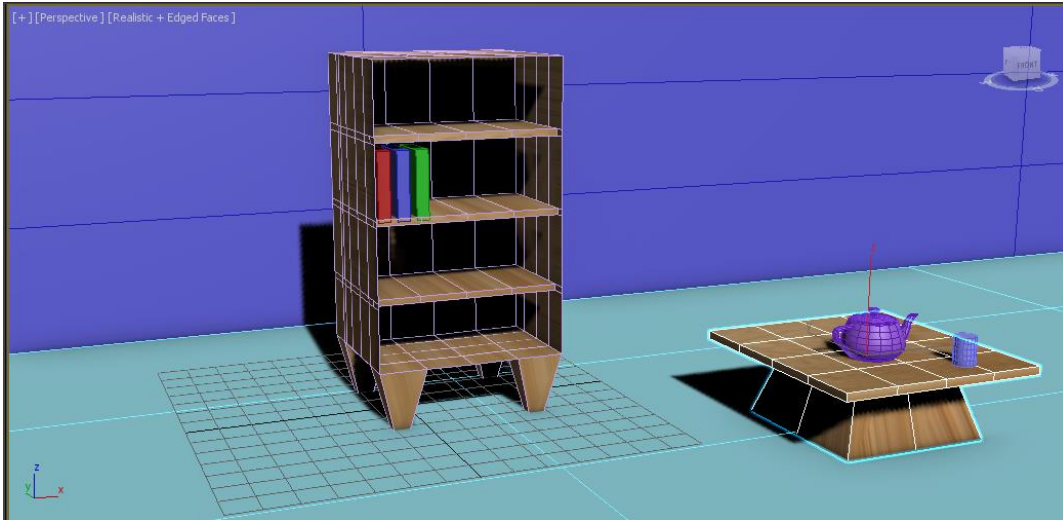


## Computer Aided Design: 3Ds Max

**Q1:** Implement the design shown in figure aside using 3Ds Max. Use the wood material according to the figure TypeA.jpg. Save the scene in your folder as a .max file and a rendered image.



Creating basic objects

/3

Design with editable poly

/6

Using materials

/2

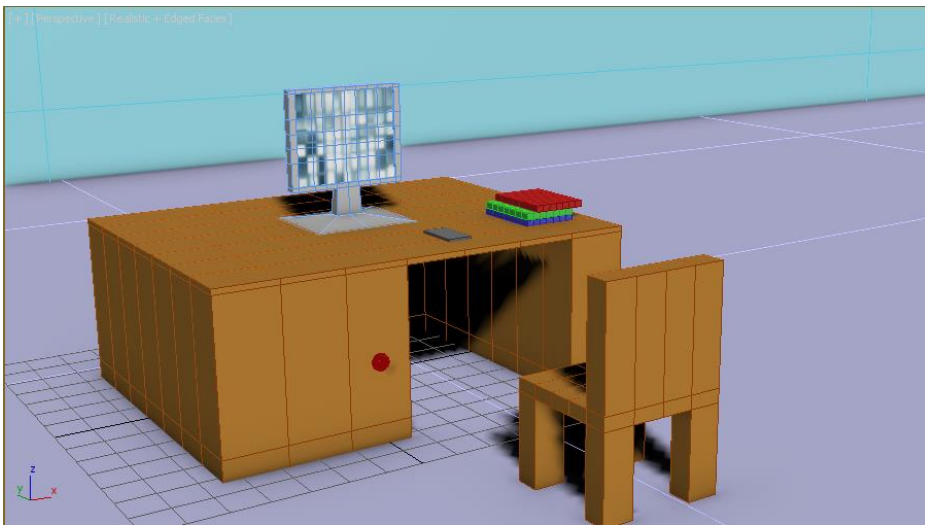
Overall design quality

/3

Sum

**/14**

**Q2:** Implement the design shown in figure aside using 3Ds Max. Use the wood material according to the figure TypeA.jpg. Save the scene in your folder as a .max file and a rendered image.



