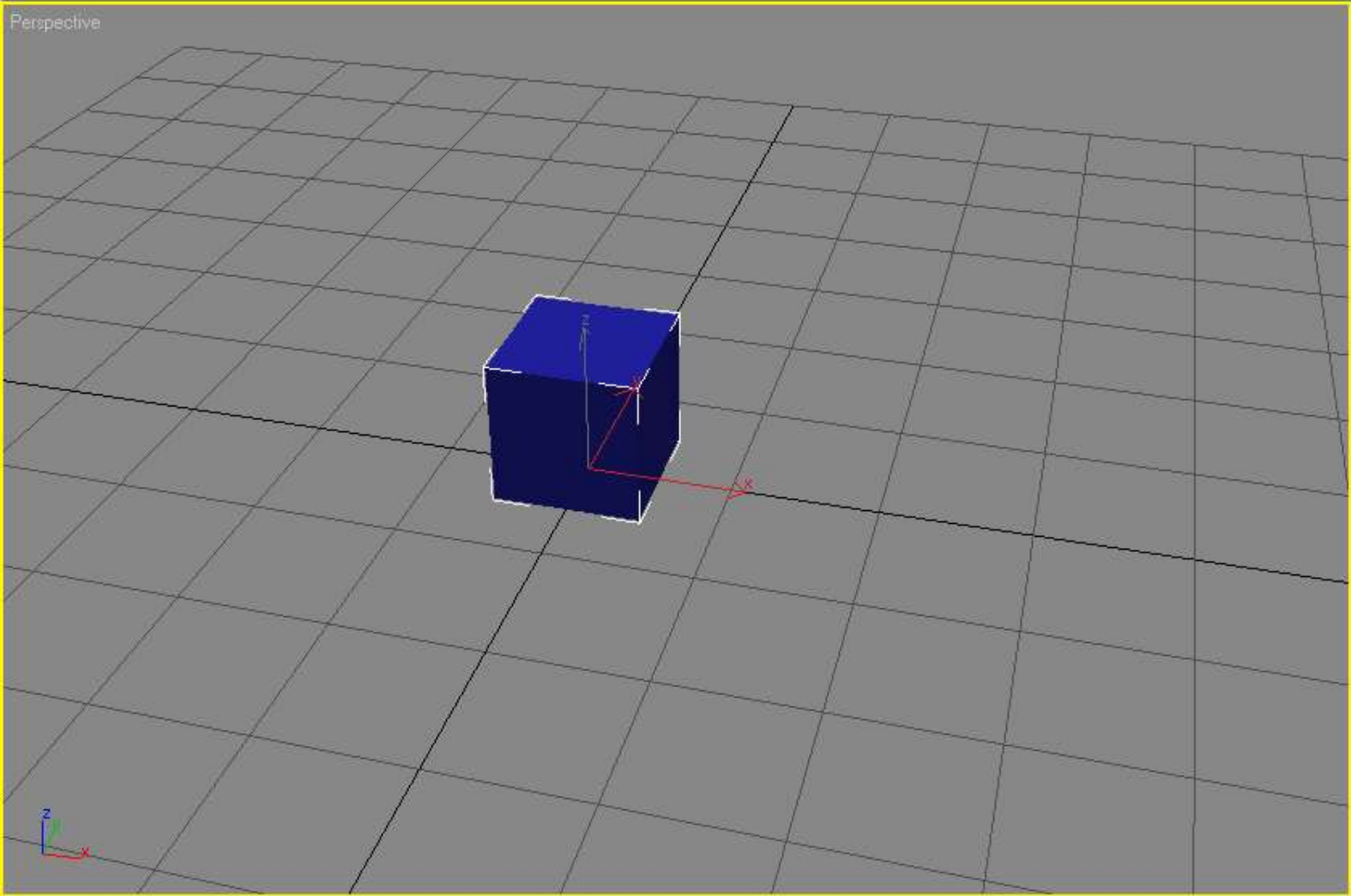
Click and drag to begin creation pr Add Time Tag

Auto Key Selected

Set Key Key Filters...

