

Abstract objects sculpture garden

Make a ground plane, large enough to contain 4 objects of your design.

Make 4 primitive objects with enough segments to allow for some windows/openings.

You can think of them as unusual buildings or just interesting 3D shapes. They are abstract. The holes can be thought of as windows or just holes.

The idea is to get creative and intuitive with modeling in 3ds Max.

Use bevel on various polygons to create whatever designs you want, just don't let any polygon faces intersect.

Delete some segments to make windows or holes.

Add shell modifiers to objects so there is inner (not outer) wall thickness.

Tips on lights

Make a spot light illuminate the objects and cast a shadow on the plane.

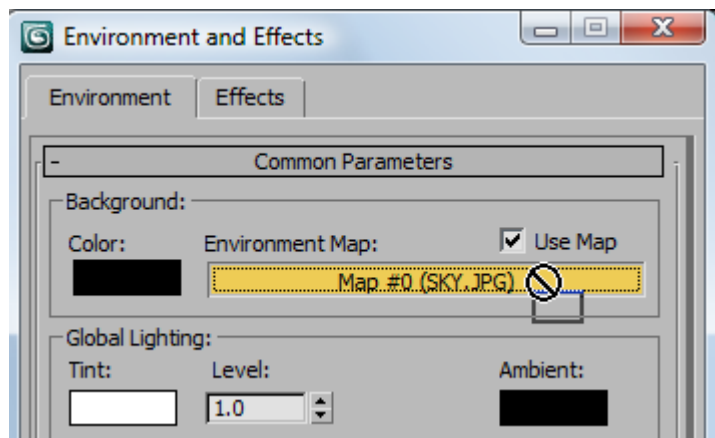
Check shadow on the spotlight, so the shadow is on.

Add a fill light. This should have no shadow and a multiplier of .33.

The fill light is positioned 90 degrees from the key light. Observe this in the top viewport.

Put a sky background in as the environment map.

Renderings/Environment ... hit this button and select a sky image from maps/Skies.



Render, open in Photoshop, add your name and print.