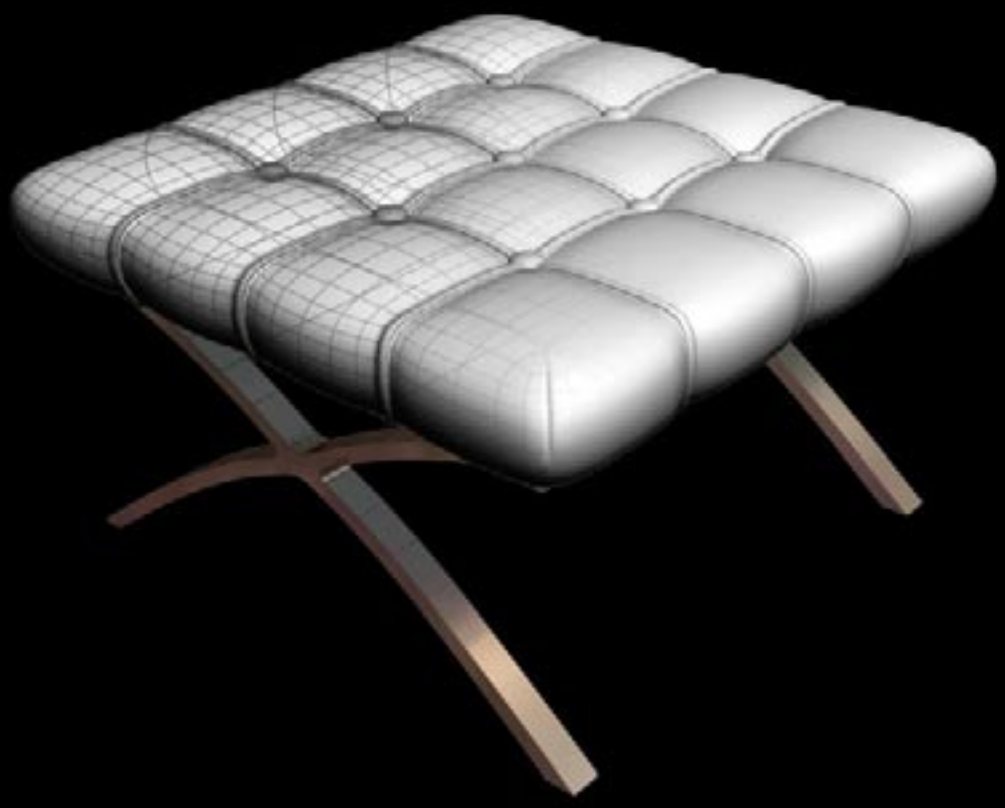
3° DEGREE

MODELLING| OTTOMAN
FOR BEGINNER

by: tribal_tuesday



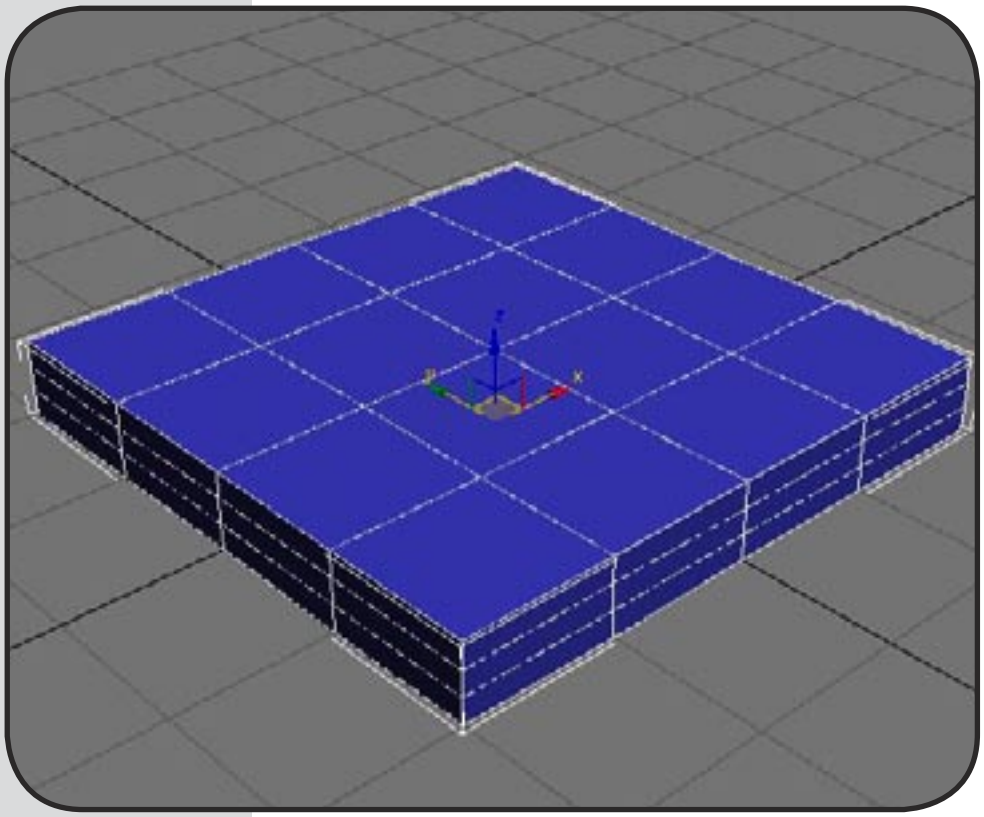
3dStudio Max

Max Setup

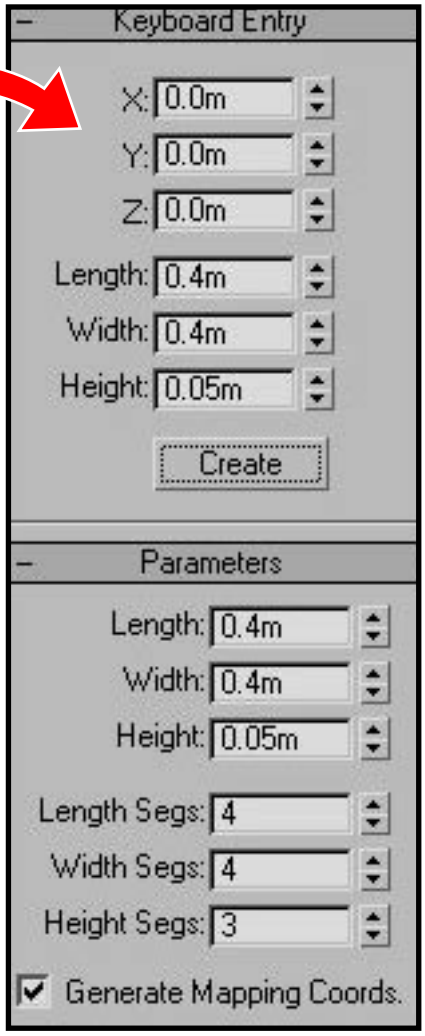
In this tutorial, I'll be using 3Dmax v.7 but the procedure will also work on its earlier version. So first thing would be opening your max program and on the menu choose **Customize>Unit Setup>Metric>Meters**. After that well setup