0





Standard Primitives

Object Type

AutoGrid

Box	Cone
Sphere	GeoSphere
Cylinder	Tube
Torus	Pyramid
Teapot	Plane

Name and Color

Box01 ■

Creation Method

Cube  Box

Keyboard Entry

X: 0.0

Y: 0.0

Z: 0.0

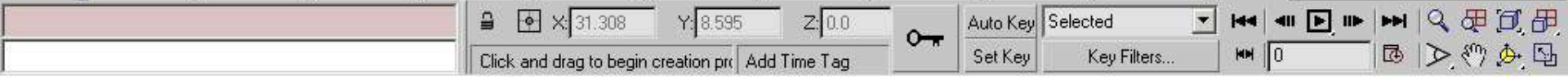
Length: 10.0

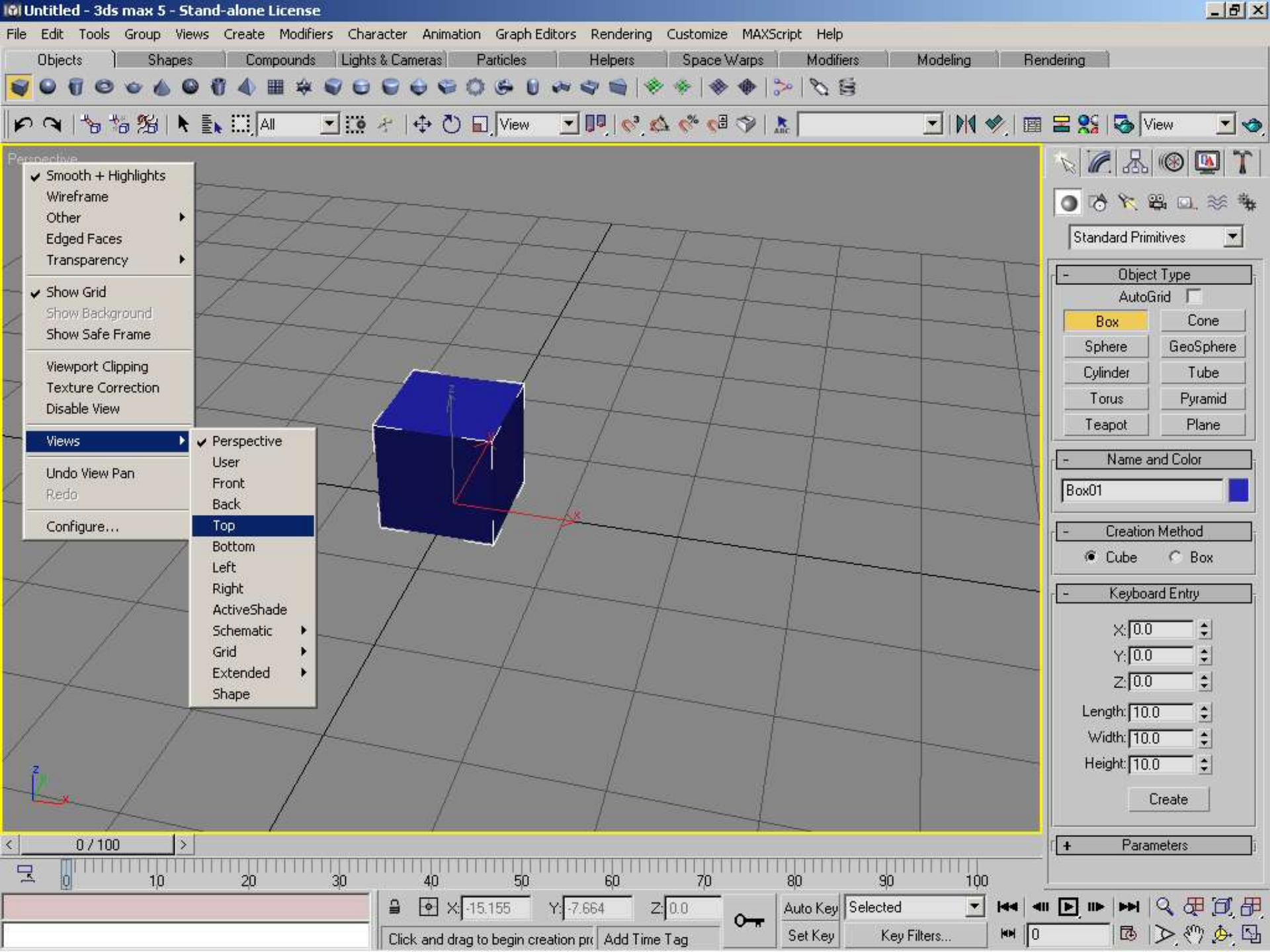
Width: 10.0

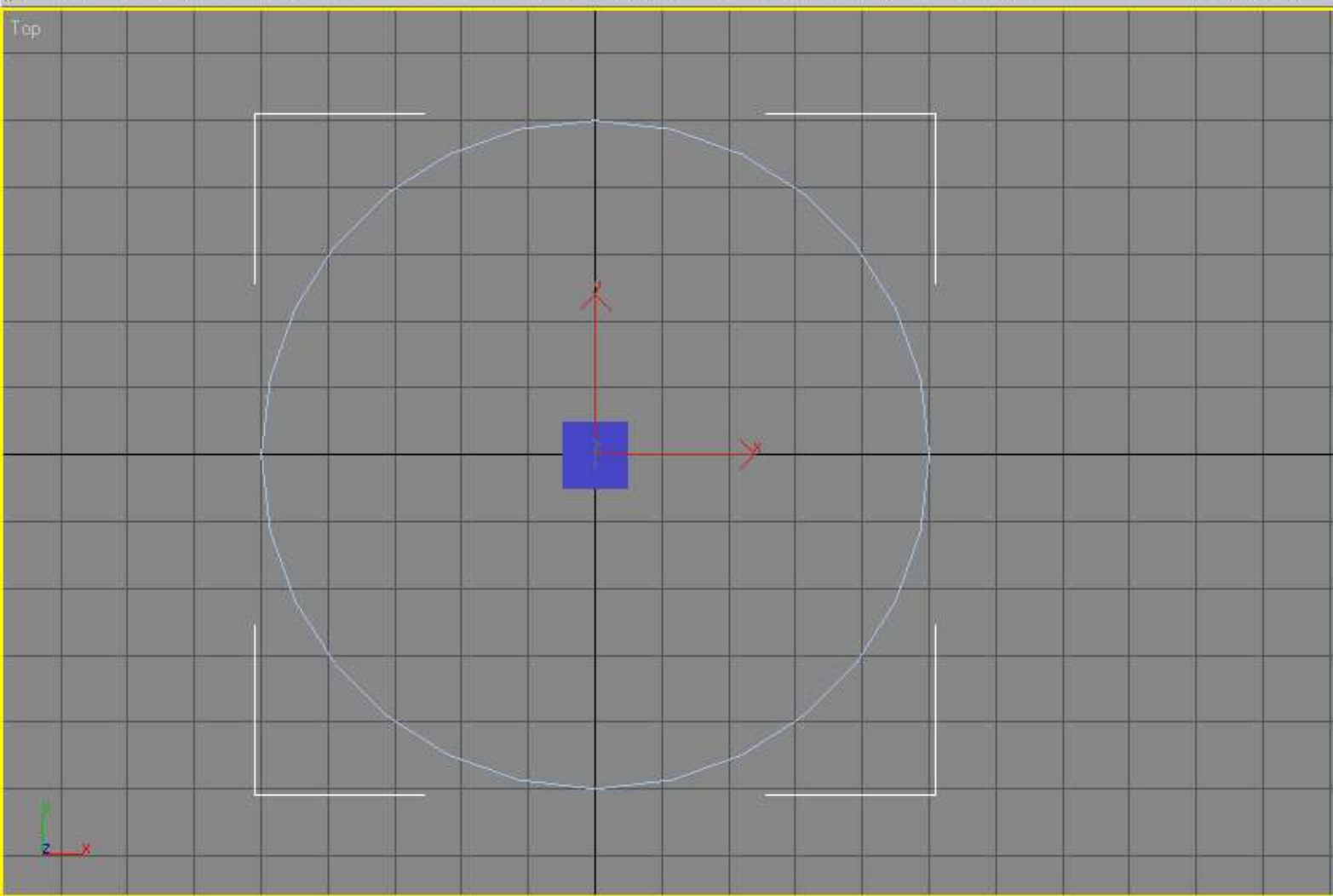
Height: 10.0

Create

Parameters







Splines

Object Type

AutoGrid

Start New Shape

Line	Rectangle
<b>Circle</b>	Ellipse
Arc	Donut
NGon	Star
Text	Helix
Section	

Name and Color

Circle01  

Rendering

Interpolation

Creation Method

Edge  Center

Keyboard Entry

X: 0.0

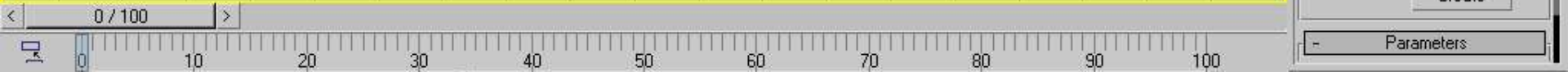
Y: 0.0

Z: 0.0

Radius: 50.0

Create

Parameters



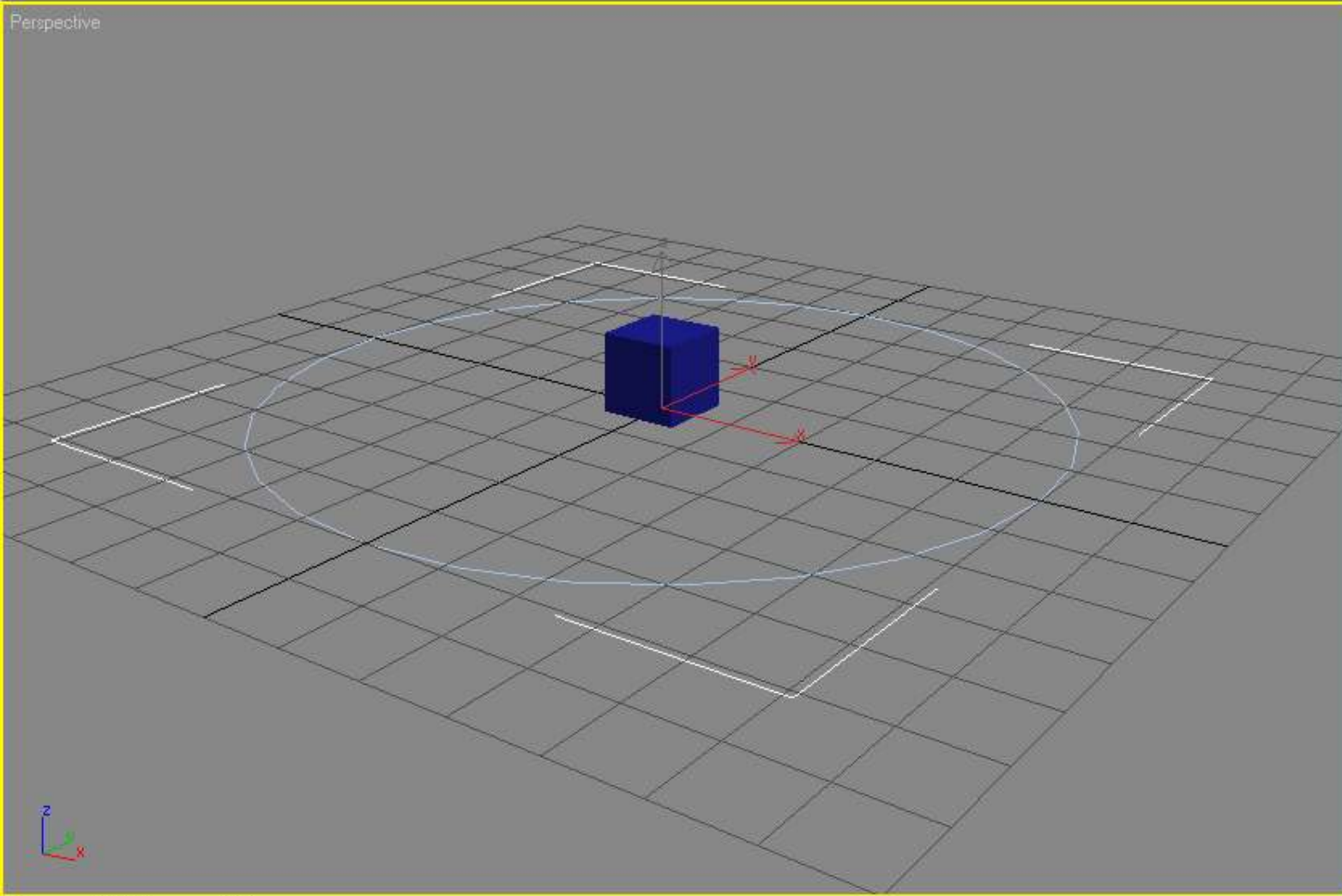
Click and drag to begin creation pr Add Time Tag

