3d mug tutorial in 3d max

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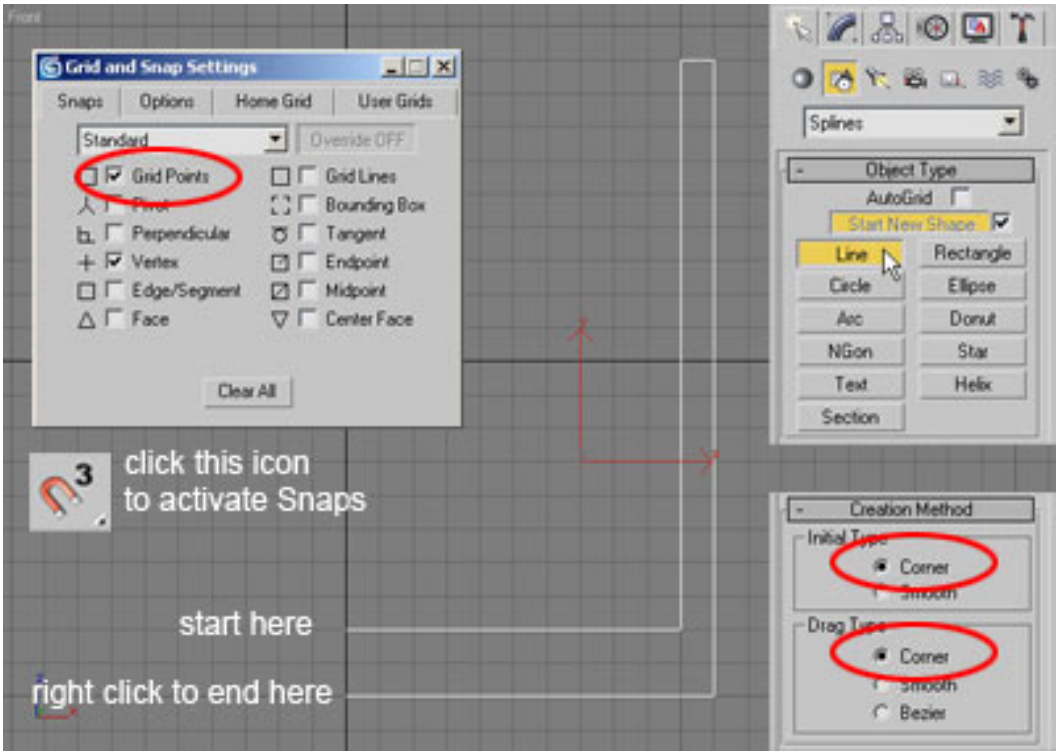
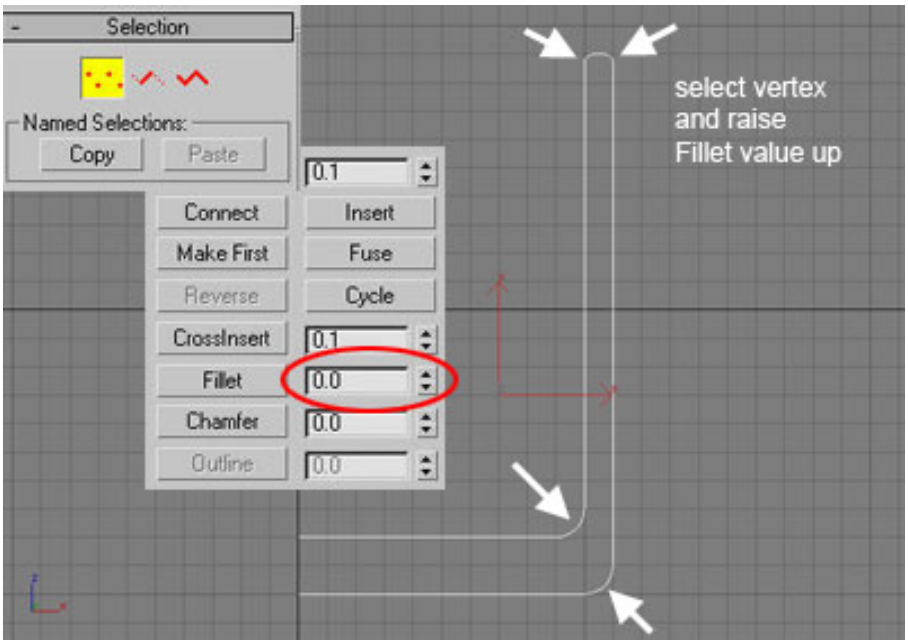
This tutorial needs you to understand basic use of 3dsmax.

