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| **STUDENT NAME** |
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**LAB #7**

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# BEFORE WE START

For this lab we will be using 3D Studio Max 2015 and Photoshop (optional).

Before we start:

1. 3D Studio Max should have been installed.
2. Double-click on it icon.
3. Make sure to watch the videos uploaded to the course shell, before you start the activities.



# ACTIVITY 1

## MaxScript Intro

In this activity the students learn how to use MaxScript to create object, while monitoring their activities.

**Complete the following tasks:**

Create a tool that will generate a picket fence.

The tool must allow user to enter the following parameters:

* start location - (x, y coordinate, fence will sit on the floor), default is 0,0
* direction - represented as an angle of spin around the z-axis in degrees where 0 means direction [1,0,0]. default is 0
* number of major segments - (see diagram below) default is 10
* colour of fence - default is light purple
* a button to start the fence building

The tool is to be made into a rollout tool.

A picket fence segment looks something like this (feel free to adjust shape, number of planks etc...this is just an example):

A white fence on a black background

Description automatically generated

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| **TASK 1:**  Take a screenshot of the 3DS Max window with the Rendered Window as foreground. |
| A screenshot of a computer  Description automatically generatedupload icon |

Fix the animation in the Dope Sheet.

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| **TASK 2:**  Upload the 3D Studio Max project to the dropbox. |
| A screenshot of a computer program  Description automatically generatedupload icon |

FINAL STEPS:

1. Save this document as a PDF.
2. Upload the PDF to the Lab#7 submission link.

Once you have submitted the assignment, your instructor will be able to view your submission and will grade the submission in the near future.