

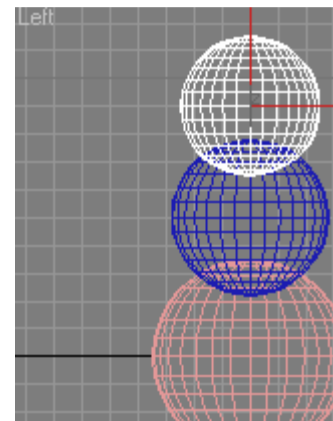
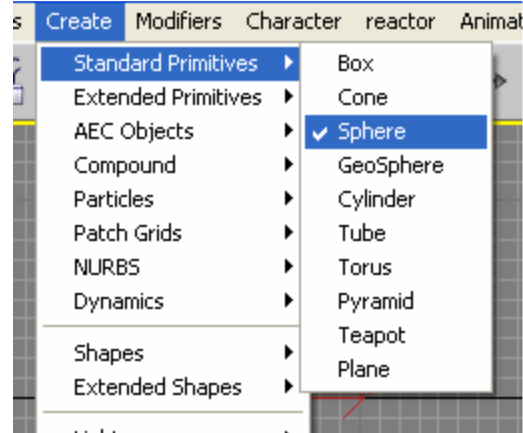
Modeling a Snow Man in 3ds Max

Part I - Introduction

Today you will be modeling a snowman in 3ds Max. I know it may be a little out of season but hey the spirit of Christmas will never die. The first part of this tutorial will be the actual modeling of the snow man and the second will be cell shading it.

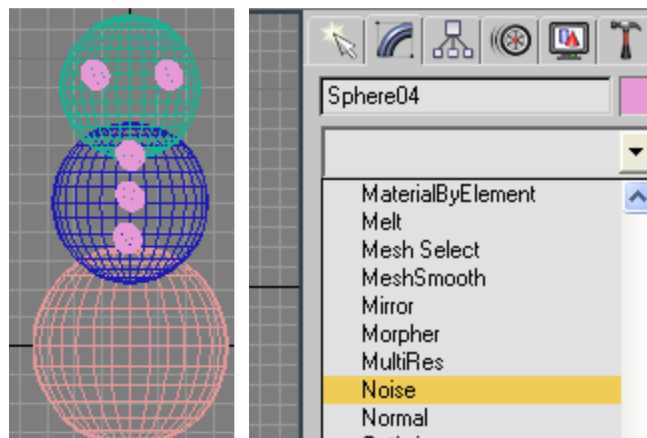
Part II - Making the body

A snow man has 3 big spheres for its body so the first thing we are going to have to do is make them. Start by making a sphere with a radius of 35. If you need help finding out how to do this look at the image to the right. Next we will need a slightly smaller sphere. Make the radius about 30. You will now need to move the sphere up the z axis to place it onto of the other sphere. Make sure the Select and Move tool is active and move the sphere up until only $\frac{1}{4}$ of it is still in the bottom sphere. We now need to add the head. Create a new sphere with a radius of about 25 and place it like in the picture to the right. Next we need to make the coals for the eyes, mouth, and buttons.



Part III - Modeling the Coals

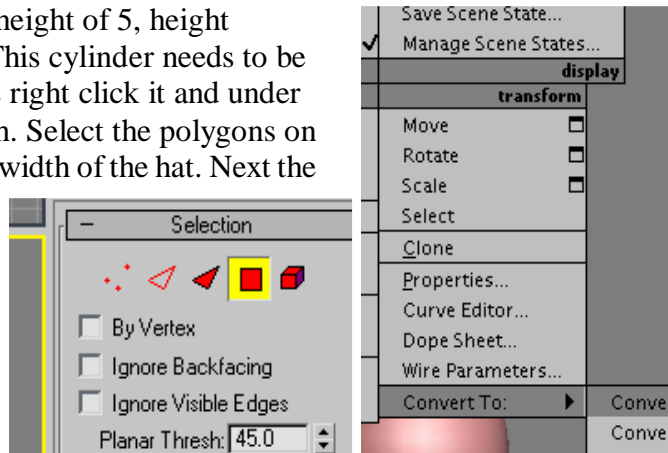
To make the coals we will model a sphere and add a noise modifier onto it to make it look slightly bumpy. Create another sphere with a radius of about 5. We now need to add the noise modifier to it. Go to the modifier tab and select the noise modifier. In the noise panel check fractal and set the x, y, and z strengths to 8,15,6. The sphere will now look bumpy.



Instead of modeling each coal we can just clone them. To clone objects go to the edit tab and select clone. Position the spheres like in the picture. You may also want to rotate the spheres so they all don't look the same.

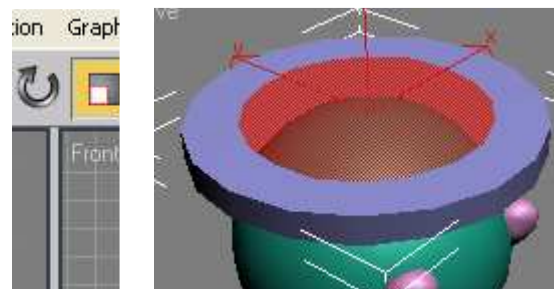
Part IV - Modeling the Hat

The last thing we need to model is the hat and nose. The hat will just be a cylinder with an extruded top. The Nose will be a cone. We will first model the hat so make a cylinder with a radius of 30, height of 5, height segments of 1, and cap segments of 2. This cylinder needs to be converted to an editable mesh. To do this right click it and under the convert to menu select editable mesh. Select the polygons on top of the cylinder and scale them to the width of the hat. Next the cylinder needs to be extruded up to form the hat. To do this click the extrude button and raise it about 30 units. Unselect polygon and position and rotate the hat on the snowman's head. The final piece we have to model is the nose.



Part V - Modeling the Nose

Create a cone with a radius 1 of about 5, a radius 2, and a height of 25. Position it and rotate it so it so the nose is sticking out of the snowman's head right below the eyes. That wraps it up for modeling next stop the paint shop.



Part VI - Cell Shading

When modeling cell shaded object similar is better which accounts for our snowman being very simple. Open up the material editor by pressing the letter "m" on the keyboard. Next click the button that says standard and select ink n' paint. Click the lighted paint color and make it a dark grey. Select all of the coals and the hat a press the assign material to selection button. Our coals and hat should now be cell shaded. Let's check it out by rendering the snowman. To do this click inside the perspective view port and press shift q which makes a quick render. I don't like how the lines show up on the hat so let's fix that. Go back to the material editor and under the ink controls tab there should be a SMGroup check box. Uncheck that and render another image. The lines should have disappeared. Copy and paste this material by dragging it to a new material. Change the color to a light grey and assign it to the snowman's body. Make a new material for his nose and the snowman should be complete, job well done.



Part VII - A Few Words

This was my first ever 3D modeling tutorial so I am sorry if it was a little hard to follow. I realized that I should have broken it up into steps when I was on Part 5. Live, Learn and Eat.

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