This simple tutorial is for 3dsmax beginner user. This tutorial will show you how to use Lathe modifier, and couple of Editable Poly features like Connect, Hinge From Edge, and Inset to model a mug. You will be able to model a mug in couple minutes.

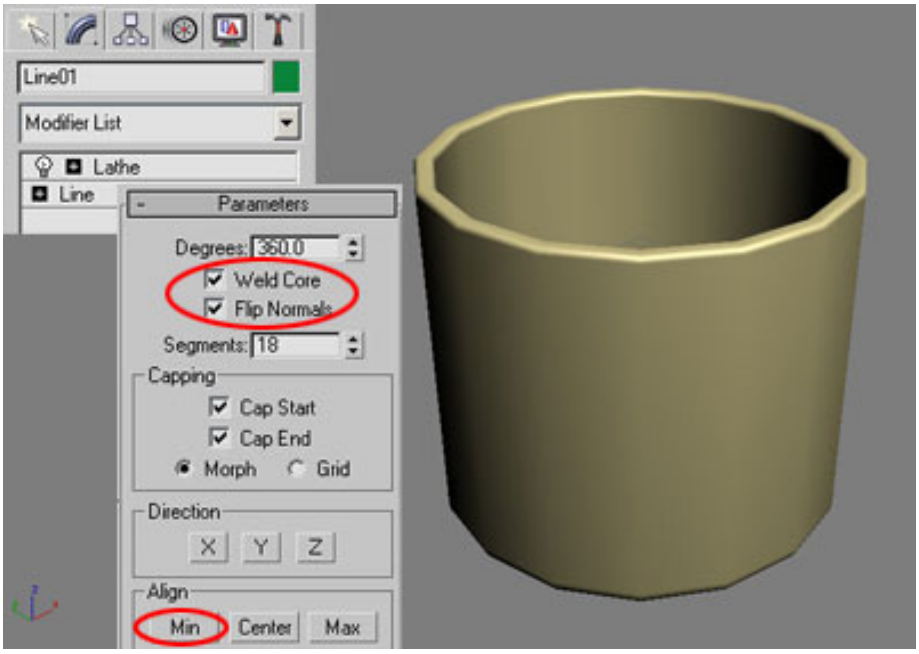
1. First, create a new 3dsmax document. Go to Customize>Grid And Snap Settings and make sure Grid Points is checked. Now, in Create tab, click Shapes and click Line button. In Creation Method rollout, choose Corner for Initial and Drag Type. Before you draw a line, activate Snap first. Now, in Front view port a line like image below.



2. In Command Panel, click Modify tab. Activate Vertex selection in rollout Selection. Select one vertex in the corner and raise Fillet value up. Fillet is located in rollout Geometry. Its corner will be rounded. Use same technique to other corner. When finished, de-activate all sub-object selection.

