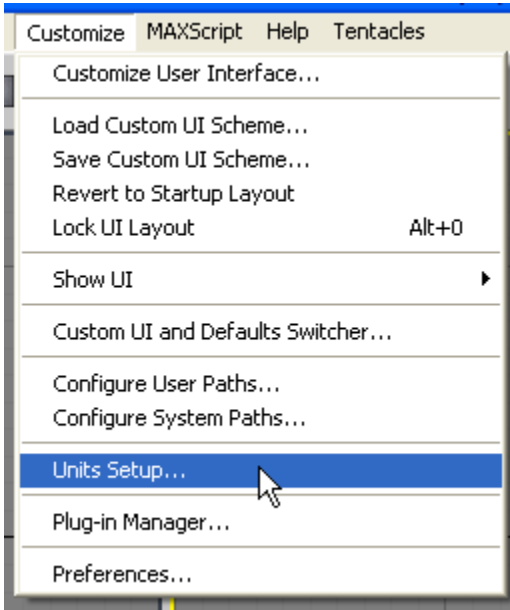
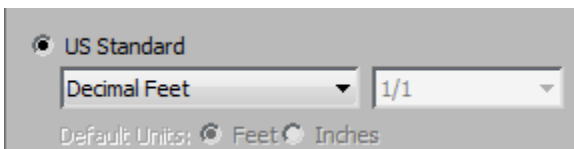


Tilt-up Shed

Set up units:



Your version of Max might look different. The main thing is to get US Standard, Decimal Feet selected. That way when you later type 6 in Max and hit enter, you will get 6 ft, not 6 inches.

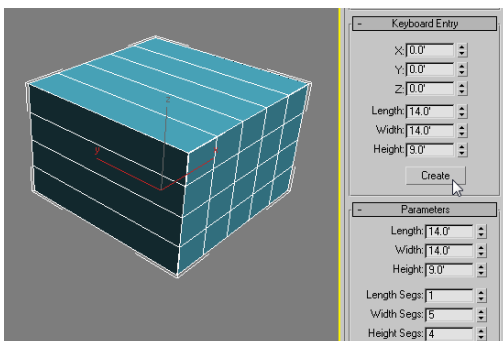


Make box like this -- [Segments (not shown) L=1, W = 5, H = 4
Size: L=14 ft, W = 14 ft, H = 9 ft.

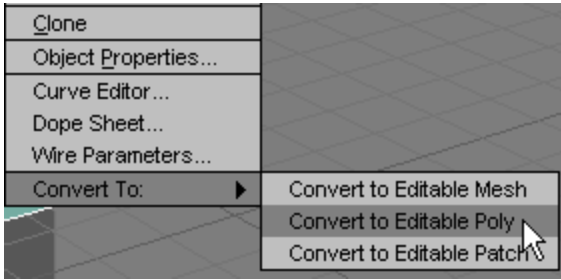
You will most likely need to zoom out to see your entire box.
Hit F4 to make sure you can see the edges on your segments.

Tip – using the keyboard entry rollout will help position the box at 0,0,0.
If you make the box manually, make sure to use the Move tool and enter a position of 0,0,0 after you make the box.

