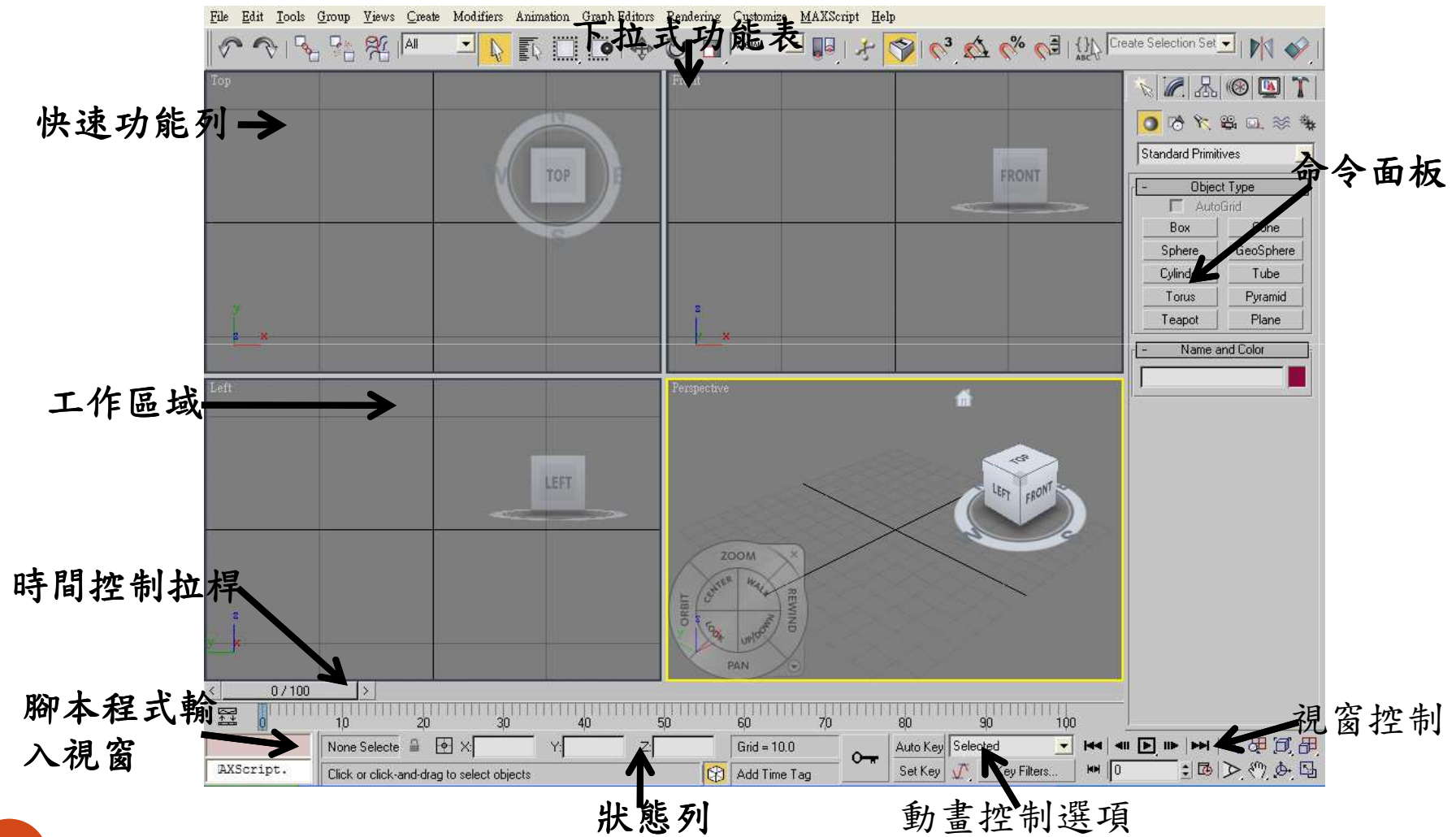


3DS Max 操作環境介紹

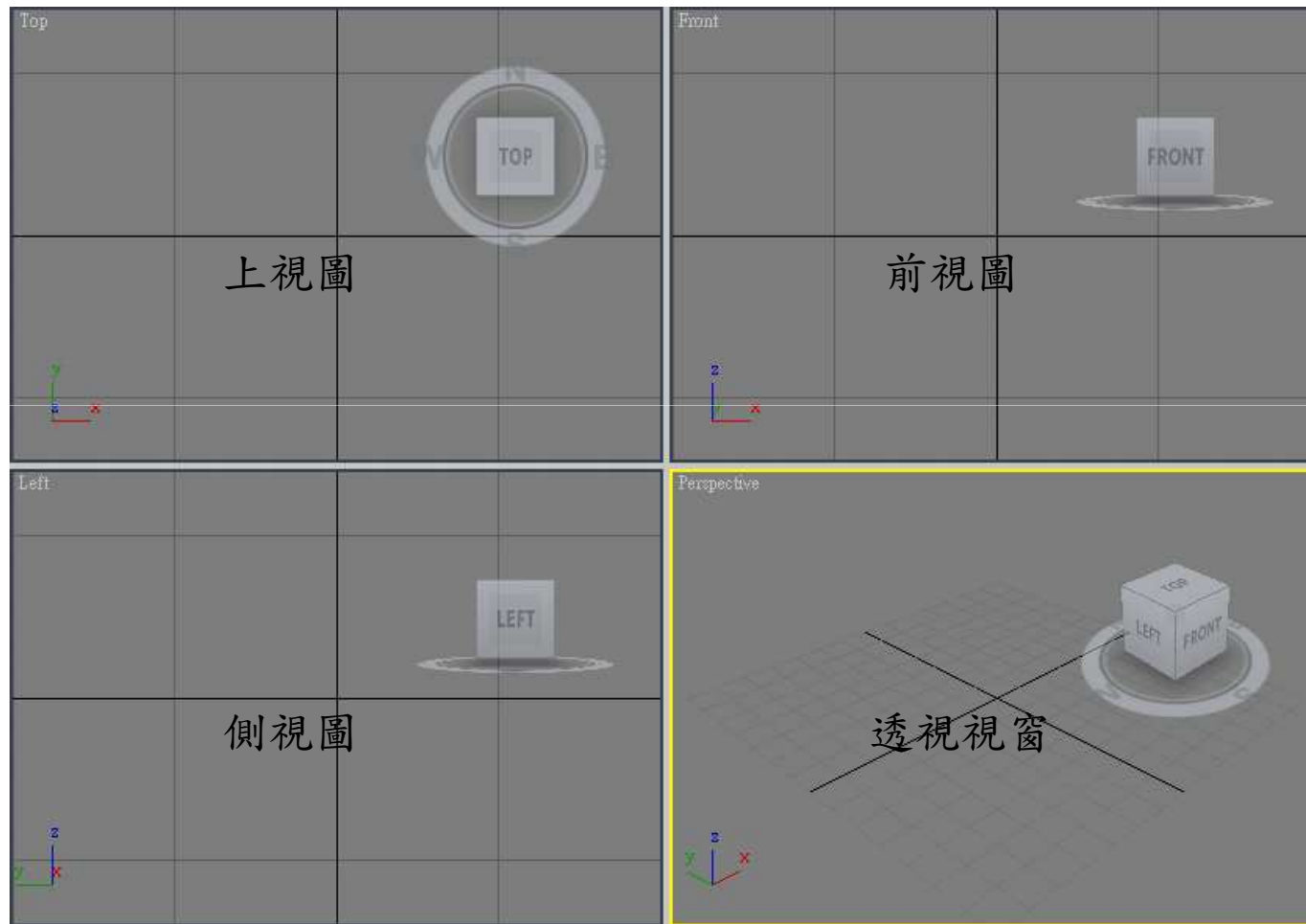
