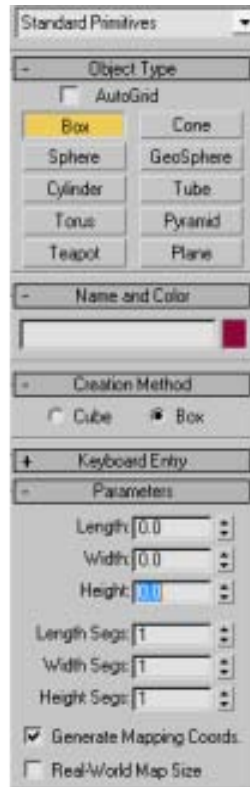


## Object editing

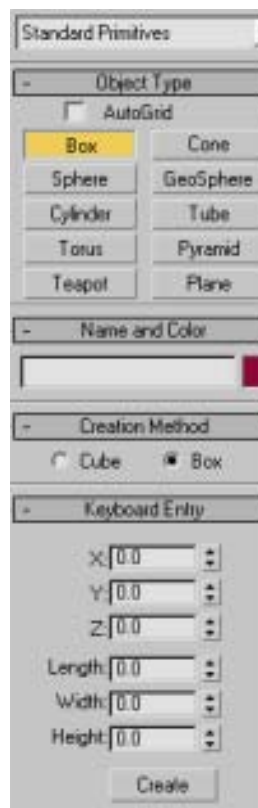
**Object Editing** is the creation process of an object, and manipulating them to the desired final result. In Autodesk 3dsmax, there are primitives objects types like Box, Cone, Cylinder, Torus, Teapot, Plane, GeoSphere, Sphere etc, found under the Standard primitives. The below image shows all the Object types found under the Standard primitives;



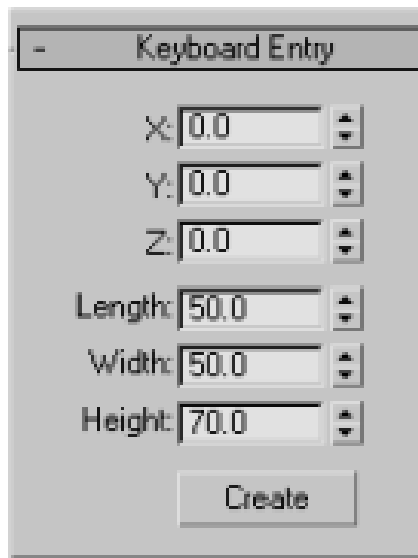
We will be working with Box which is one of the Object type in Standard primitives. To do so, click on Box from the Standard primitives bar( Tip: it will be highlighted in yellow color when you click on it),