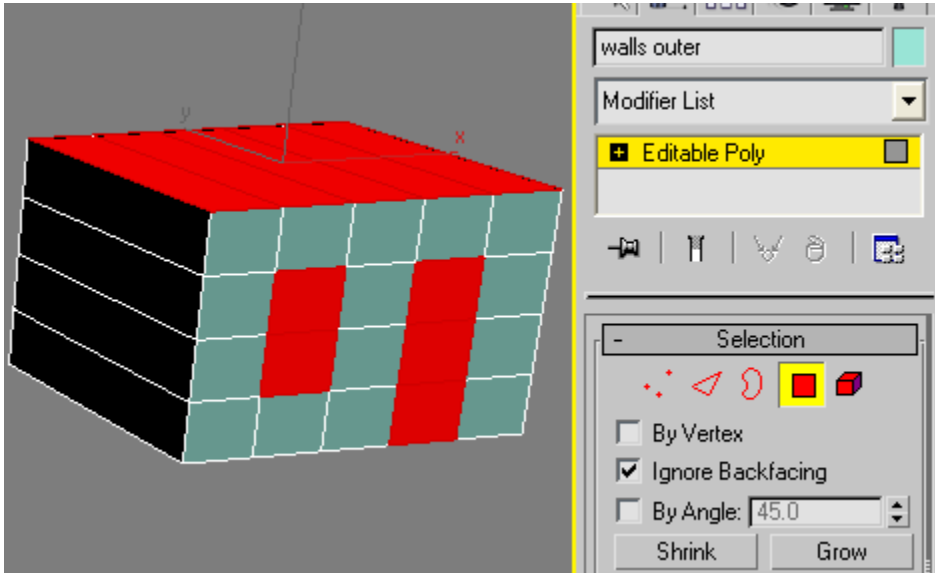
Name it **Walls Outer**



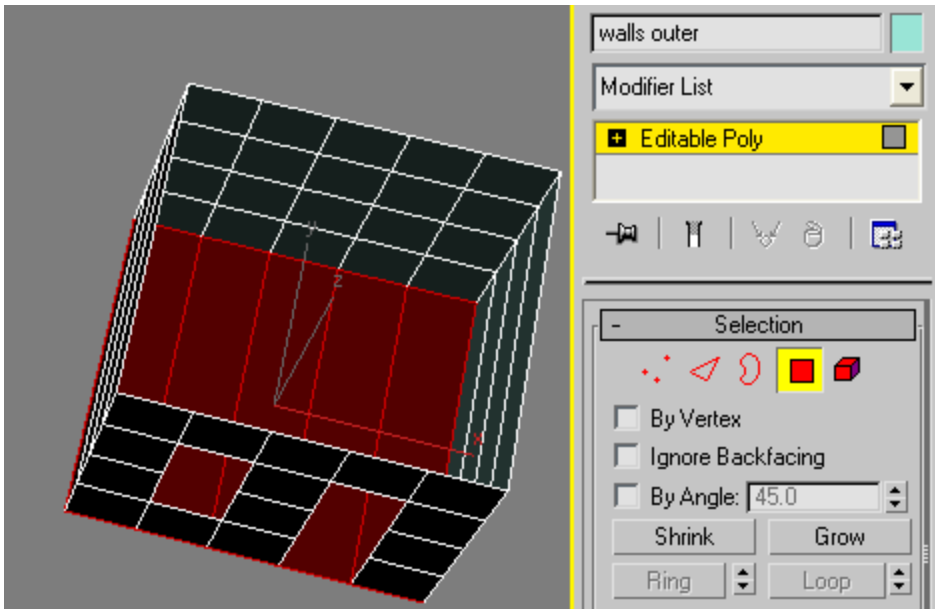
Right click/convert to editable poly



Select and delete:

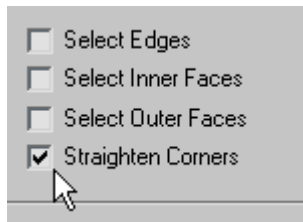
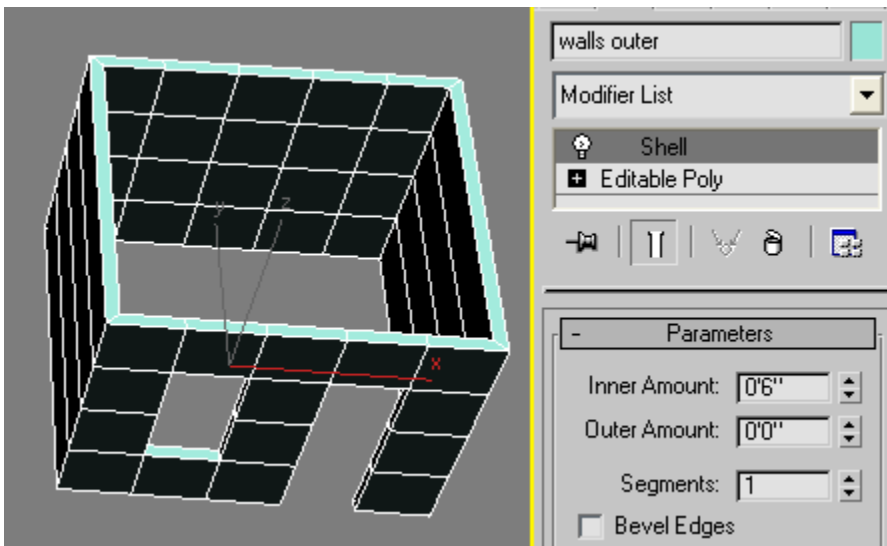


Select these polygons at the bottom and delete them as well
(Turn of ignore backfacing if required.)



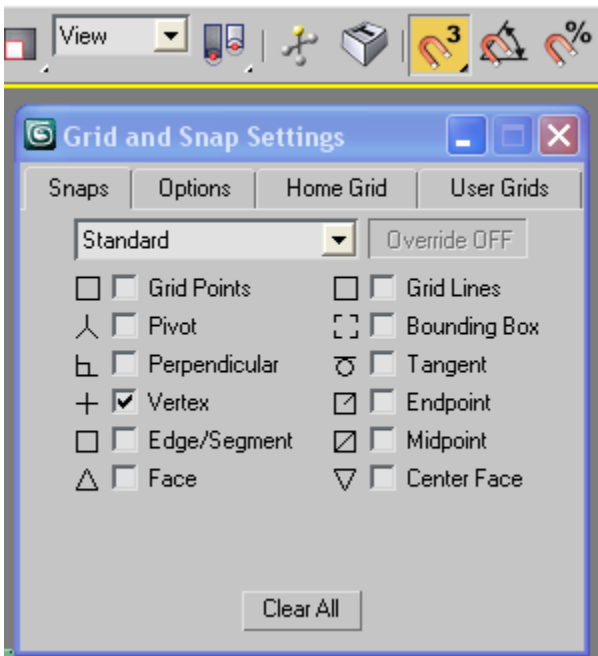
Exit the subobject level by clicking on the yellow icon for polygon.