CH_02 3DSMax的環境

張智勇

3DSMax介面介紹

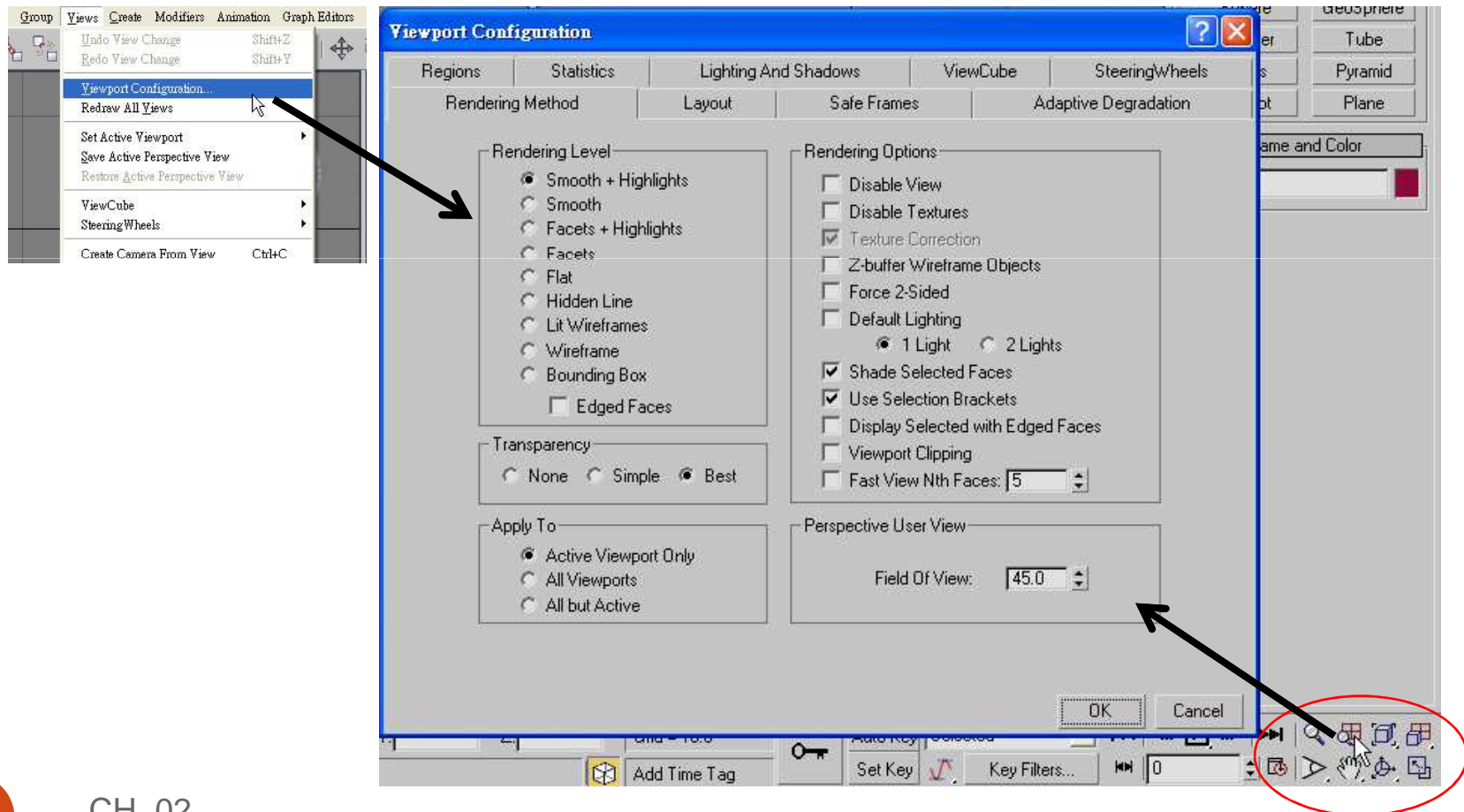


工作區域規劃