Creating basic objects

/3

Design with editable poly

/6

Using materials

/2

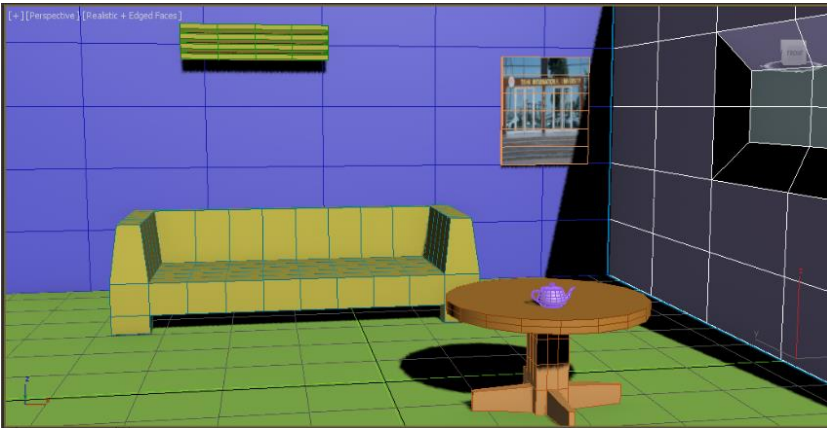
Overall design quality

/3

Sum

**/14**

**Q3:** Implement the design shown in figure aside using 3Ds Max. Use the wood material according to the figure TypeA.jpg. Save the scene in your folder as a .max file and a rendered image.



Creating basic objects	/3
Design with editable poly	/6
Using materials	/2
Overall design quality	/3
Sum	<b>/14</b>

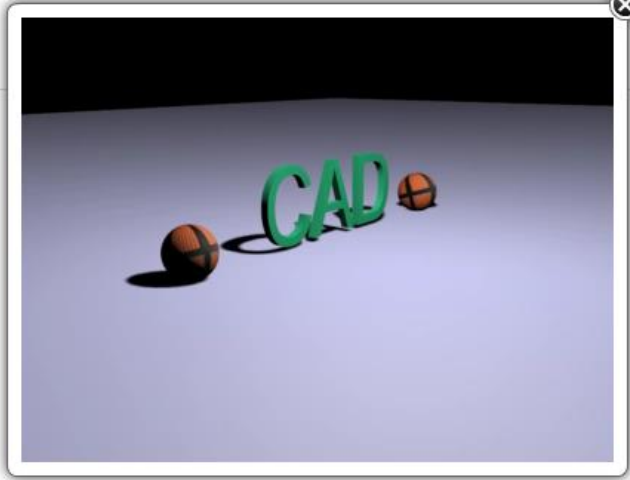
**Q4:** Create the following scene using a plane and boxes only. Use attached materials to change the box appearance.



Creating Basic objects	/2
Adding Materials	/4
Sum	<b>/6</b>

Q5:

Create a movie file like the one shown in the video. Render the video as Yourname.AVI and save it on Desktop.  
Using Animation : 4  
Using Cameras: 3  
Using Materials :1  
Video Rendering :2



The image shows a 3D rendered scene within a window. The scene features the letters 'CAD' in a green, 3D font on a light blue-grey ground. Two orange spheres with black lines are positioned on either side of the text. The background is a dark, gradient sky.

Q6:

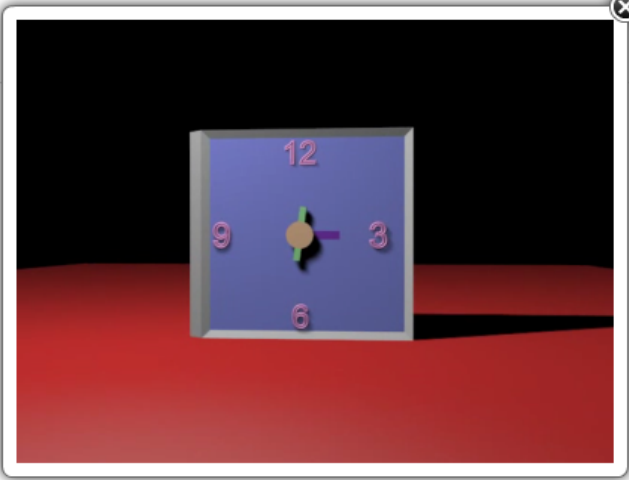
Adobe Flash Player 10

File View Control Help

MaxQuiz -44:43

Blank slide

Create a movie file like the one shown in the video. Render the video as Yourname.AVI and save it on Desktop.  
Using Animation : 4  
Using Cameras: 3  
Using Materials :1  
Video Rendering :2



The image shows a 3D rendered scene within a window. The scene features a clock face with numbers 12, 3, 6, and 9. The clock is positioned on a red surface. The background is a dark, gradient sky.