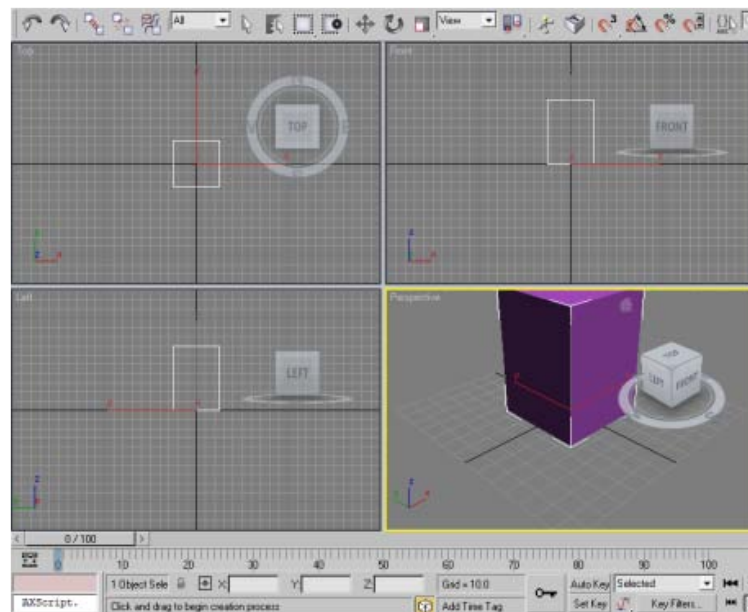
Next, click on the Keyboard Entry



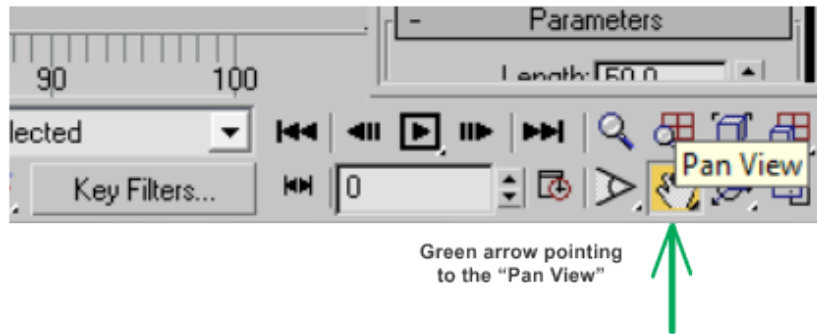
Lets work with a particular size, in the Keyboard Entry dialogue, input 50 for Length, 50 for Width and 70 for Height, after that click on Create



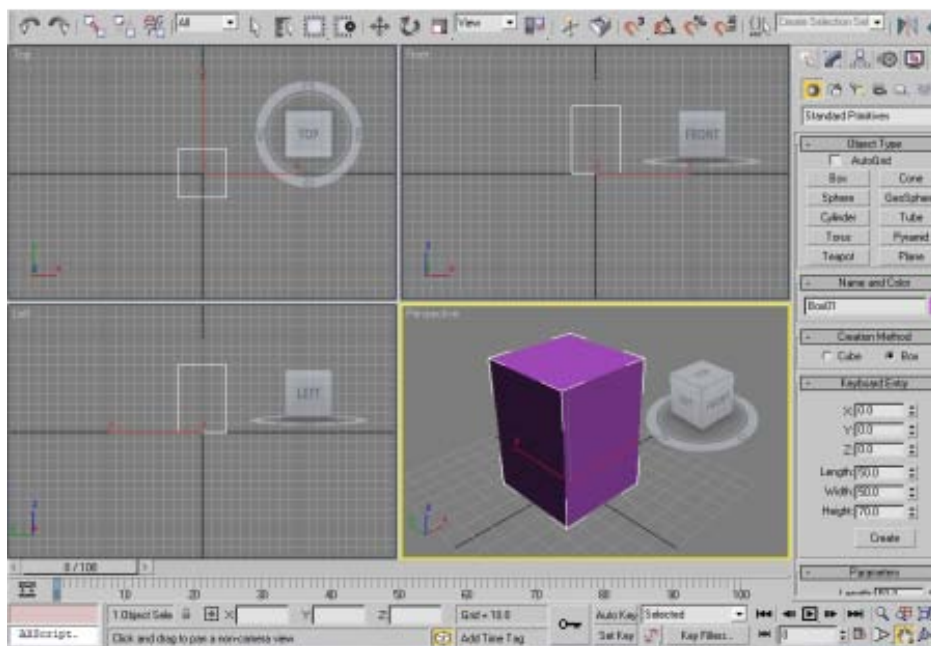
After you click on Create, your viewports should be like the image below



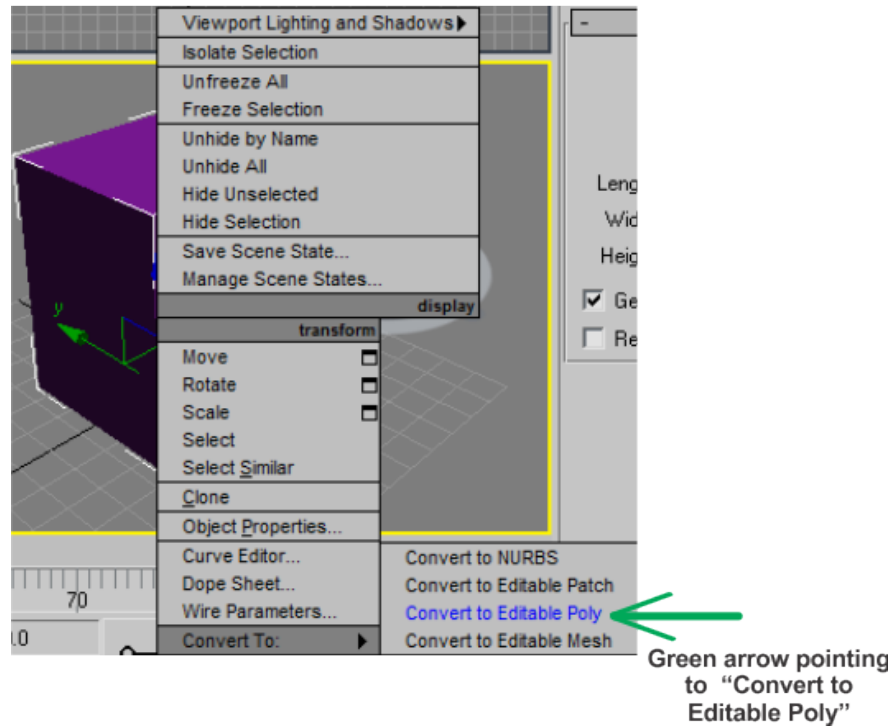
Lets use the Perspective viewport as the viewport for editing, and use other viewports for observation. The box is not in a good position, so lets use the tool “Pan View” to place the Box in a right position for editing. Click on “Pan View”