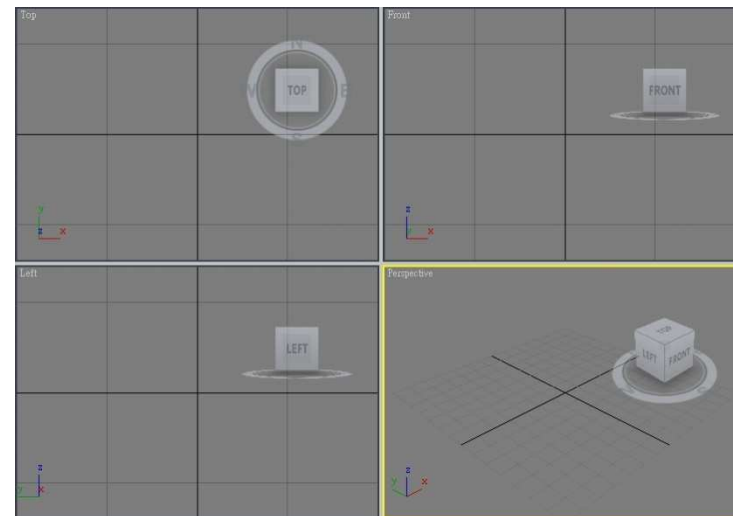
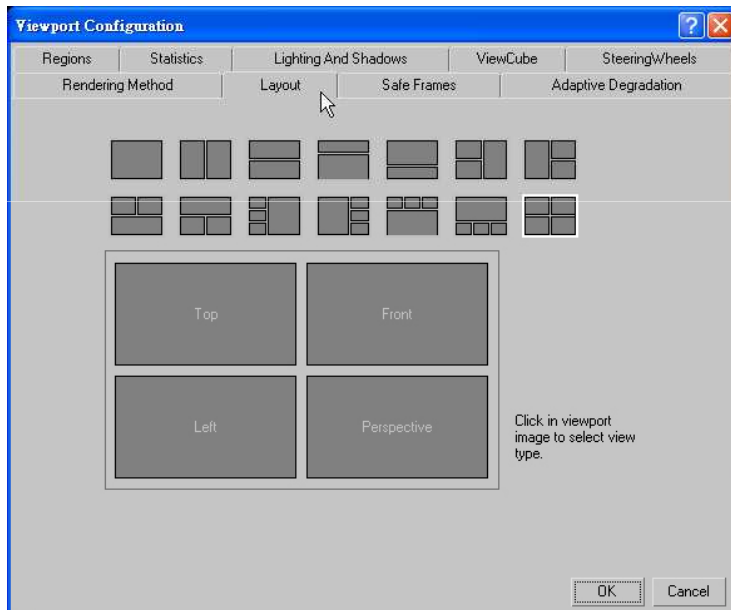
工作區域規劃