Adobe Flash Player 10


File View Control Help

MaxQuiz

Blank slide

-44:42

Create a movie file like the one shown in the video. Render the video as Yourname.AVI and save it on Desktop.  
Using Animation : 4  
Using Cameras: 3  
Using Materials :1  
Video Rendering :2



Adobe Flash Player 10

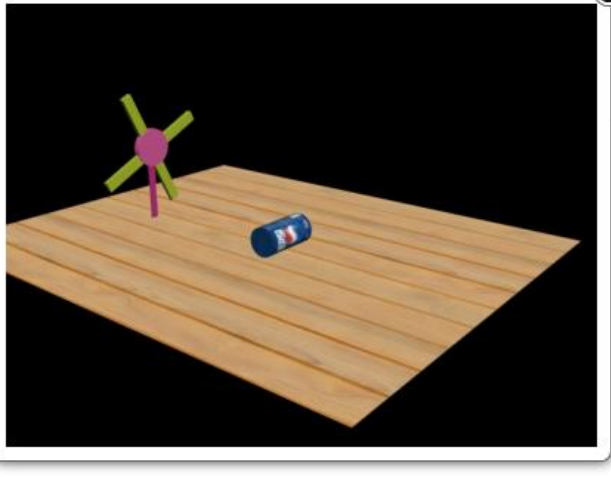
File View Control Help

MaxQuiz

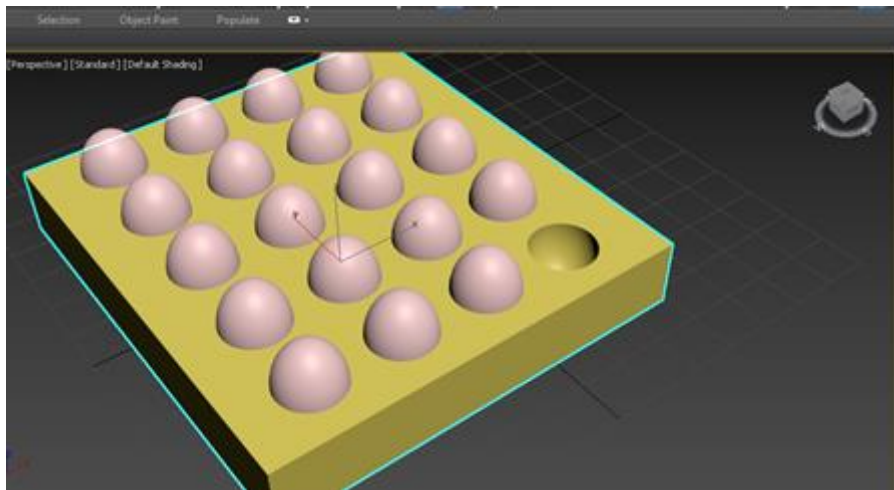
Blank slide

-44:41

Create a movie file like the one shown in the video. Render the video as Yourname.AVI and save it on Desktop.  
Using Animation : 4  
Using Cameras: 3  
Using Materials :1  
Video Rendering :2



Q 10 / Use Compound Objects to create the figure below



Q11: Create the scene using 3Ds Max.