Add a shell modifier:



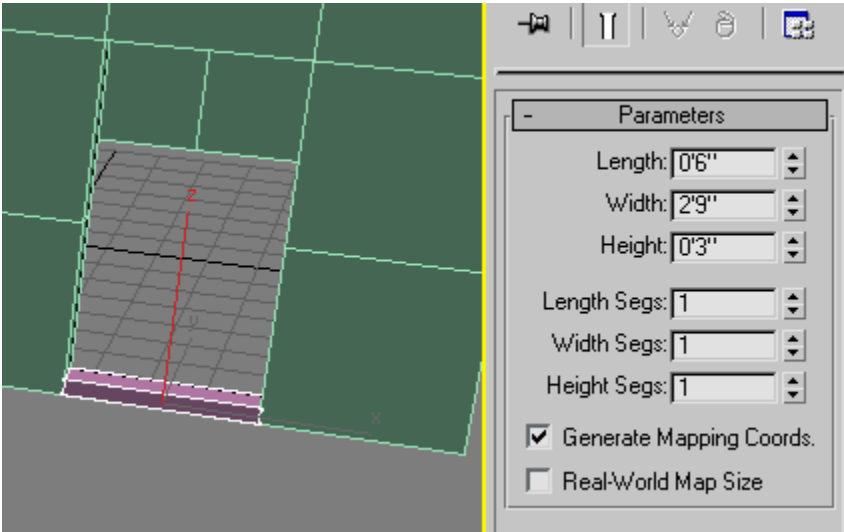
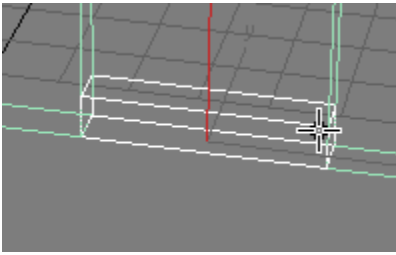
Set it to straighten curves

Turn on **Snap**. Right click on the Snap toggle and set to vertex:



Turn on wireframe **F3**

Make a threshold. Draw it by snapping it to the vertices in the shed doorway.



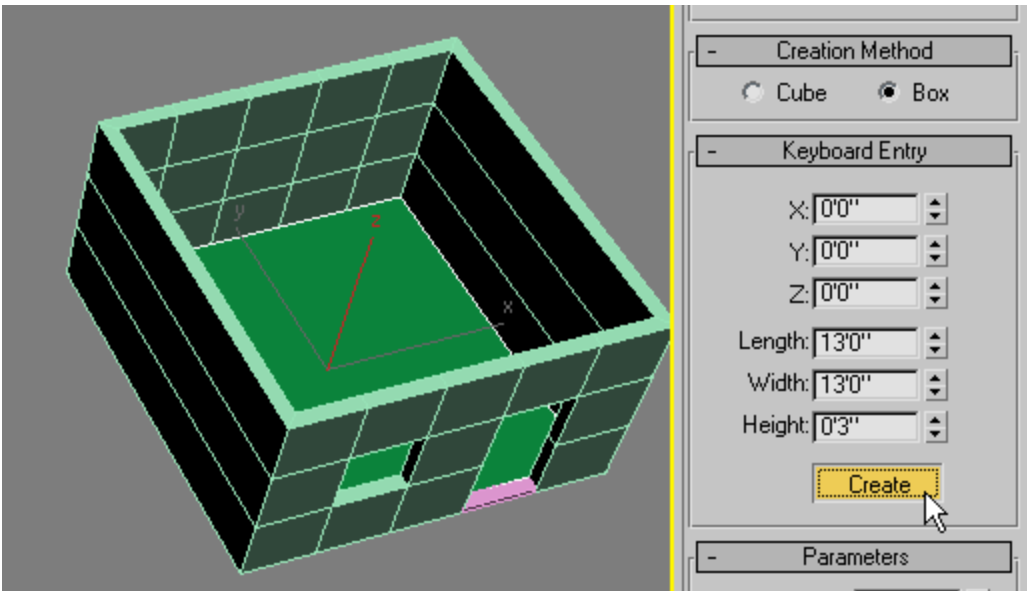
Name it **threshold**.

Now let's make a **floor**

Use keyboard entry and make a box like this ...

Set all segments to 1.