視窗更改之操作方式 Customize/Viewport Configuration



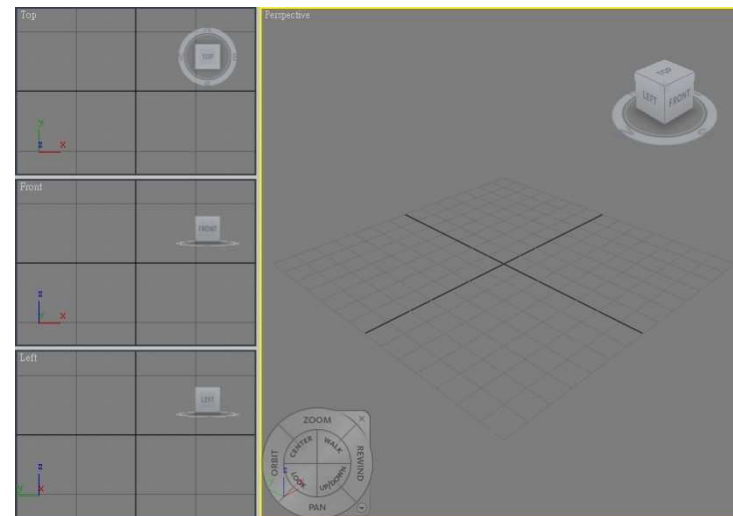
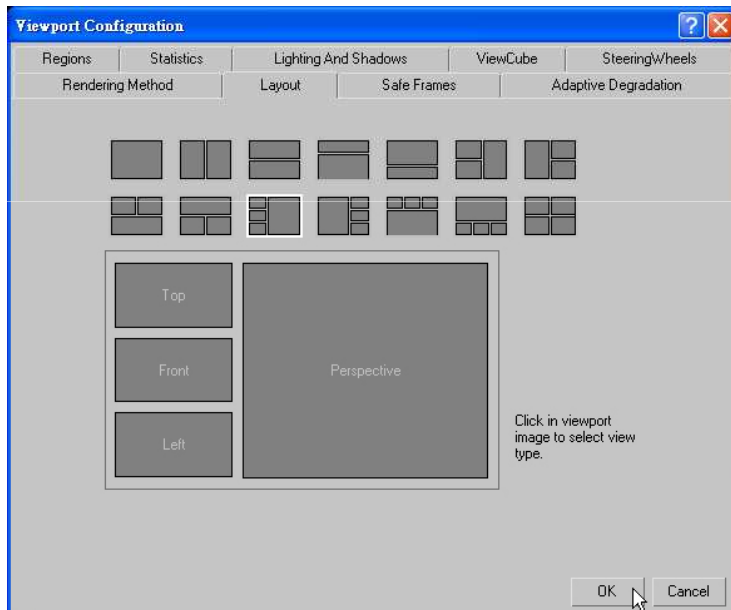
工作區域規劃