Auto Key Selected

Set Key Key Filters...

0





View

Splines

Object Type

AutoGrid

Start New Shape

Line	Rectangle
<b>Circle</b>	Ellipse
Arc	Donut
NGon	Star
Text	Helix
Section	

Name and Color

Circle01  

Rendering

Interpolation

Creation Method

Edge  Center

Keyboard Entry

X: 0.0

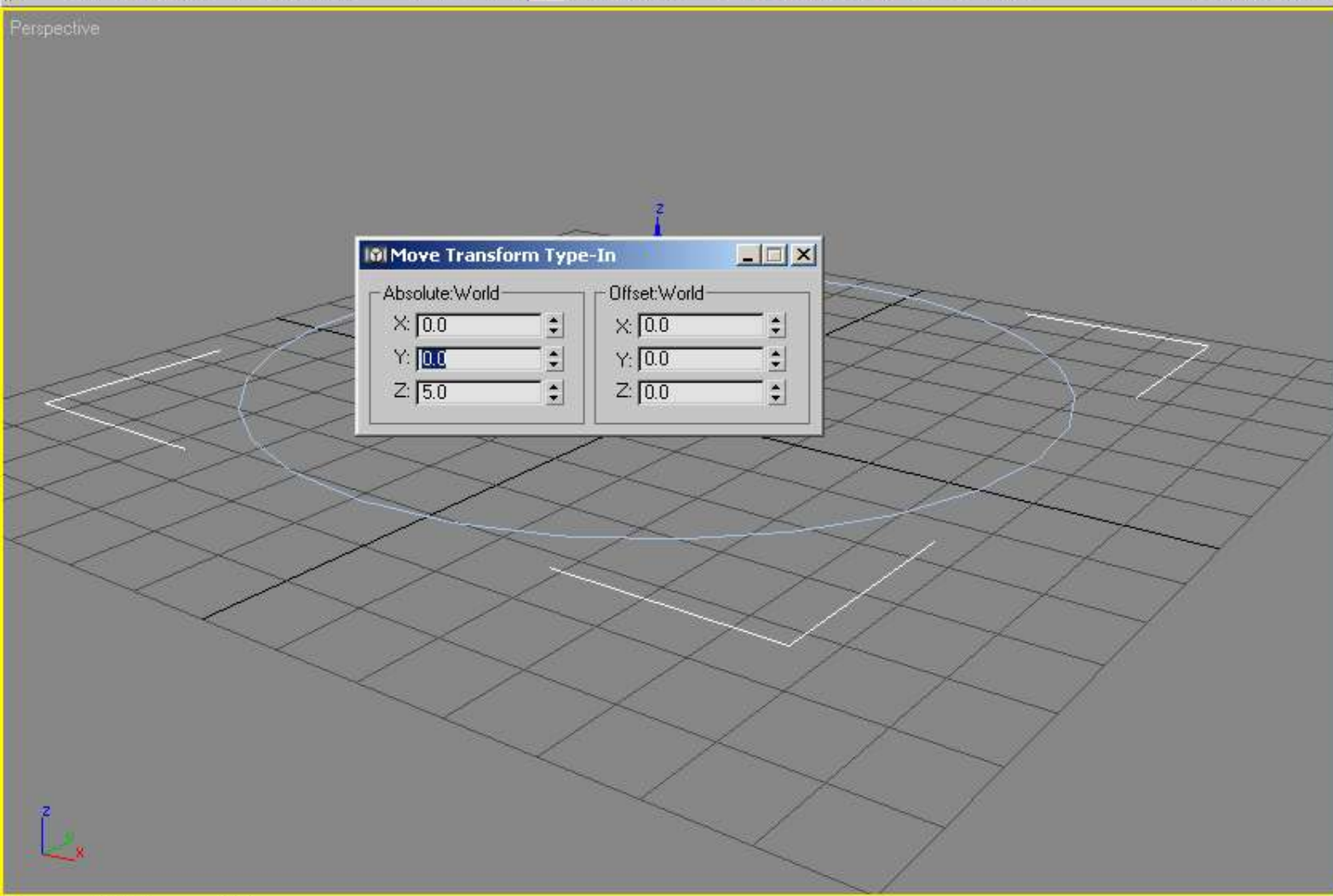
Y: 0.0

Z: 0.0

Radius: 50.0

Create

Parameters



**Move Transform Type-In**

Absolute:World		Offset:World	
X:	0.0	X:	0.0
Y:	0.0	Y:	0.0
Z:	5.0	Z:	0.0

Splines

Object Type

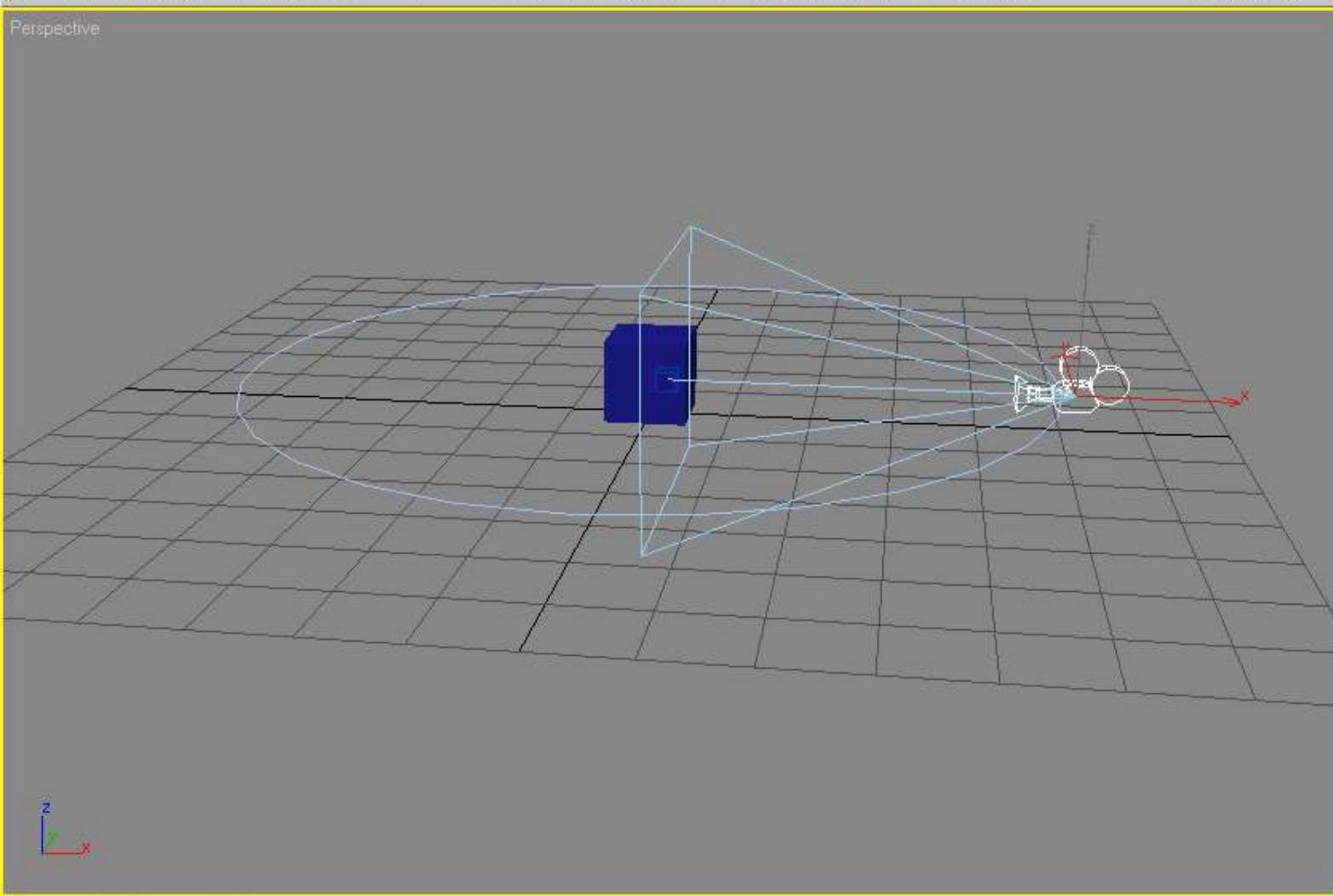
AutoGrid

Start New Shape

Line	Rectangle
Circle	Ellipse
Arc	Donut
NGon	Star
Text	Helix
Section	

Name and Color

Circle01



Standard

Standard

Name and Color

Camera01

Parameters

Lens: 43.456 mm

FOV: 45.0 deg

Orthographic Projection

Stock Lenses

15mm	20mm	24mm
28mm	35mm	50mm
85mm	135mm	200mm

Type: Target Camera

Show Cone

Show Horizon

Environment Ranges

Show

Near Range: 0.0

Far Range: 1000.0

Clipping Planes

Clip Manually

Near Clip: 1.0

Far Clip: 1000.0





### Select Objects

Box01  
Camera01  
**Camera01.Target**  
Circle01