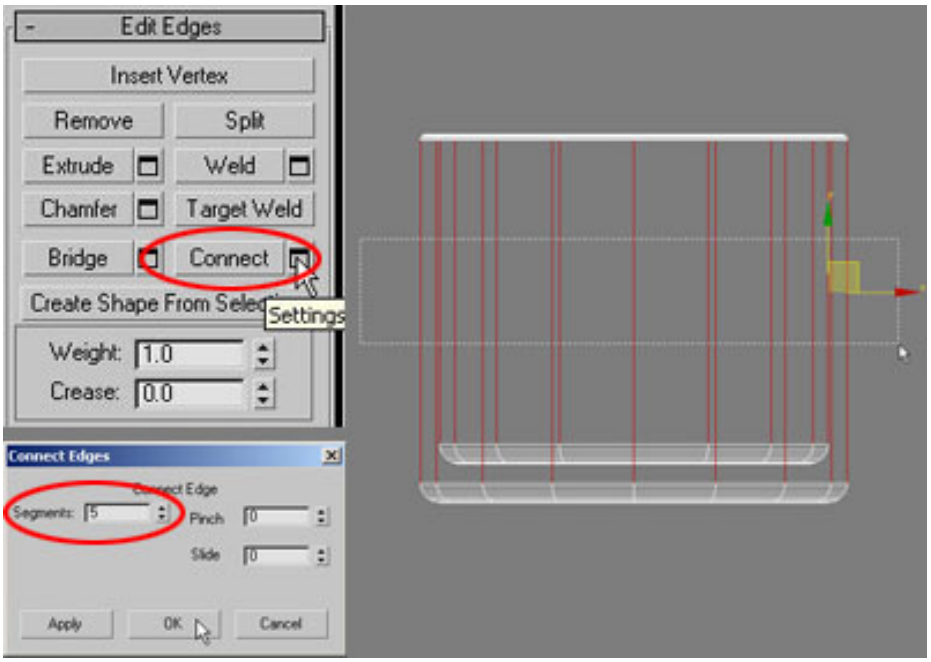


3. Make sure your line object is selected. Choose Lathe modifier from drop-down Modifier List. In rollout Parameters, check Weld Core, and Flip Normals. Weld core used to weld all vertices around Lathe axis. Flip normal used to backflip normal, and make the surface visible in viewport. Use Min for Align. Your mug will look like image below.