更改前



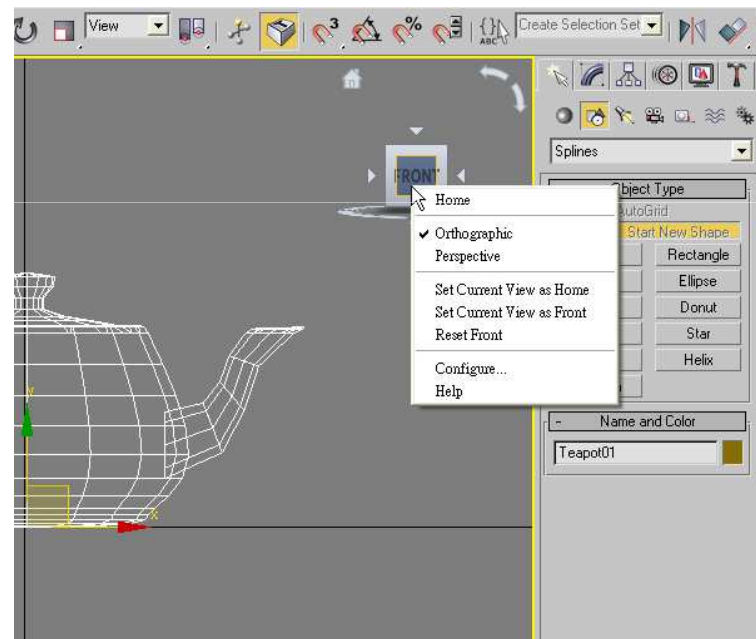
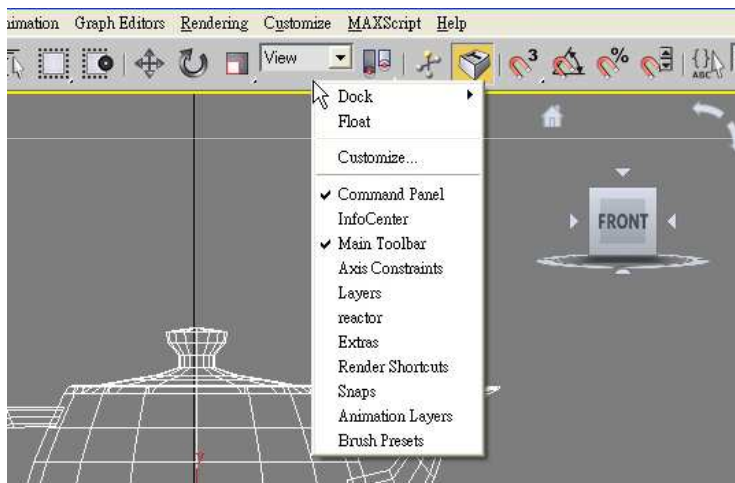
工作區域規劃