Sort:  
 Alphabetical  
 By Type  
 By Color  
 By Size

List Types:  
 Geometry All  
 Shapes None  
 Lights Invert  
 Cameras  
 Helpers  
 Space Warps  
 Groups/Assemblies  
 XRefs  
 Bone Objects

Selection Sets: [ ]

[All] [None] [Invert]

Display Subtree  Case Sensitive  
 Select Subtree  Select Dependents

[Select] [Cancel]

Standard

Name and Color: Camera01

Parameters:  
 Lens: 43.456 mm  
 FOV: 45.0 deg  
 Orthographic Projection

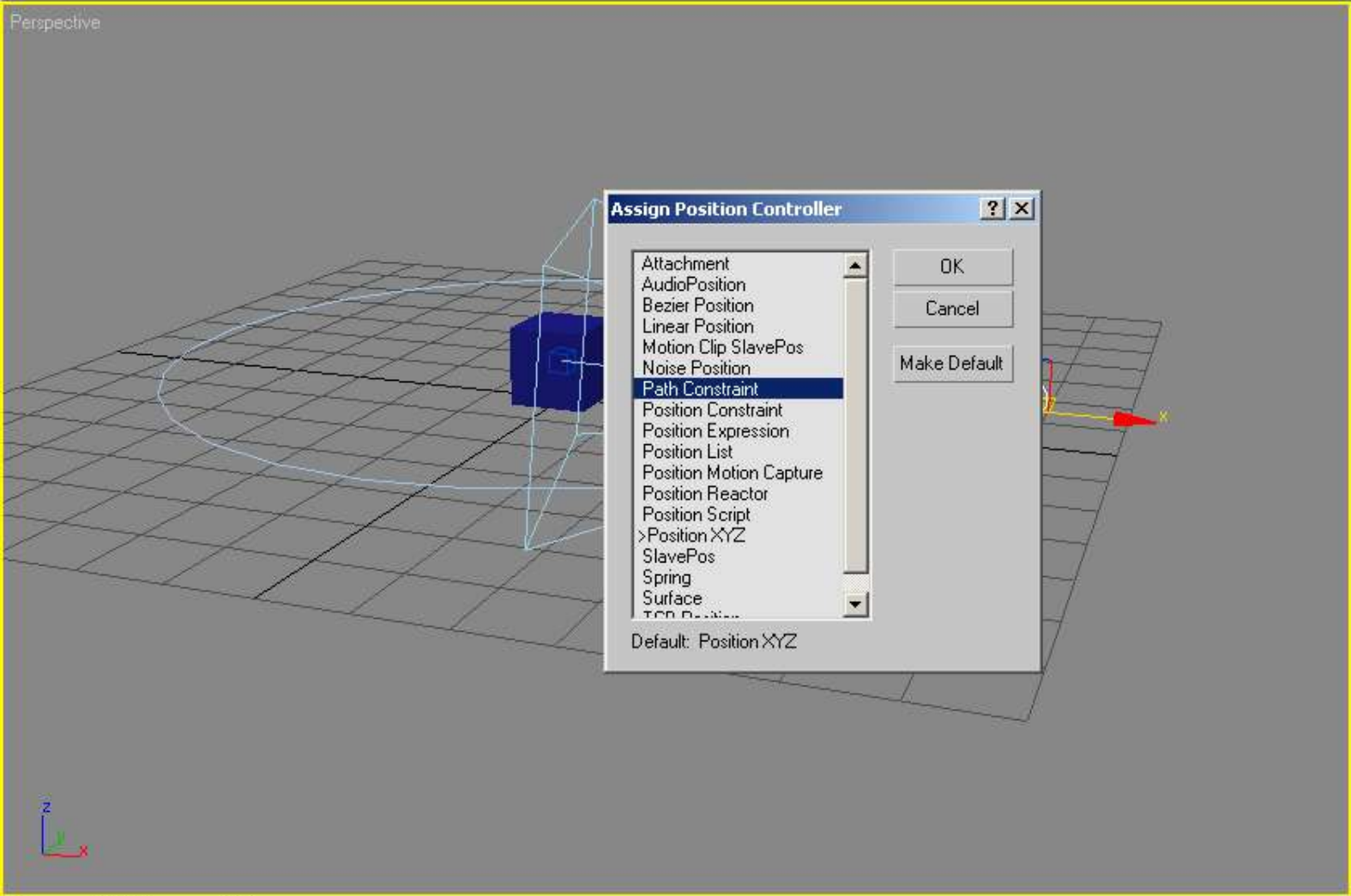
Stock Lenses:  
 15mm 20mm 24mm  
 28mm 35mm 50mm  
 85mm 135mm 200mm

Type: Target Camera

Show Cone  
 Show Horizon

Environment Ranges:  
 Show  
 Near Range: 0.0  
 Far Range: 1000.0

Clipping Planes:  
 Clip Manually  
 Near Clip: 1.0  
 Far Clip: 1000.0



**Assign Position Controller** [?] [X]

- Attachment
- AudioPosition
- Bezier Position
- Linear Position
- Motion Clip SlavePos
- Noise Position
- Path Constraint**
- Position Constraint
- Position Expression
- Position List
- Position Motion Capture
- Position Reactor
- Position Script
- >Position XYZ
- SlavePos
- Spring
- Surface
- Top Position