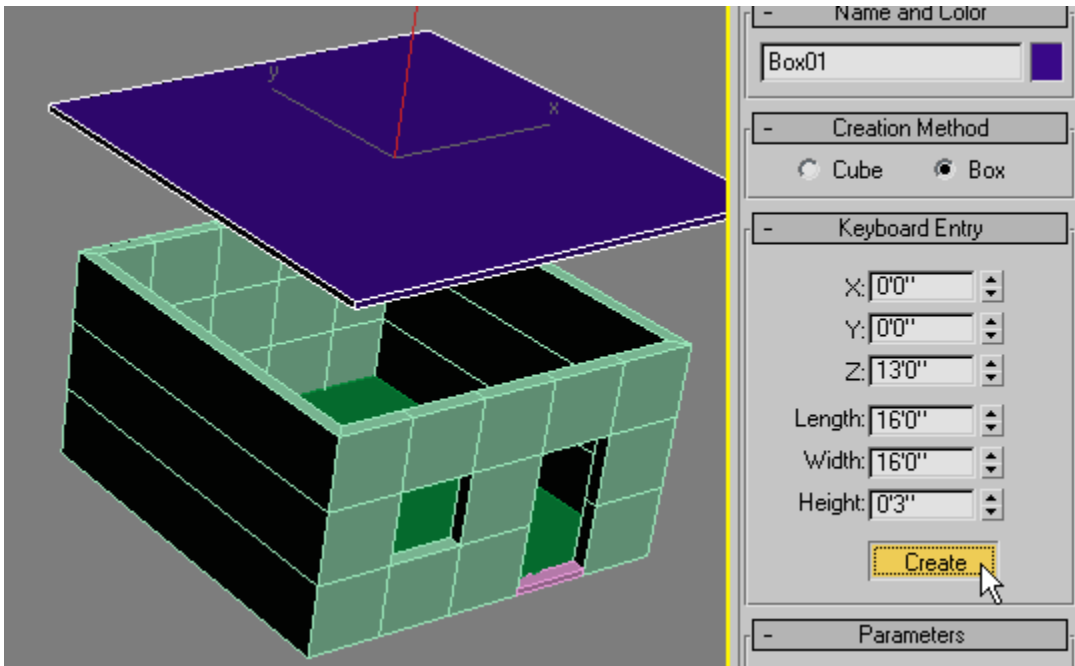
See that a floor is now created inside the shed.



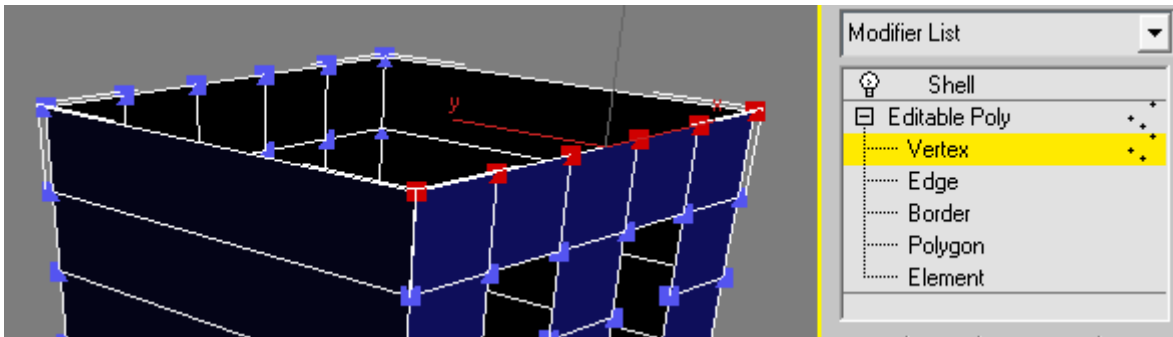
Convert to editable poly

Name it **floor**.

Now let's make a **roof**.
 Make a box like this. Name it **roof**.
 (Note we set Z position to 13 ft.)



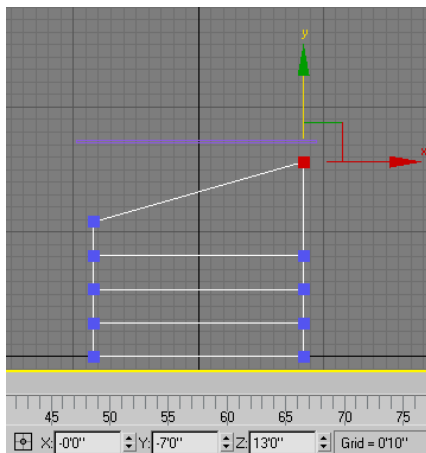
Select these vertices:



Move up to 13 ft.
 Hint: Best way to do this is in the left viewport. Set Z value as shown below to 13 ft.

Exit the vertex subobject level.