更改後



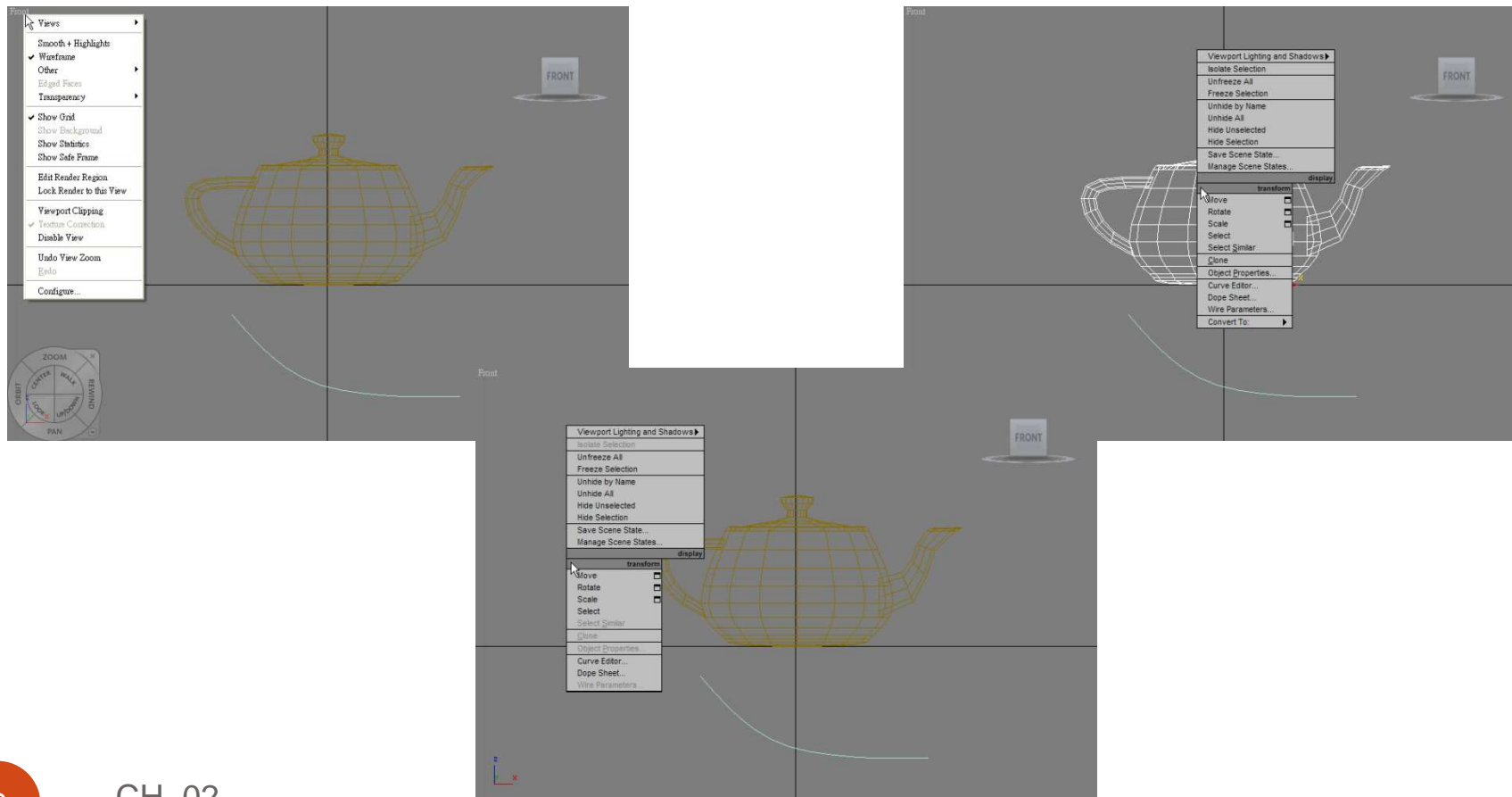
介面操作

右鍵功能：在不同區域上按下滑鼠右鍵會彈出相對應的功能表



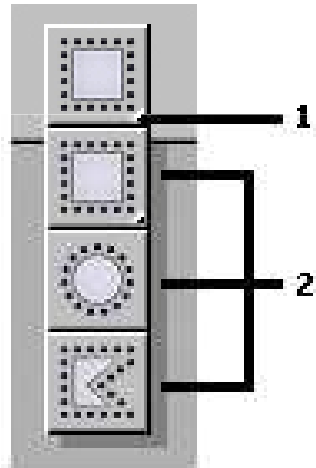
介面操作

右鍵功能



介面操作

展開式選單



1 代表展開式選單的符號

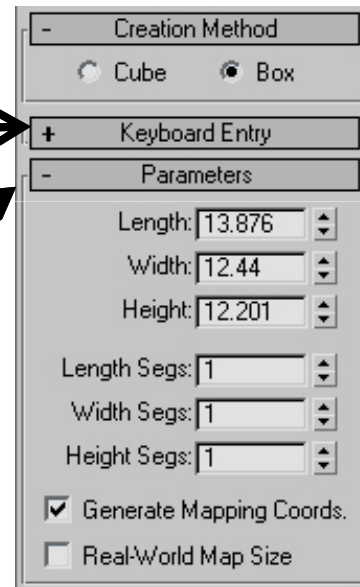
2 為展開式選單的內容

介面操作

捲簾選單

“+” 號代表可以展開

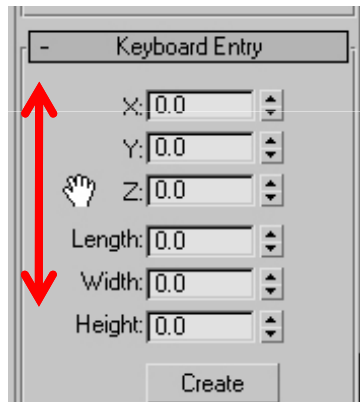
“-“ 號代表已無法展開



介面操作

面板拖曳

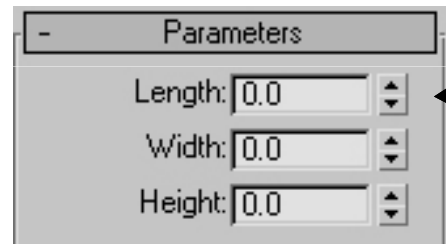
上下移動



左右移動

介面操作

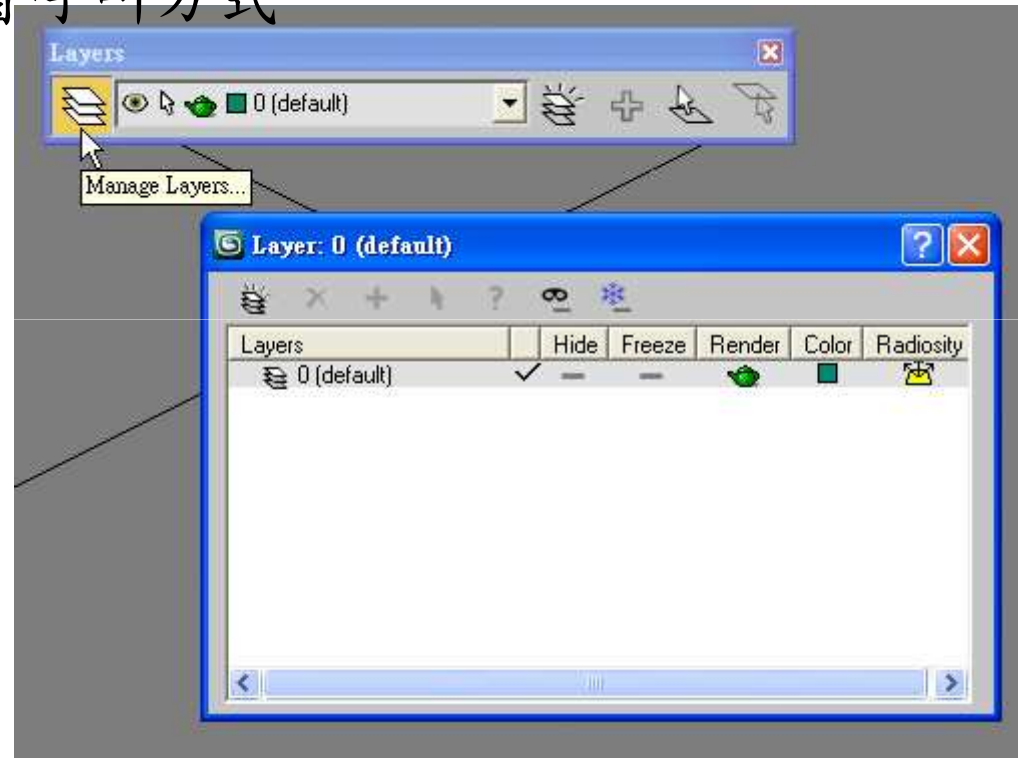
紡錘狀按鈕



紡錘狀按鈕

圖層管理

圖層管理視窗呼叫方式



圖層管理

The screenshot shows a window titled "Layer: Layer02" with a toolbar and a table of layers. The table has columns for "Layers", "Hide", "Freeze", "Render", "Color", and "Opacity". The "Layer02" row is selected and highlighted in yellow. Annotations with arrows point to various elements: "新增一個 Layer" points to the plus icon; "刪除選取的 Layer" points to the minus icon; "加入物件到選取的 Layer" points to the plus icon; "選取" points to the mouse cursor icon; "判斷物件是屬於哪一個 Layer" points to the layer selection icon; "隱藏/顯示全部 Layer" points to the eye icon; "凍結/結凍全部 Layer" points to the freeze icon; "目前選取的 Layer" points to the selected row in the table; and "按滑鼠左鍵可個別控制每一層的屬性" points to the table area.

刪除選取的 Layer

加入物件到選取的 Layer

選取

判斷物件是屬於哪一個 Layer

隱藏/顯示全部 Layer

凍結/結凍全部 Layer

新增一個 Layer

目前選取的 Layer

按滑鼠左鍵可個別控制每一層的屬性

Layers	Hide	Freeze	Render	Color	Opacity
0 (default)	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Green	100%
Layer01	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Purple	100%
Layer02	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Blue	100%
Teapot01	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Brown	100%

