

**Deprecated:** Assigning the return value of new by reference is deprecated in `/home/queen/public_html/wp-includes/cache.php` on line 36

**Deprecated:** Assigning the return value of new by reference is deprecated in `/home/queen/public_html/wp-includes/query.php` on line 21

**Deprecated:** Assigning the return value of new by reference is deprecated in `/home/queen/public_html/wp-includes/theme.php` on line 540

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## 3D model glass transparent effect studio max

Here I will teach you about 3dmodel glass transparent effect studio max

### **Free 3ds models**

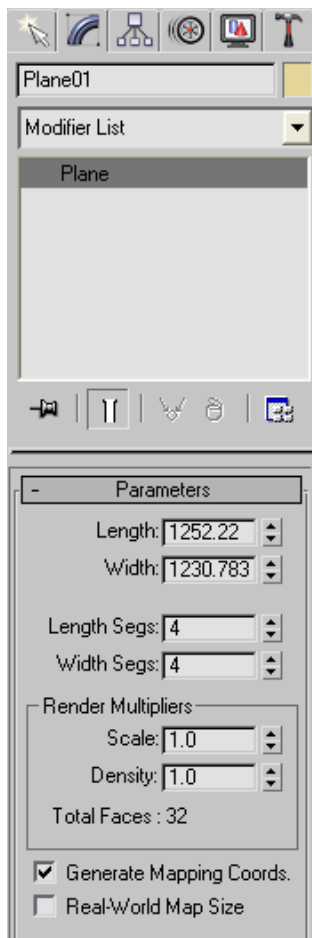
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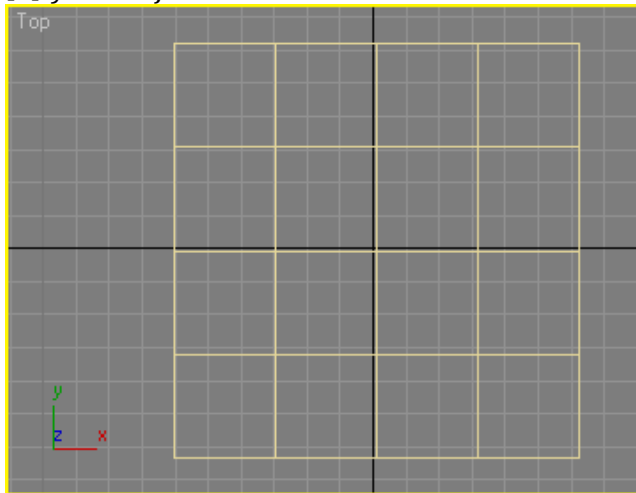


[1]-First of all you will press (ctrl+N) now you will see the new window is open  
Now click on the Geometry > Standard primitives and Using the following Setting  
Create a plane in the top view