Default: Position XYZ

OK  
Cancel  
Make Default

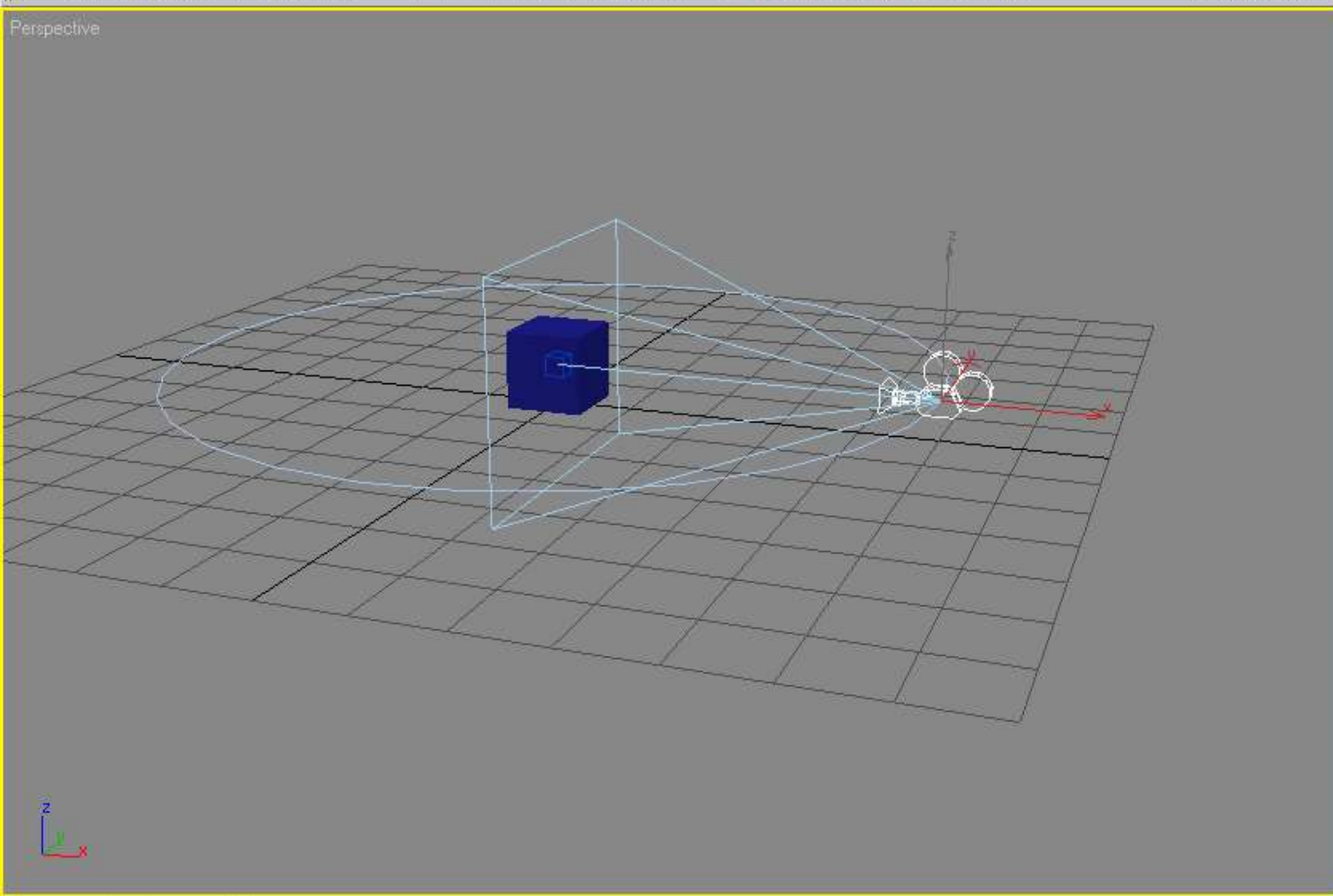
Camera01

Selection Level:  
Sub-Object

Parameters Trajectories

- Assign Controller

- [-] Transform : Look At
  - [+] Position : Position
  - [x] Roll Angle : Bezie
  - [x] Scale : Bezie Sc.



Camera01

Selection Level: Sub-Object

Parameters Trajectories

Path Parameters

Add Path

Delete Path

Target	Weight
Circle01	50

Weight: 50.0

Path Options:

% Along Path: 0.0

Follow  Bank

Bank Amount: 0.5

Smoothness: 0.5

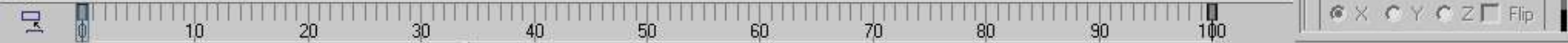
Allow Upside Down

Constant Velocity

Loop  Relative

Axis:  X  Y  Z  Flip

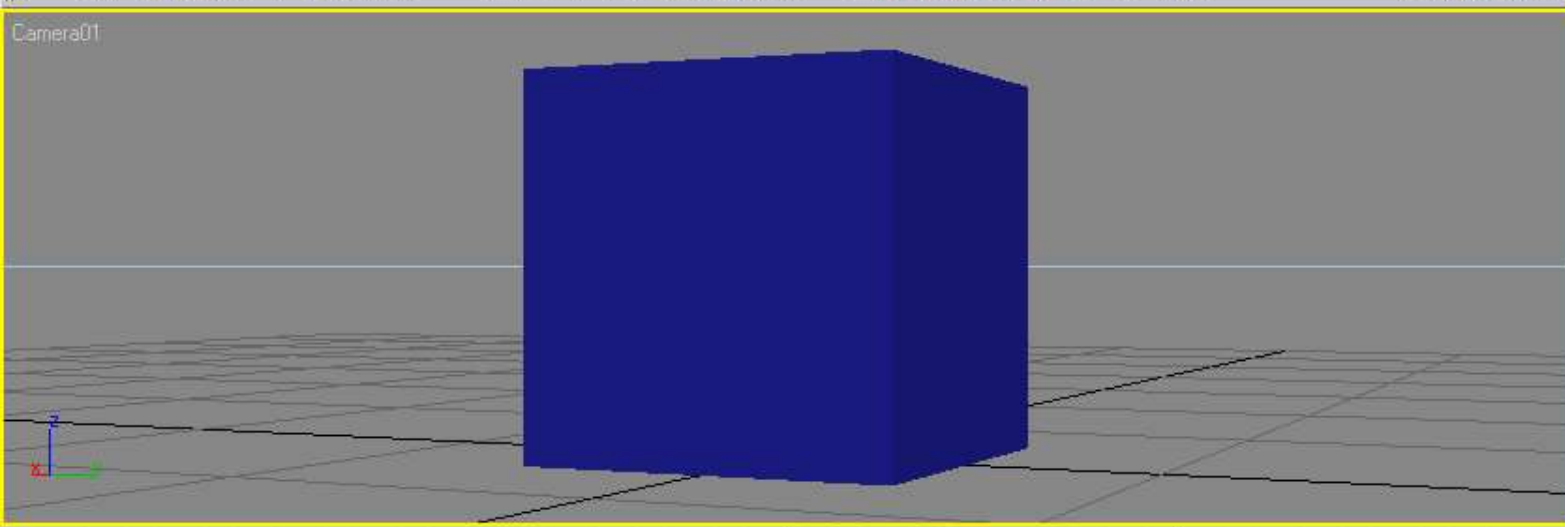
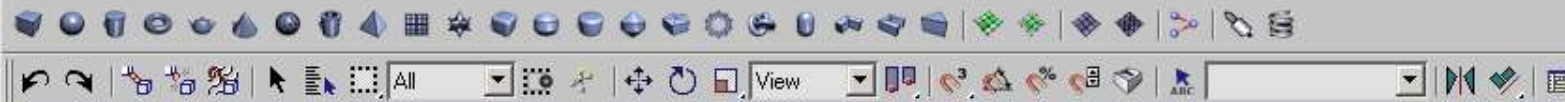
0 / 100



Select Path Target Add Time Tag Auto Key Selected Set Key Key Filters...