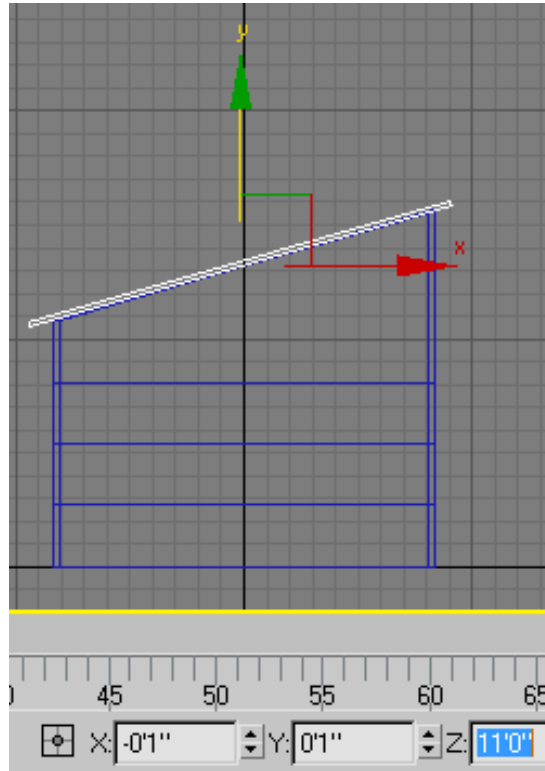
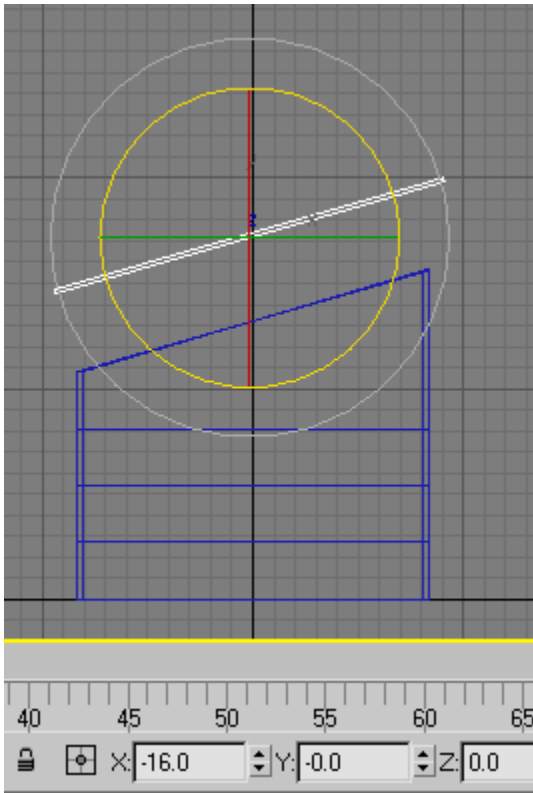
Switching between the rotate tool and the move tool, position the roof.
 Using the **Rotate** tool set absolute X to -16'



Using the **Move** tool set absolute Z to 11'.

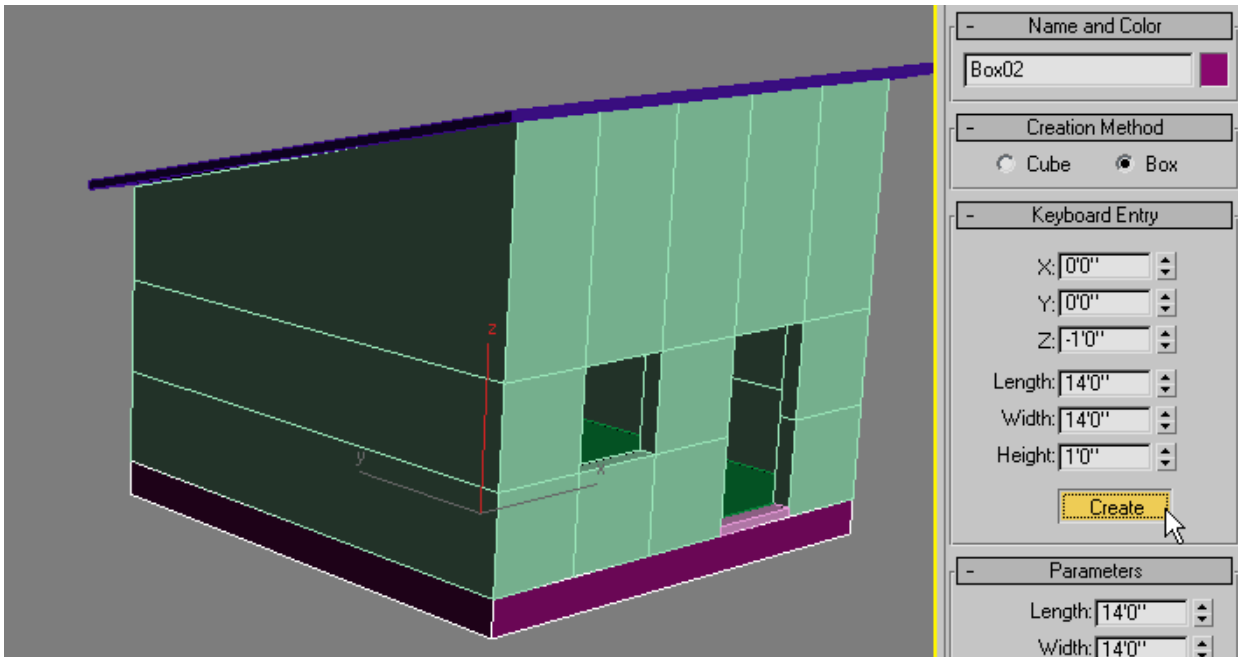
Adjust manually if necessary.

