This 14th century Cizhou-type vase has been modelled in 3ds max, exported as a VRML97 and converted into an X3D file for online viewing.

The body of the vase was created by extending and scaling a cylinder using the border tool; the interior was done in a similar way using the Xray view.

The handles were made by opening circular holes in the side of the body and then stretching the shape to connect the two.

Texturing was done using a UVW unwrap function; splitting the body into its top and bottom sections (marked by the rim around the middle).