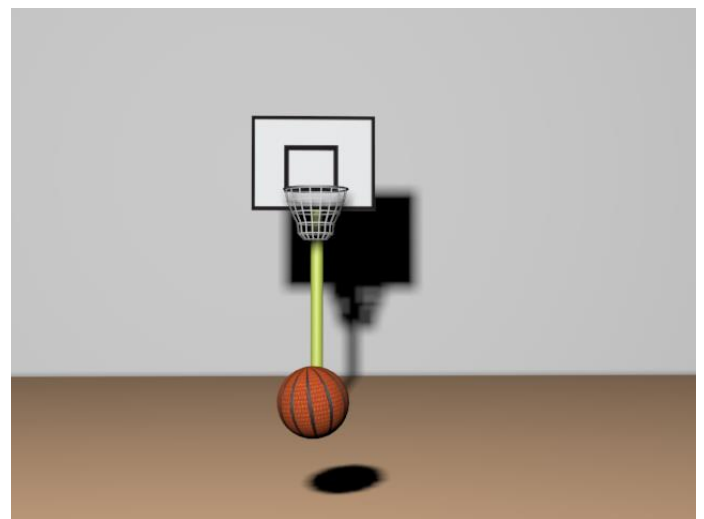
Creating Shapes: 2

Adding Materials: 2

Moving the Ball: 3

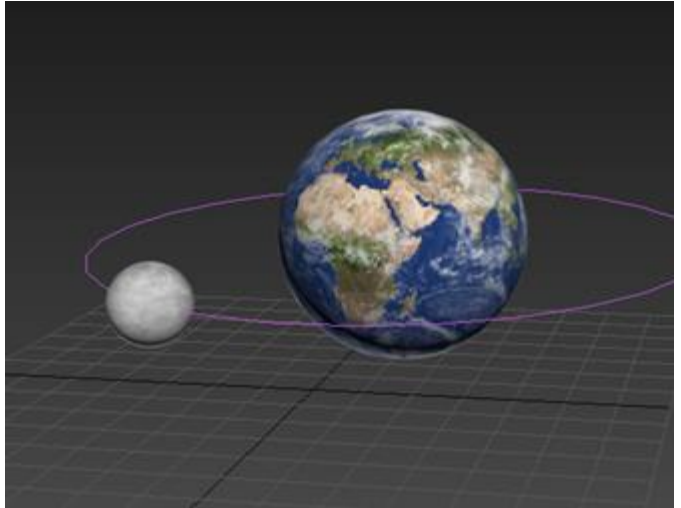
Moving the Net: 2

Moving the board:1



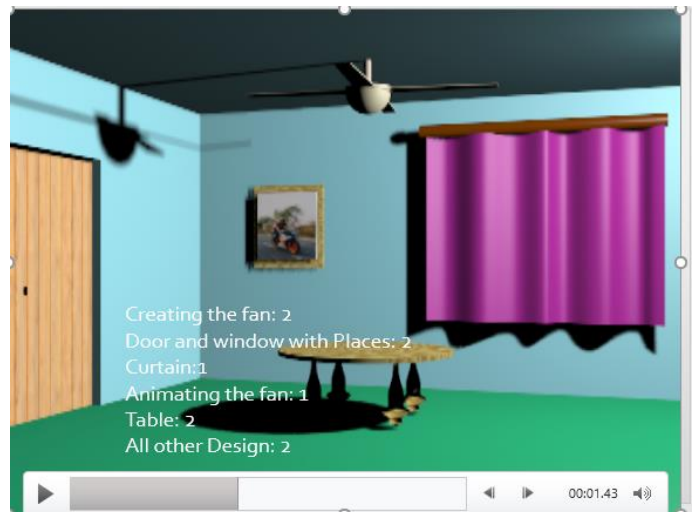
Q12: Create a solar system Earth and Moon using path animation.

Q13: Add the sun to the system in Q12 above and arrange all the movement paths.



Q14 Use Material editor to apply the reflection on a surface. The reflection application can be achieved using a sphere and a plane.

Q15: Create a video for a room similar to the one shown in the figure a side



Q16: Use Unwrap UVW modifier to cover a cylinder with the material shown below.



Q17: Use UVW modifier, and reflection to create the scene below. Note : the Tishk logo is a reflection from a picture on the wall.



Q18: Implement the following scene using materials below.

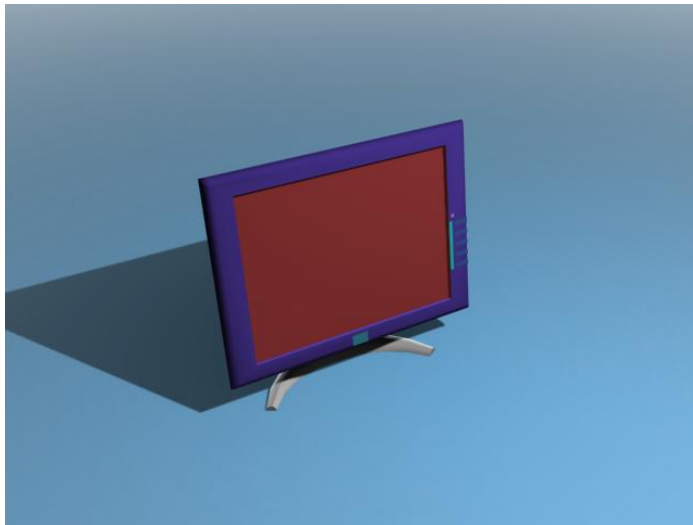


Material map:





Q19: Create the following object:



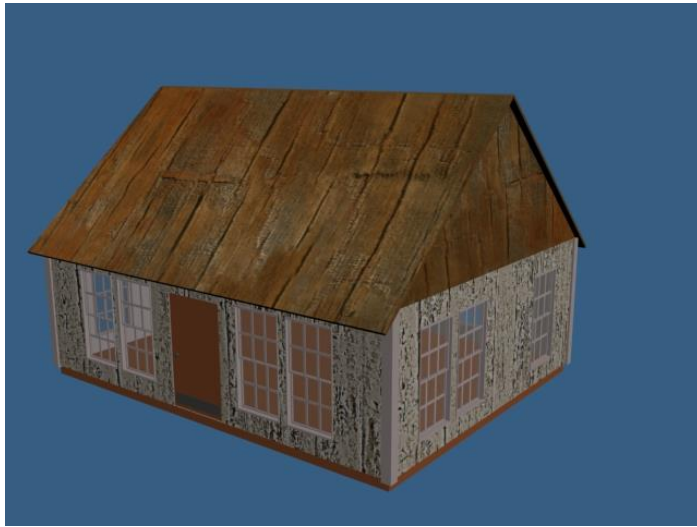
Q20: Create the following object:



Q21: Create the following object:



Q22: Create the following object:



Q23: Create the following object:



Q24 : Create the following object:



object:

Q25: Create the following



Q26: : Create the following object:

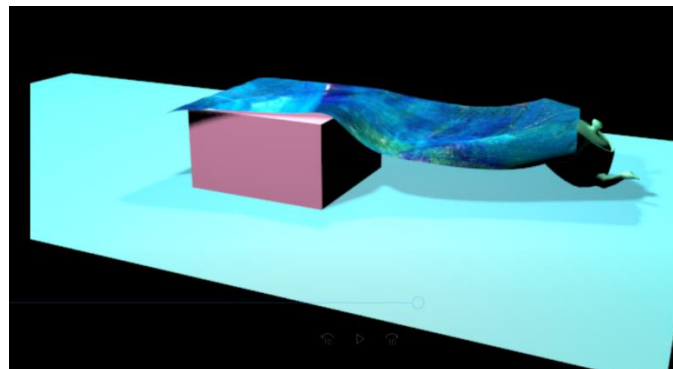
Using the material below



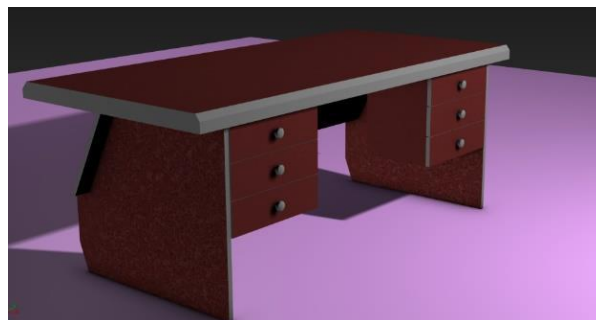
Q27: Use static rigid and dynamic rigid to design a dynamic falling ball on a box.

Q28: Design the falling of peace of cloth on a chair.

Q29: Design the following scene using dynamic, static and cloth



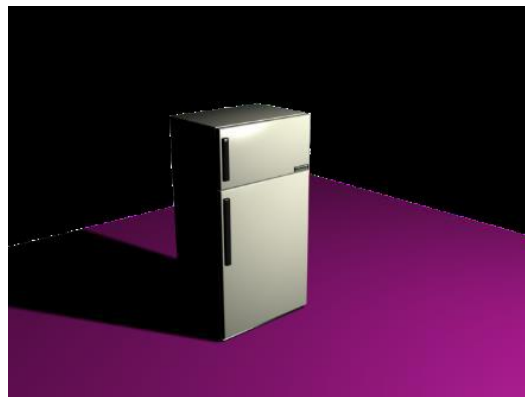
Q30 Design the following:



Q31 Design the following:



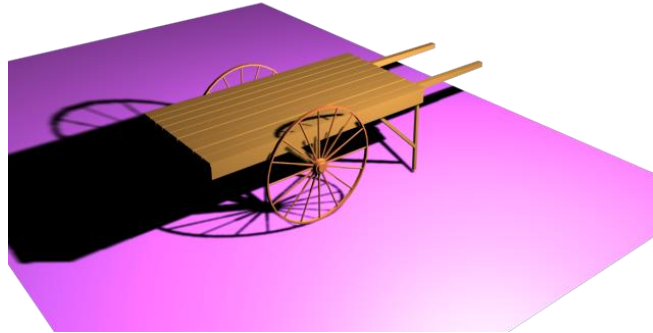
Q32 Design the following:



Q33 Design the following:



Q34 Design the following:



Q35: Import the file skate.max and merge with it the file dog.max

Q36: Animate the character in Q15 so it will slide and jump.

Q37: Use target camera with path constraint for Q16.

Q38: Search for a character file on the internet and merge it with a room.

Q39: Design a book interface using photoshop, which having your name as the author of the book. And use the image with UVW mapping to design that book as 3D object.

Q40: Use unwrap UVW mapping to convert a box to a milk container.