Tip: make sure to use change from the rotation tool to the move tool as required.

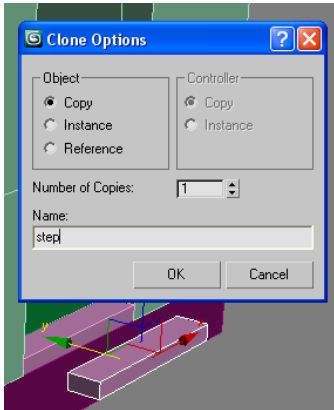


Make a foundation this way

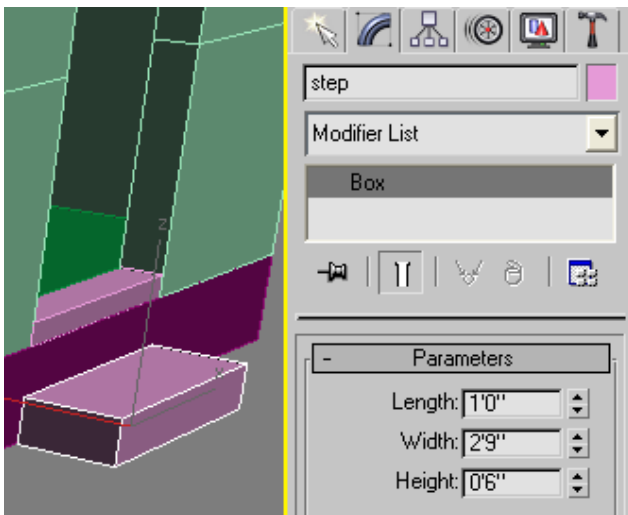
(Note the negative 1 ft positioning to position the foundation below the shed.)



Select the threshold.
 Drag with the shift key held down to clone the threshold to make a step
 Make sure to choose COPY
 (Name it step)



Position and modify the step like so:

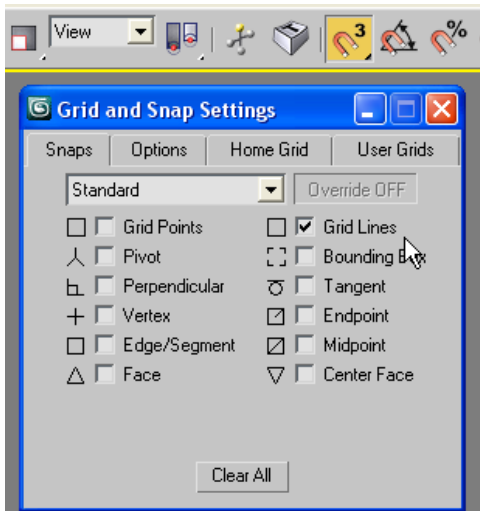


To make a door, we can align it to the grid.

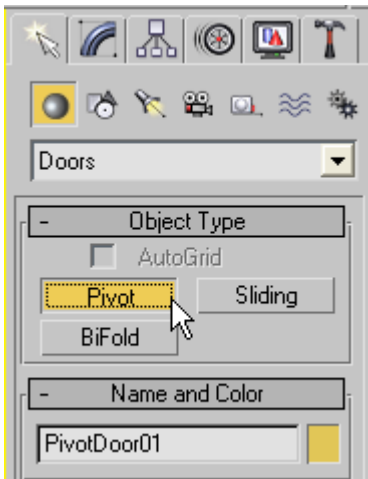
Tip: Turn on Snap

Right click snap to set to snap to **grid lines**.

Also select the home grid tab and extend the region of the grid by setting **perspective view grid extent** to 15 (not shown)

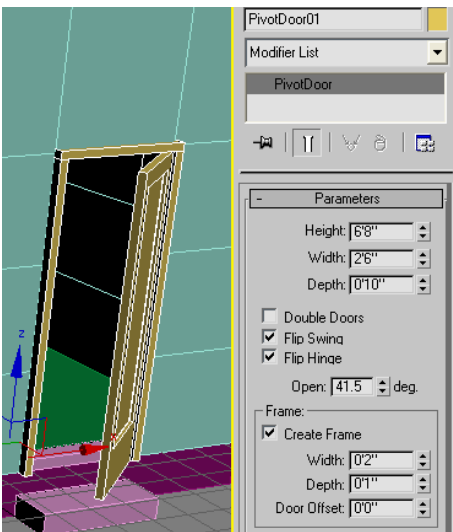


Drop down from Primitives and find **Doors** -- make a **Pivot** door.