檔案管理

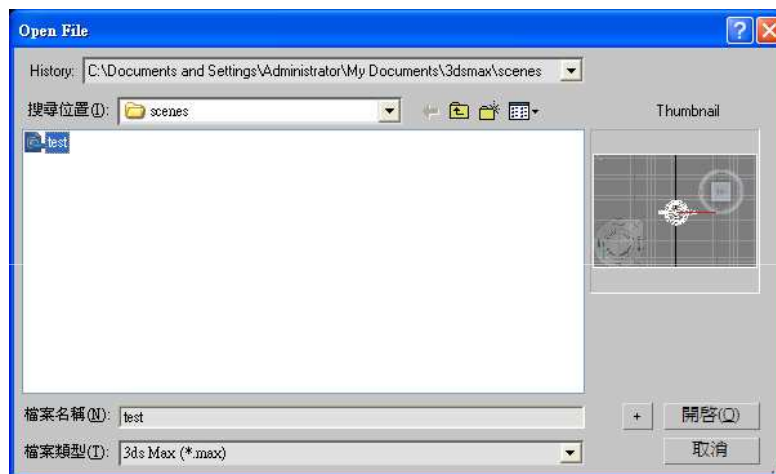
New：開啟新的工作



Reset：重置工作

檔案管理

Open File：開啟檔案



Save：儲存檔案

Save As...：另存新檔

Save Copy As...：複製儲存

檔案管理

Save Selected：儲存選取的物件

Set Project Folder：設定專案目錄

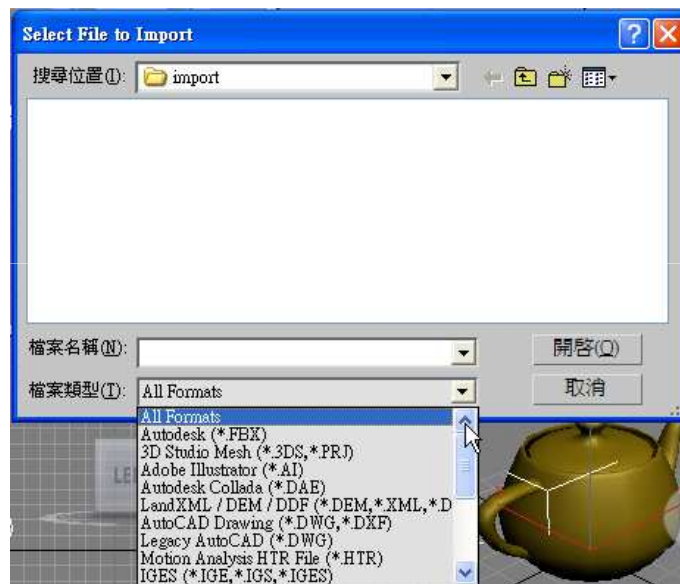


Merge：合併檔案

Replace：置換物件

檔案管理

Import/Export：輸入/出物件

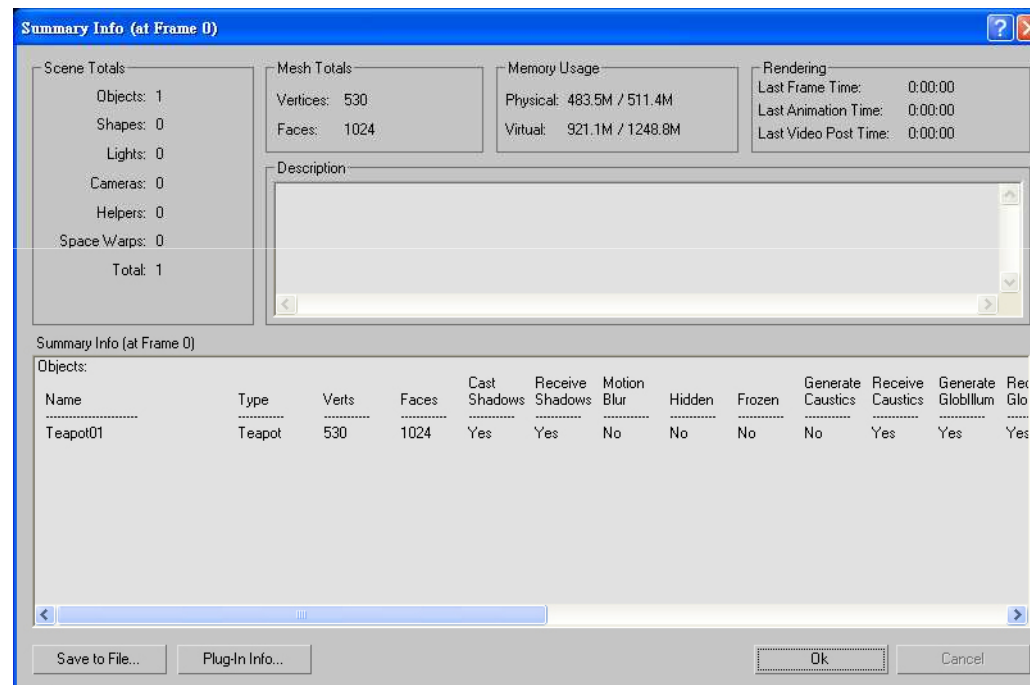


Export Selected...：輸出選擇之物件

Archiver：檔案收集

檔案管理

Summary Info.. : 檔案資訊



View Image File : 觀看圖片檔