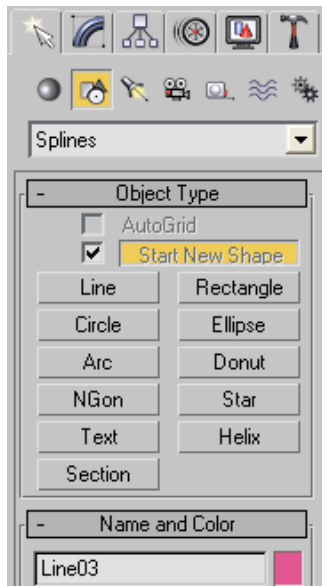
AdChoices 



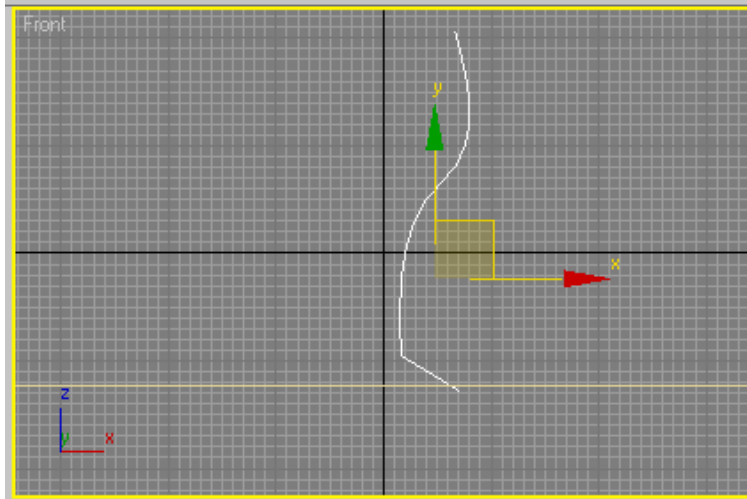
[2]-your object should be like this



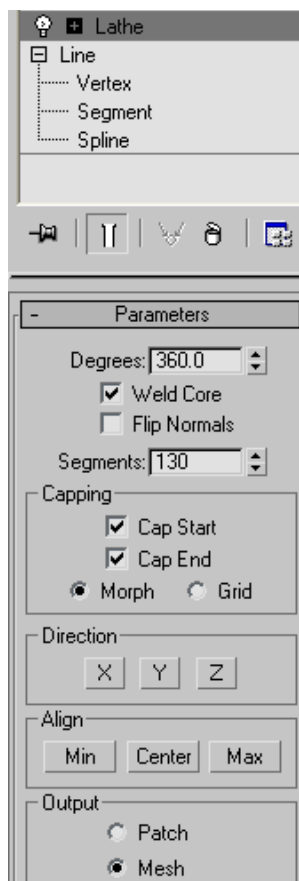
[3]-Now click on the Shapes now you will see shape palate is open



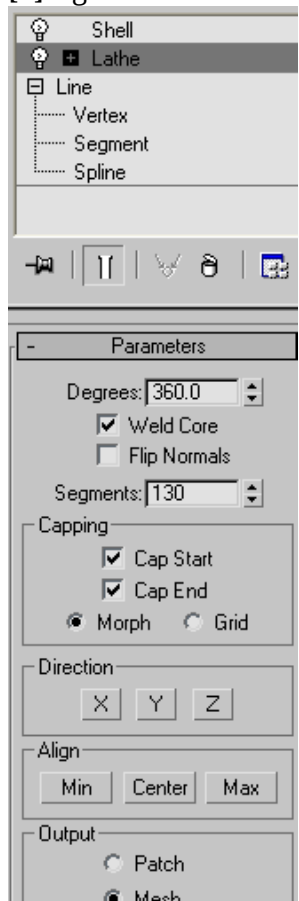
[4]-Create shape like this with help of line tool & in the front view



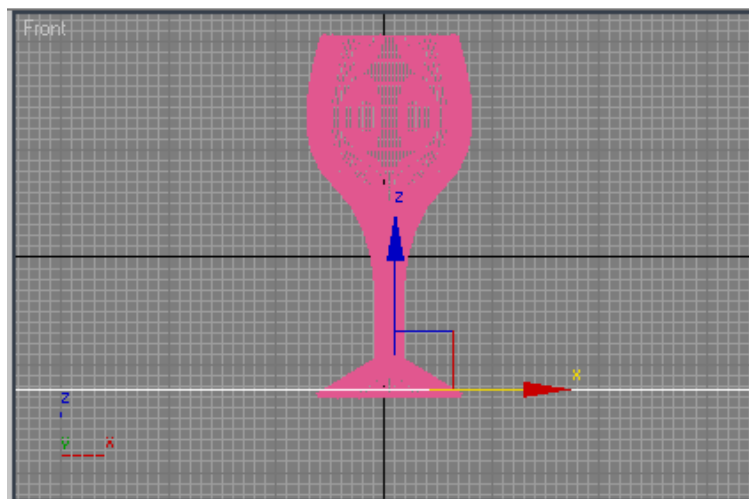
[5]-Click on modifier window and applying Lathe modifier and use the following setting



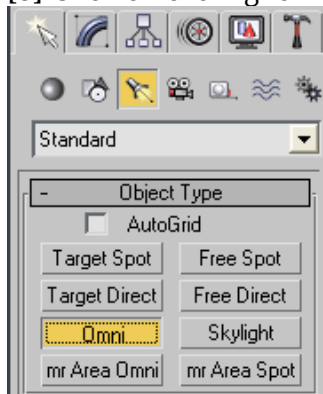
[6]-Again click on modifier window and applying Shell modifier and use the following setting