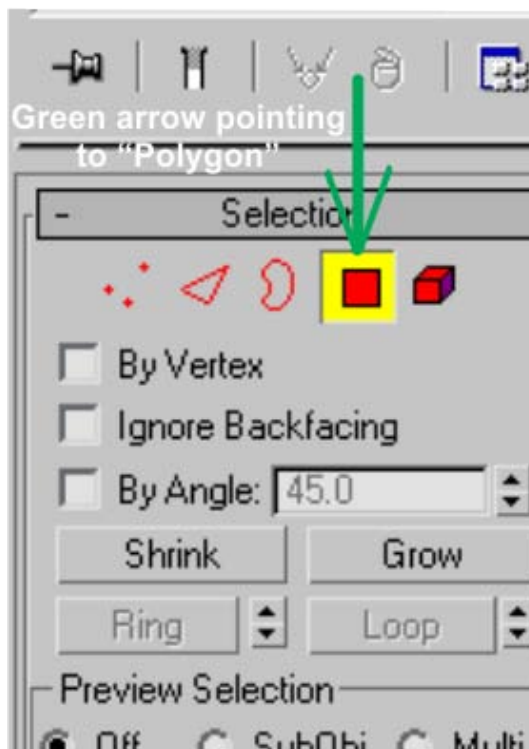
Place your mouse pointer around the Perspective viewport, then Left-click and hold, now drag it downward as shown below



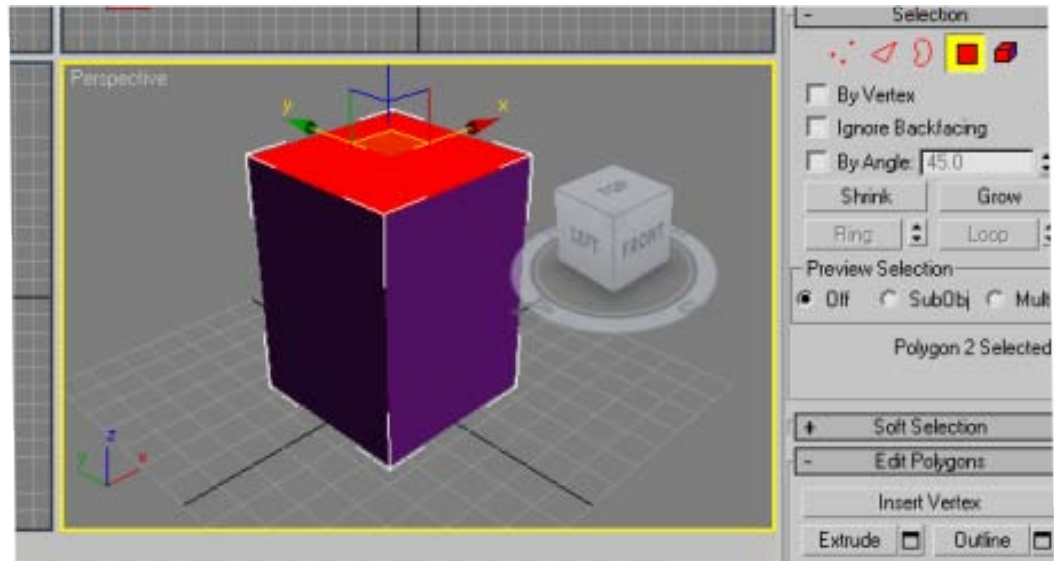
The box is now in a good position for editing. Hit W on your keyboard to activate the Select and Move tool (you will observe some changes in your scene). Right click on the Box, in the dialogue, place your mouse pointer on "Convert to", then click "Convert to Editable poly".