Camera01

Selection Level: Sub-Object

Parameters Trajectories

Path Parameters

Add Path

Delete Path

Target	Weight
Circle01	50

Weight: 50.0

Path Options:

% Along Path: 7.0

Follow  Bank

Bank Amount: 0.5

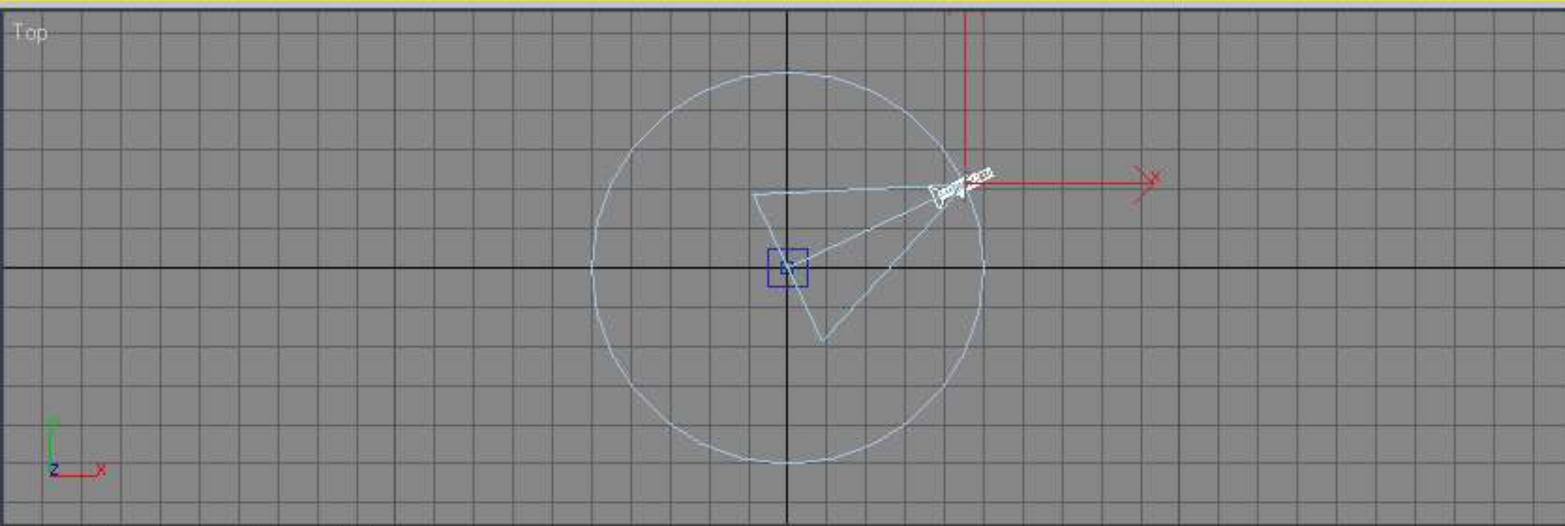
Smoothness: 0.5

Allow Upside Down

Constant Velocity

Loop  Relative

Axis:  X  Y  Z  Flip

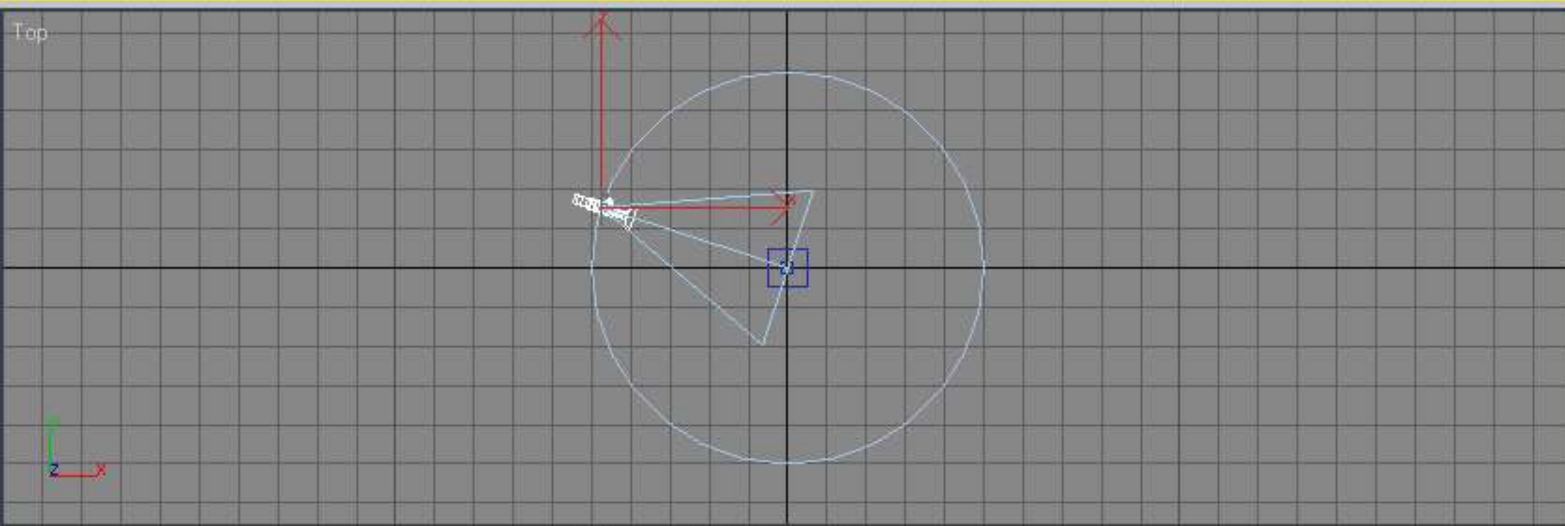
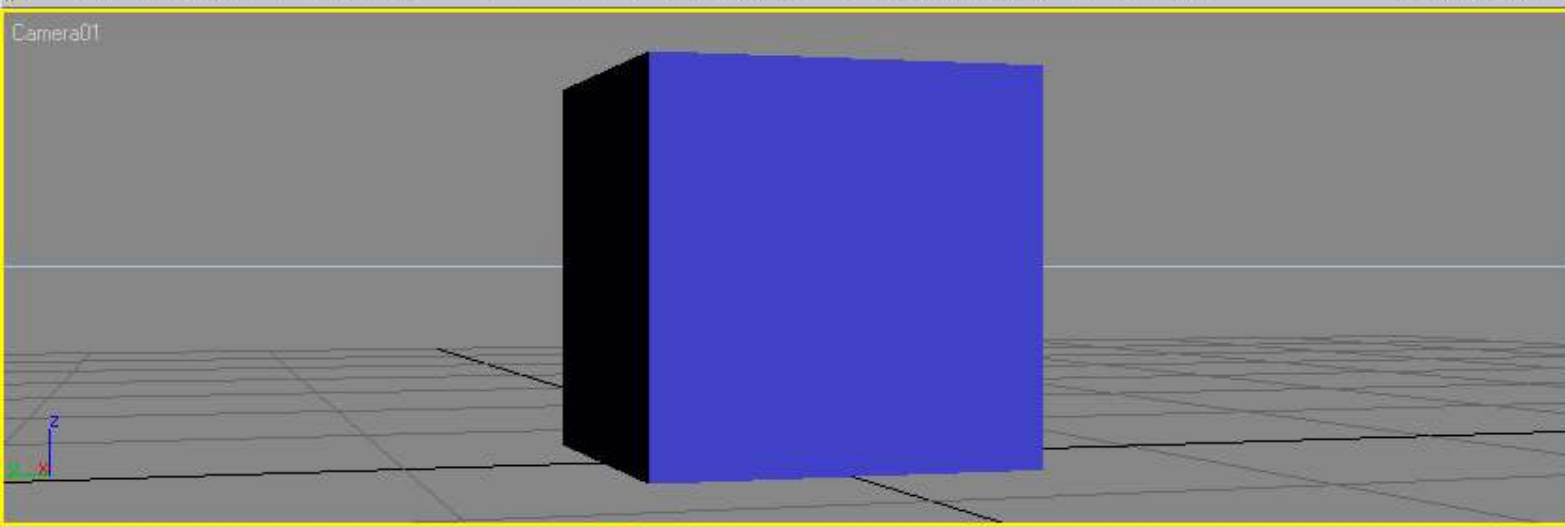


Select Path Target Add Time Tag

Auto Key Selected

Set Key Key Filters...