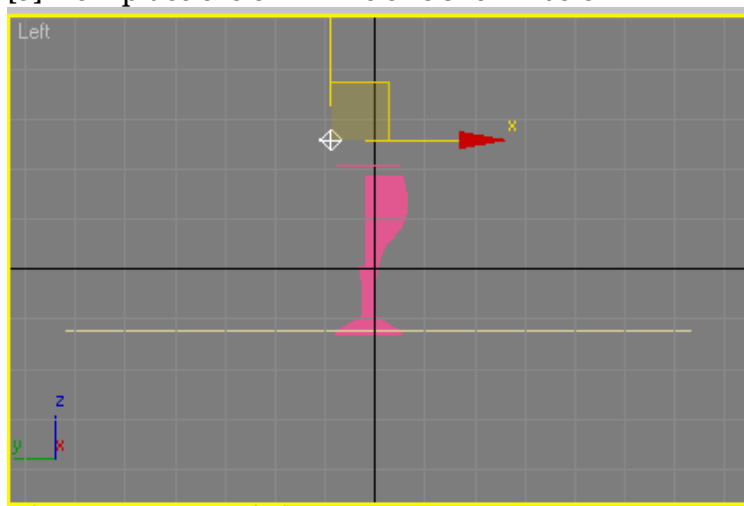
[7]-Now your object should be like this



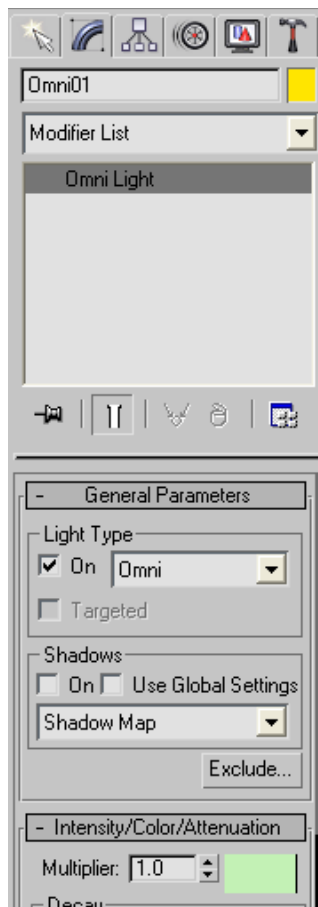
[8]-Click on the Light > Omni in the Main tool Bar



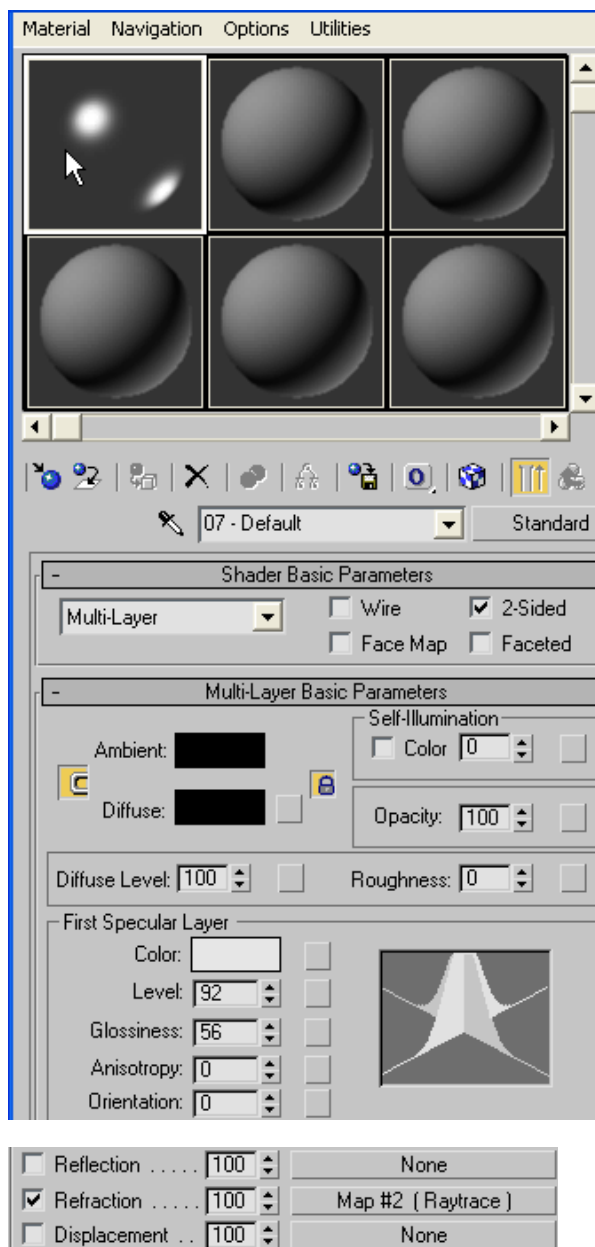
[9]-Now place the omni like this shown below



[10]-Select the omni and click on the modifier button in the Main toolbar you will see  
The omni properties are open then use the following setting



[11]-Now press the button (M) you will see the material window is open  
Use the following setting & Make a material like this as shown below  
This material assign to the Glass



[12]-After assign the material now you will see the final image is ready  
Press (f9) to see the preview of the image



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April 28th, 2008 Posted by 3dsmax9 in [3ds Max - Modeling](#) |

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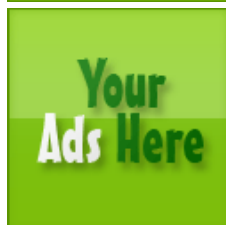
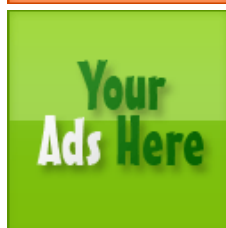


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