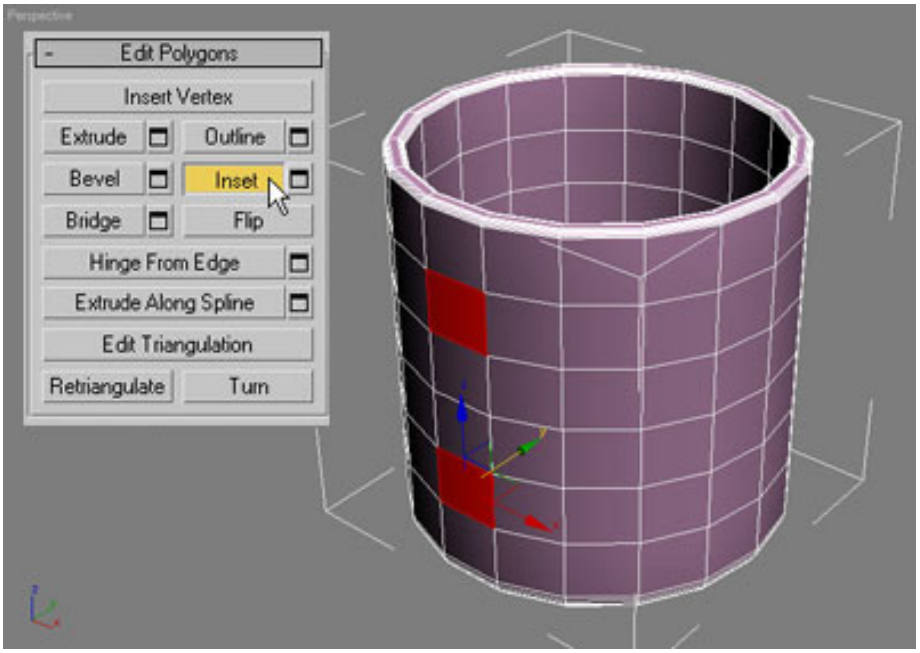


4. Next step, we will create a handle. Right click object and choose Convert to Editable Poly. Activate Edge

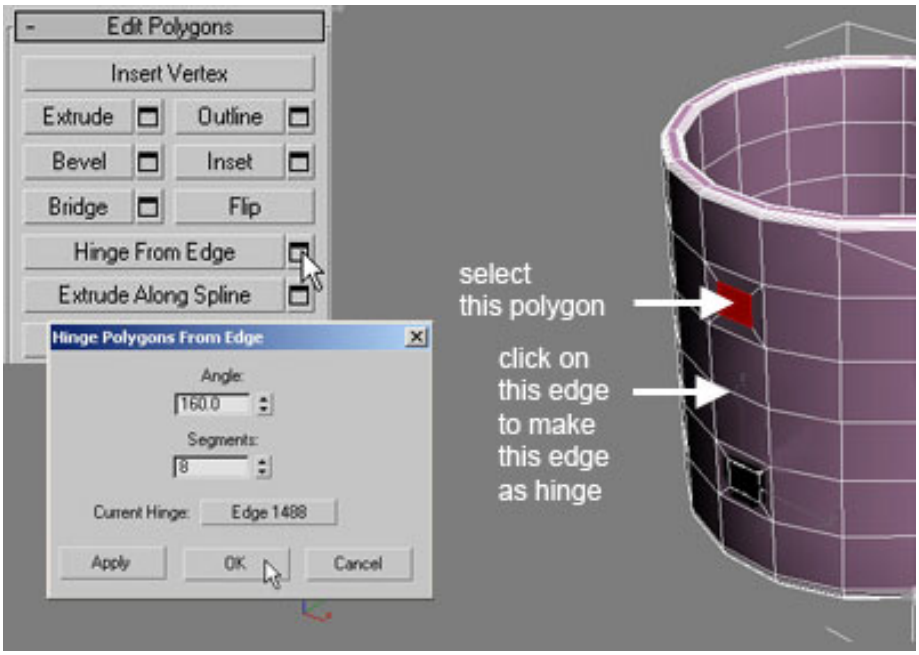
selection. Using region selection, select all vertical edges in Front view port. In Edit Edges rollout, click Settings button right next to Connect. In Connect Edges dialog box, enter Segments=5 and click OK. As result, vertical polygon now divided into 5 segments.



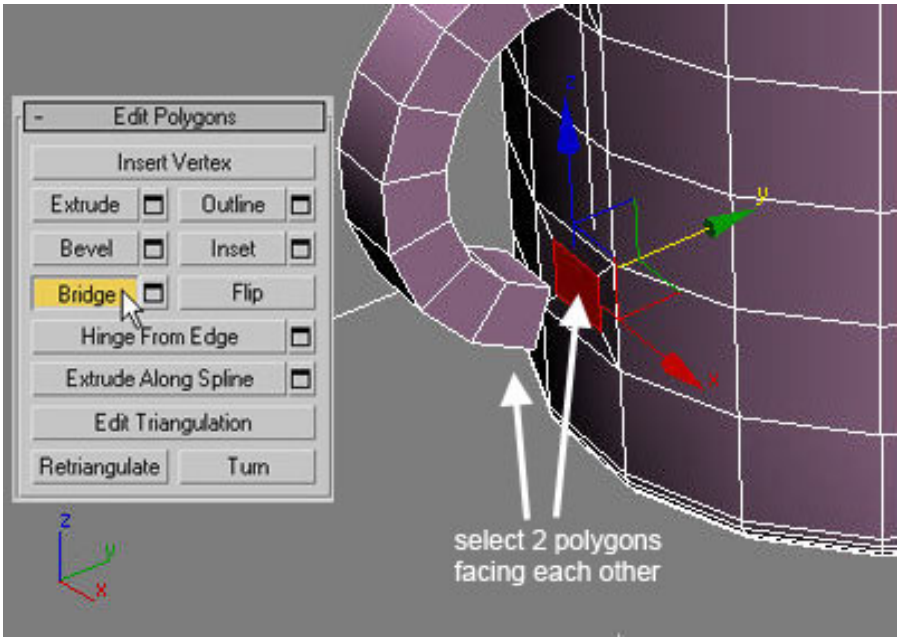
5. You may follow this step if you want mug's handle thinner. If not, go directly to next step. Change selection to Polygon. Choose 2 polygons like image below. You need to change Perspective view port into Edged Faces view (press F4 in keyboard) to select polygons easily. In Edit Polygons rollout, click Inset button. Click and drag in view port to make an inset (smaller size polygon) to those polygons.



6. Select a polygon in upper part of mug. In Edit Polygons rollout, click Settings button right next to Hinge from Edge. A dialog box will appear. Click Pick Hinge button, click an edge in the middle part of mug (look at image below). Use spinner to change Segments to 8 and Angle to 160 degrees. When you change these values, an arched handle created. Click OK when finished.



7. Next, we need to fix lower part of handle. Select polygon in the farthermost part of handle and polygon facing it in mug body. In Edit Polygons rollout click Bridge button to connect handle to mug.



8. De-activate all sub-object selection. Now, finish this tutorial by adding a TurboSmooth or MeshSmooth modifier

to your mug model. Image below shows finished and rendered model.

Any question or comments regarding this tutorial should be sent to:
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http://www.tutorialized.com/view/tutorial/Modeling-A-Mug/30137