7



Camera01

Selection Level: Sub-Object

Parameters Trajectories

Path Parameters

Add Path

Delete Path

Target	Weight
Circle01	50

Weight: 50.0

Path Options:

% Along Path: 45.0

Follow  Bank

Bank Amount: 0.5

Smoothness: 0.5

Allow Upside Down

Constant Velocity

Loop  Relative

Axis:  X  Y  Z  Flip

Timeline and Command Line area.

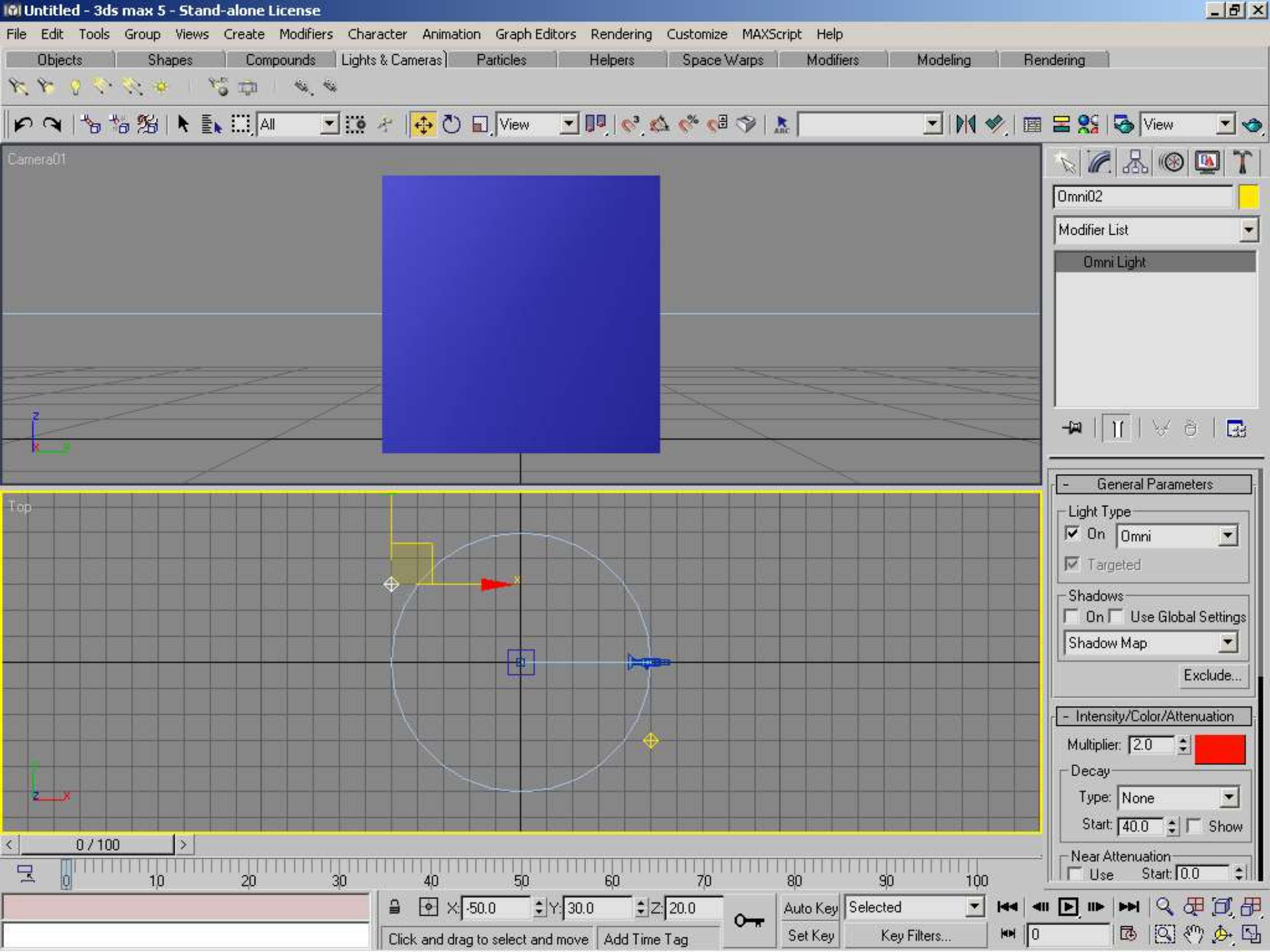
Timeline: 45 / 100

Command Line: X: Y: Z:

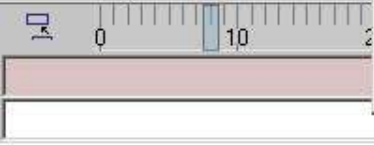
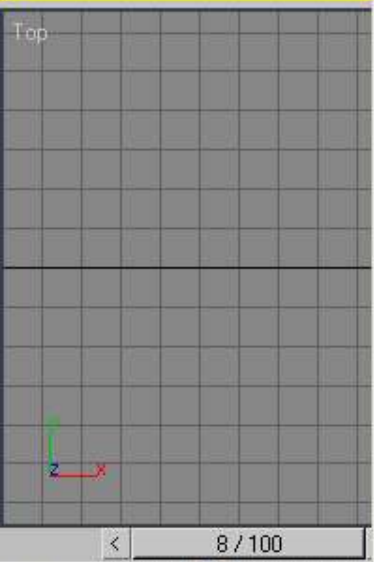
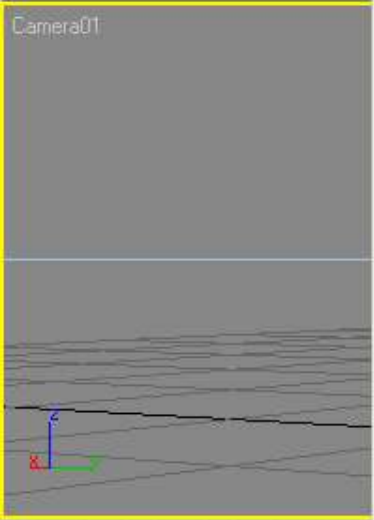
Buttons: Select Path Target, Add Time Tag, Auto Key, Set Key, Key Filters...

Timeline controls: Play, Stop, Previous, Next, etc.





Objects Shapes



Common Parameters

Time Output

- Single Every Nth Frame: 1
- Active Time Segment: 0 To 100
- Range: 0 To 100 File Number Base: 0
- Frames: 1,3,5-12

Output Size

Custom Aperture Width(mm): 36.0

Width: 320 320x240 256x243 512x486

Height: 240 640x480 720x486 800x600

Image Aspect: 1.333 Pixel Aspect: 1.0

Options

- Video Color Check  Atmospheric  Super Black  Render Hidden
- Force 2-Sided  Effects  Displacement  Render to Fields

Advanced Lighting

- Use Advanced Lighting  Compute Advanced Lighting when Required

Render Output

- Save File Files... ..nte und Einstellungen\afisc\Desktop\test.avi
- Use Device Devices...
- Virtual Frame Buffer  Net Render  Skip Existing Images

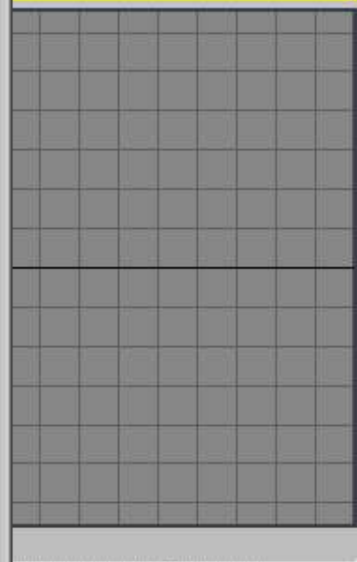
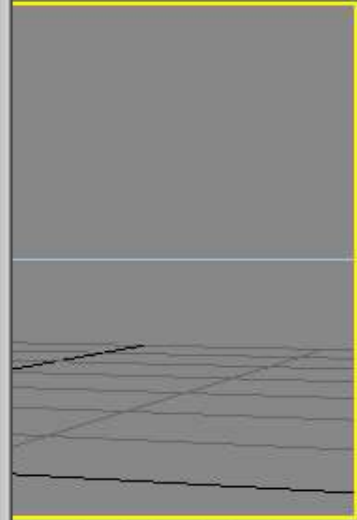
Render Elements