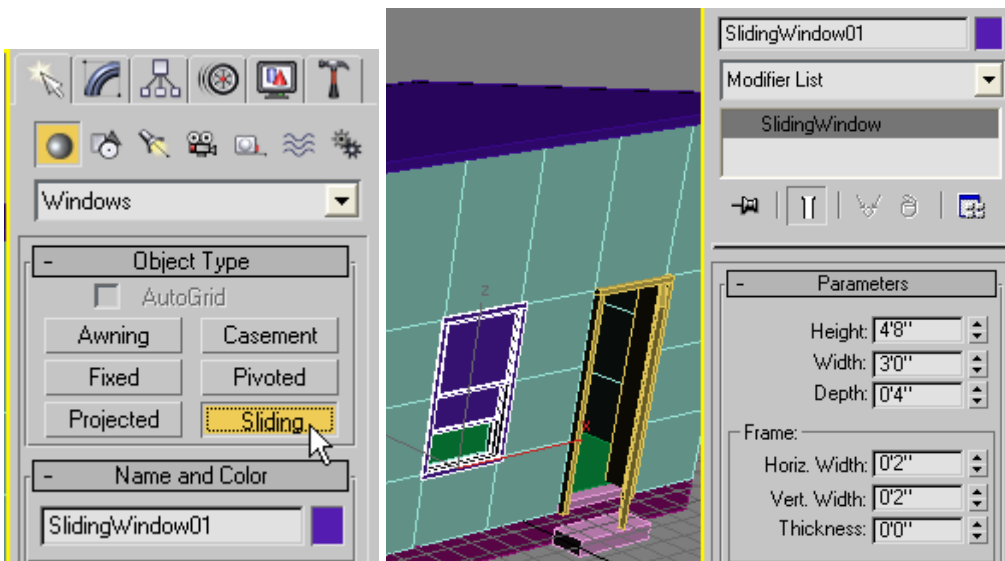


Turn off snap after drawing the door.

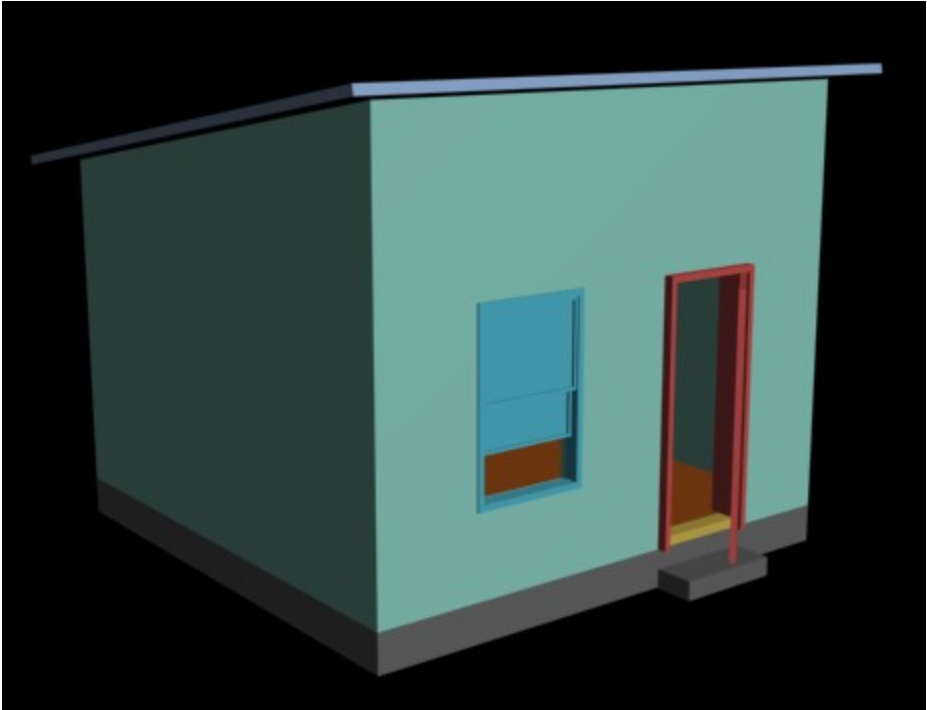
Move into position.
Play with the settings to make the door the way you want:



Same situation with a window:



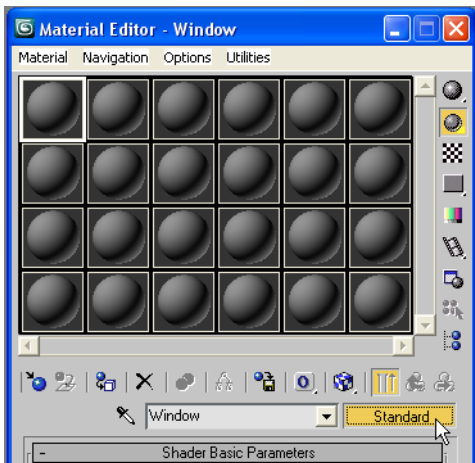
Re-color your parts by changing the object colors and render, by clicking the teapot:



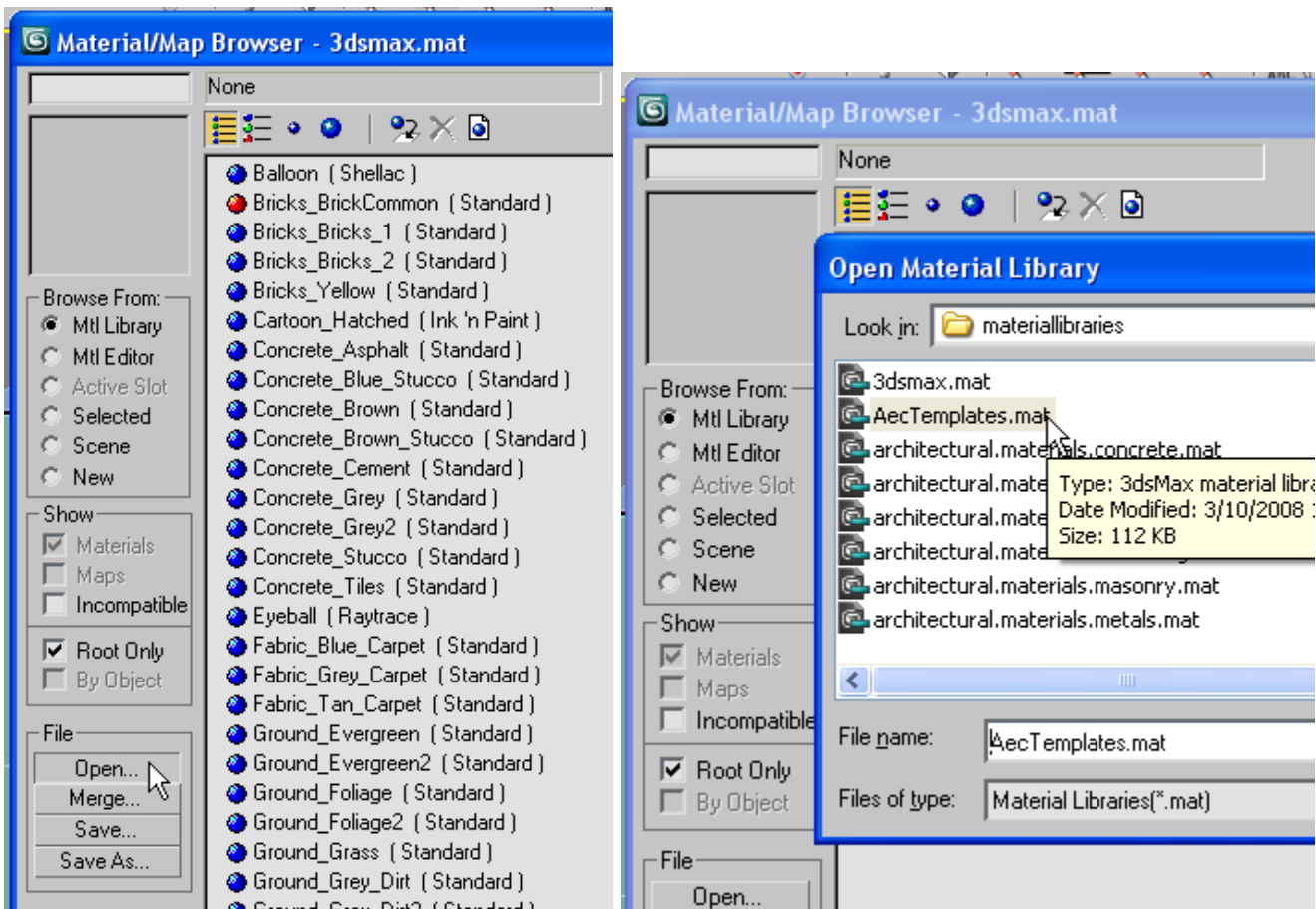
Let's add a better material for the windows. Open the Material Editor:



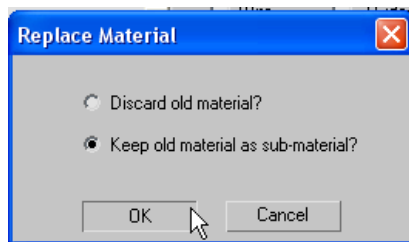
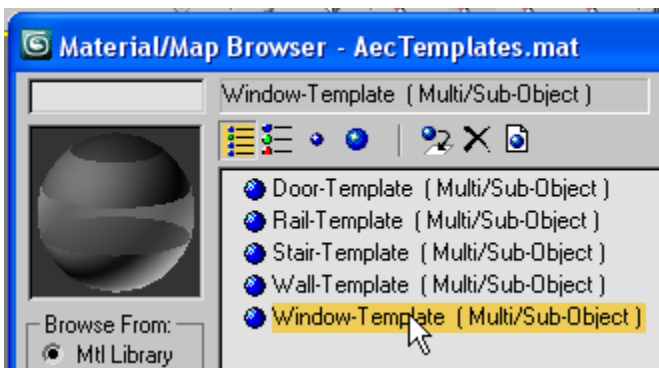
Name it Window and hit the Standard button. This is not how we usually make a material, but a method that lets us use a pre-created multi-subobject material that will detect the window panes.



Make sure **Mtl Library** is selected (at the top, under Browse From)
Under File, hit **Open ...** Select **AecTemplates.mat**



Double-click window template



Either answer works in this case:

Drag the material slot (at the upper left) to the window ...

