

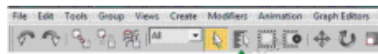
As we all know, is totally impossible for someone to complete a job effectively without knowing the proper way to use it tools. In every application (software) or any 3D application, the first step to take is to get used to the tools you will be working with, before any further step. Autodesk 3dsmax tools are flexible to both beginners and professionals to the software. Without wasting time, let's get to know the different tools of this 3D application.

Select object:

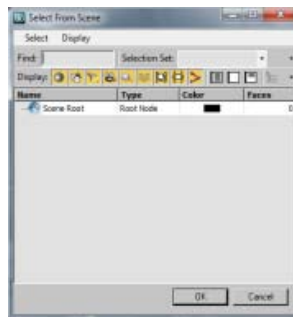


The tool (select object) is mainly used to pick out or select one object at a time. When working on different object's and wish to use this tool to select more than one object, all you need to do is to select the first object, hold down the Ctrl + click the next object you wish to also select and that's it. You can also use this same method to select even more than two objects.

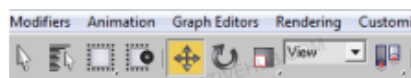
Select by name:



This tool is used to select an object by it's name, you can also hit the "H" key on your keyboard to bring out the "select by name" pop_up. With this tool, you don't need to locate and click on an object before is selected. Below image shows the "Select by name" pop_up.



Select and move:



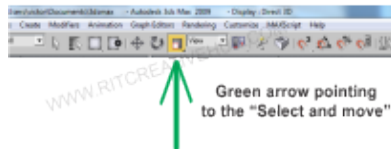
This tool is used to select and move an object at the same time. To use this tool, click on it from the tools bar, left click and hold, then move your mouse towards any direction of your choice e.g towards the x-axis, y-axis, or z-axis etc.

Select and rotate:



The select and rotate tool is used to select and rotate an object at the same time. To use this tool, click on it from the tools bar, left click and hold, then move your mouse towards any direction of your choice e.g towards the x-axis, y-axis, or z-axis etc.

Select and uniform scale:



This is one of the most important tools used in resizing an object manually. It is flexible and easy to use, but one must be careful when using this tool. With this tool, you can manually resize either the x-axis, y-axis, z-axis or the entire axis at the same time. To use this, click on it from the tools bar, and then place your mouse pointer on any of the axis, then hold and drag your mouse towards any direction of your choice.