- + Current Renderers
- + Email Notifications
- MAX Default Scanline A-Buffer

Options:

- Mapping  Auto-Reflect/Refract and Mirrors
- Shadows  Force Wireframe Wire Thickness: 1.0
- Enable SSE

Modifiers Modeling Rendering



Omni01

Modifier List

Omni Light

Use Start: 0.0 End: 40.0

Show Start: 80.0 End: 200.0

Far Attenuation

Use Start: 80.0 End: 200.0

Show Start: 80.0 End: 200.0

Advanced Effects

Affect Surfaces:

Contrast: 1.0

Soften Diff. Edge: 0.0

- Diffuse  Specular
- Ambient Only

Projector Map:

Map: None

+ Shadow Parameters

+ Shadow Map Params

+ Atmospheres & Effects

Production Draft ActiveShade

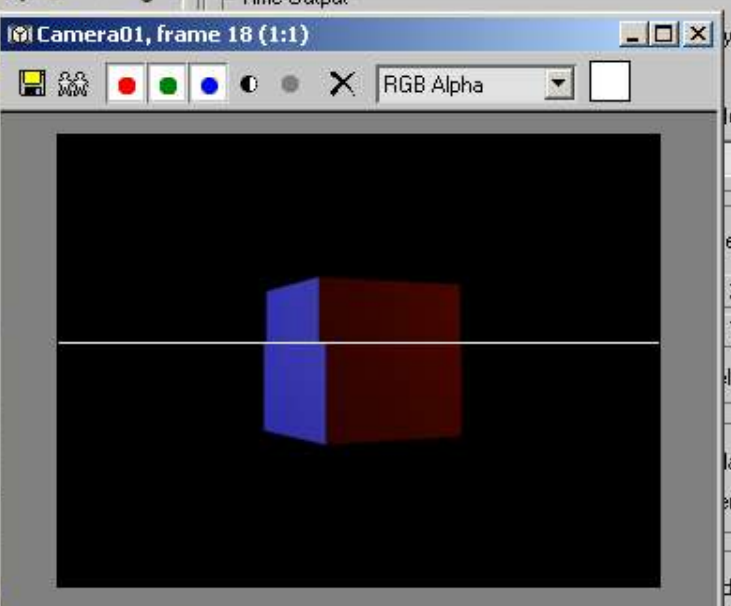
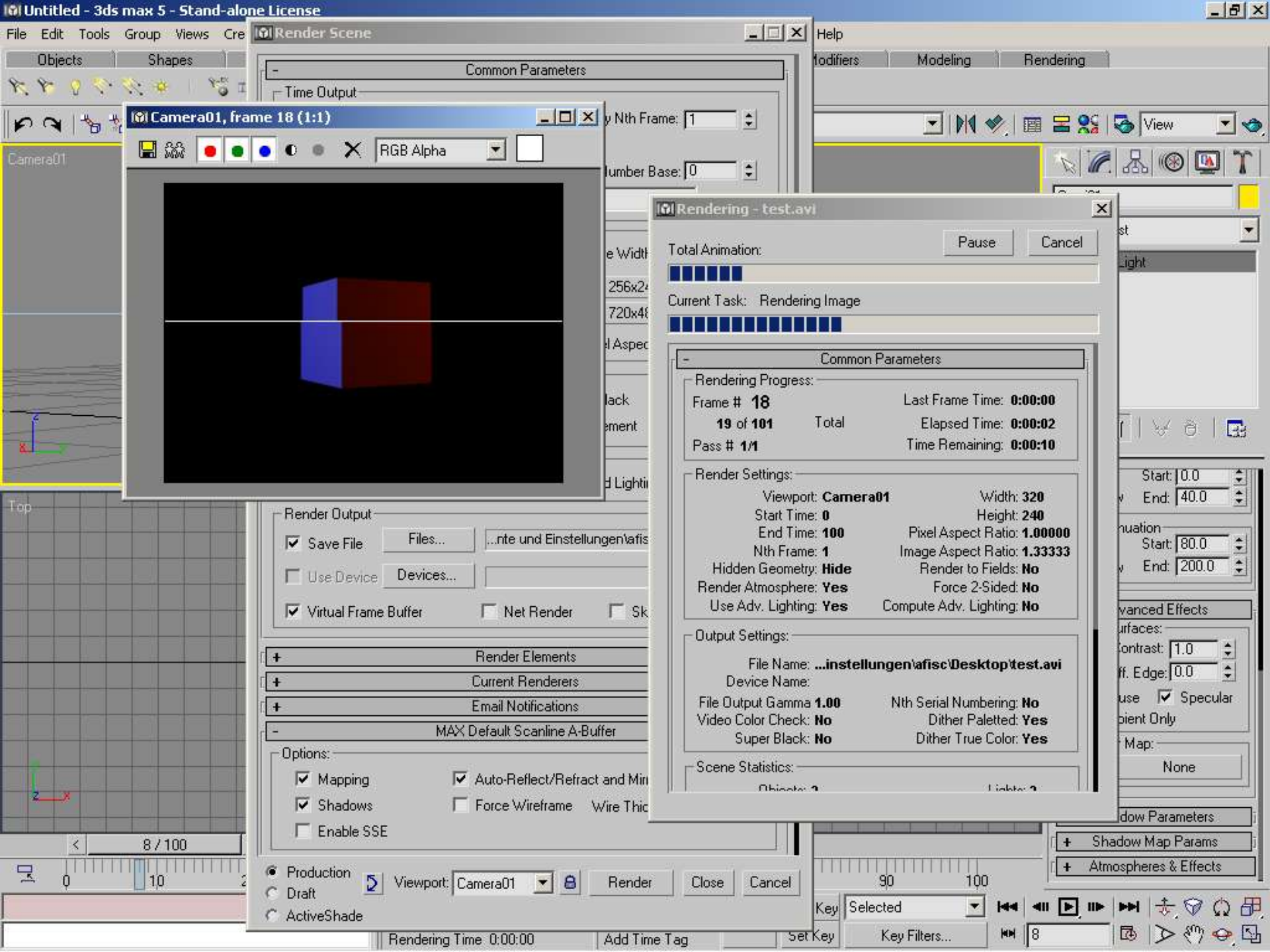
Viewport: Camera01

Render Close Cancel

Rendering Time: 0:00:00 Add Time Tag

Key Selected

Key Filters...



Rendering - test.avi

Pause Cancel

Total Animation: [Progress Bar]

Current Task: Rendering Image [Progress Bar]

Common Parameters

Rendering Progress:

Frame # 18	Total	Last Frame Time: 0:00:00
19 of 101		Elapsed Time: 0:00:02
Pass # 1/1		Time Remaining: 0:00:10

Render Settings:

Viewport: Camera01	Width: 320
Start Time: 0	Height: 240
End Time: 100	Pixel Aspect Ratio: 1.00000
Nth Frame: 1	Image Aspect Ratio: 1.33333
Hidden Geometry: Hide	Render to Fields: No
Render Atmosphere: Yes	Force 2-Sided: No
Use Adv. Lighting: Yes	Compute Adv. Lighting: No

Output Settings:

File Name: ...instellungen\afisc\Desktop\test.avi	
Device Name:	
File Output Gamma 1.00	Nth Serial Numbering: No
Video Color Check: No	Dither Paletted: Yes
Super Black: No	Dither True Color: Yes

Scene Statistics:

Objects: 3	Lights: 3
------------	-----------

Render Output

Save File Files... [Path]

Use Device Devices...

Virtual Frame Buffer  Net Render  Sk...

Render Elements

Current Renderers

Email Notifications

MAX Default Scanline A-Buffer

Options:

<input checked="" type="checkbox"/> Mapping	<input checked="" type="checkbox"/> Auto-Reflect/Refract and Min
<input checked="" type="checkbox"/> Shadows	<input type="checkbox"/> Force Wireframe Wire Thic
<input type="checkbox"/> Enable SSE	