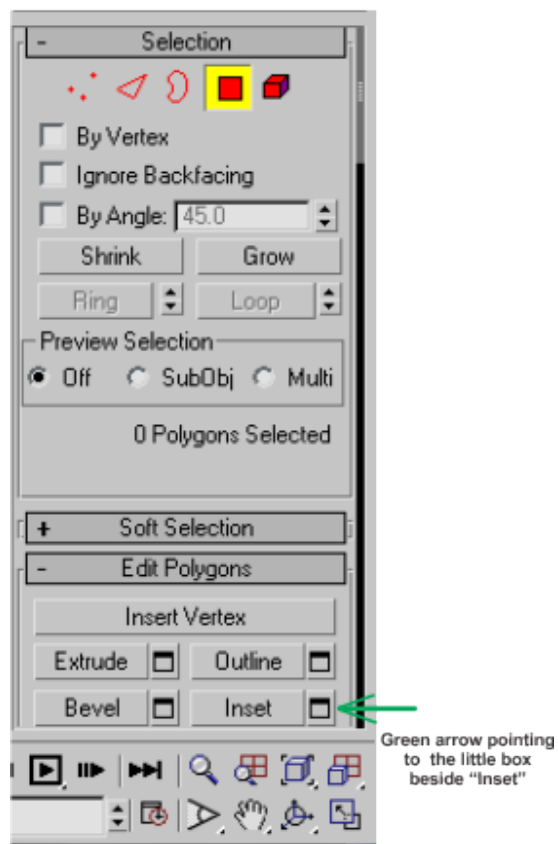
Lets make a triangular hole on top the Box. Click on Polygon



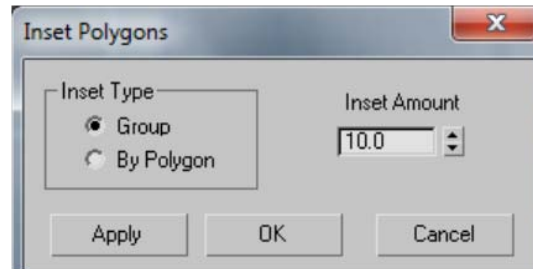
Click on top the Box (the top should be highlighted in red after you click on it),



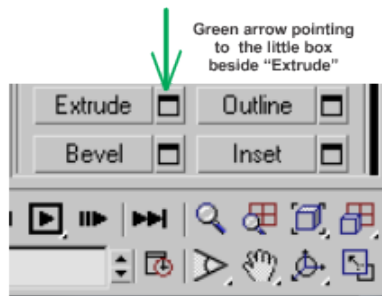
Now click the little box beside Inset



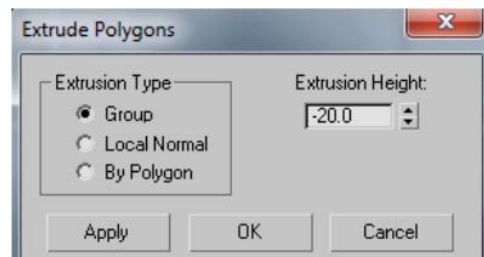
In the Inset Polygon dialogue, input 10 in the box for Inset Amount and click Ok.



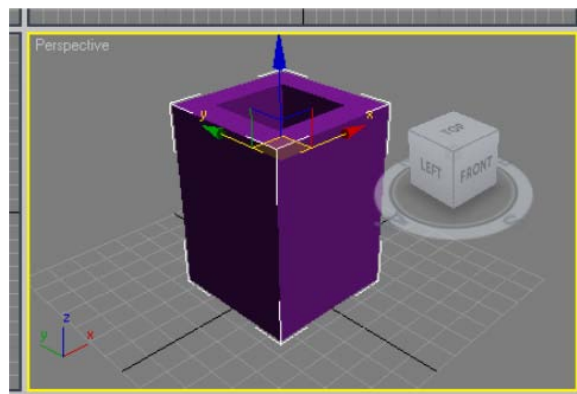
Now click on the little box beside Extrude



Input -20 for Extrusion Height and click Ok.



You can see that we just created a hole on top the Box.



That was pretty easy if you followed the steps accordingly. In our next topic, we shall be discussing on how to use Light.