home grid **Customize>Grid and Snap setting>Homegrid** and enter .1m on grid spacing

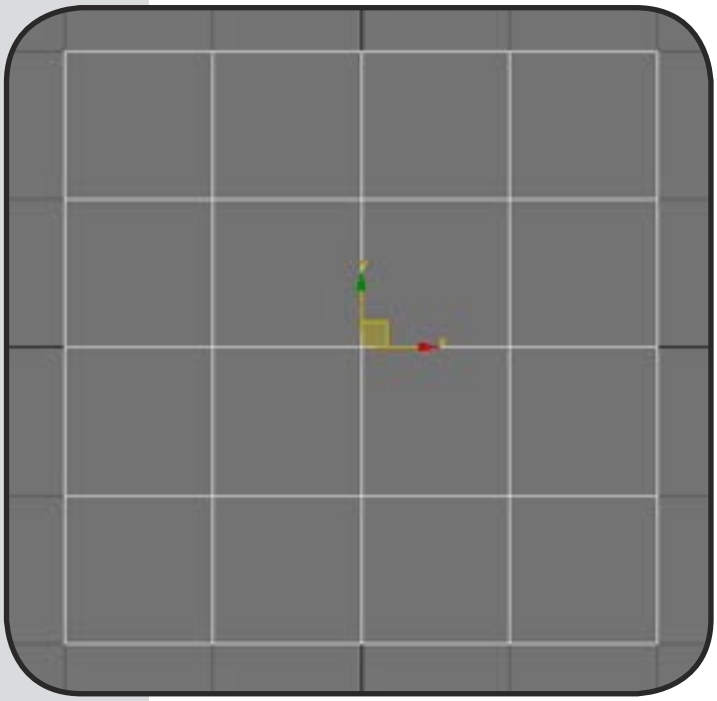
Modelling

1. On the Create Tab, choose Box and enter this amount on the Keyboard entry and parameters and click create.



Perspective



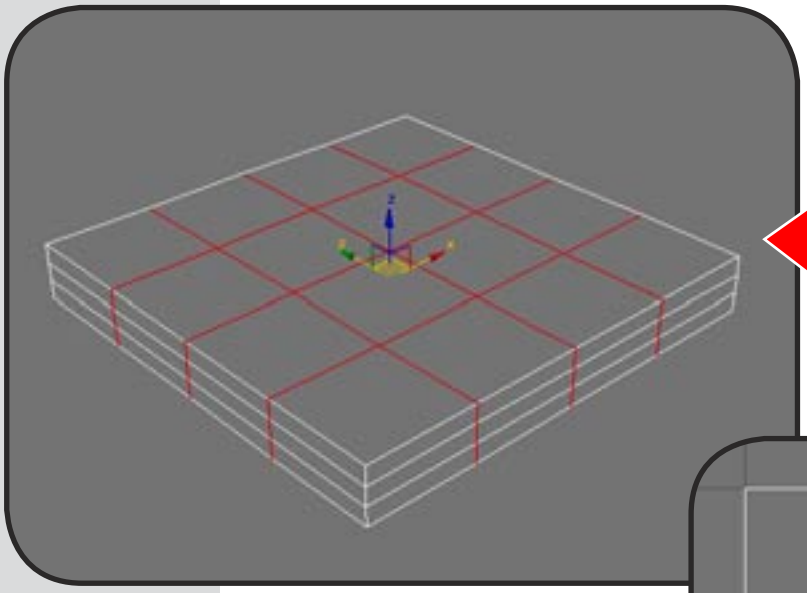


Top View

As you will notice, the segments are aligned on our grid (gray lines), that's the reason why we adjust the Homegrid for it will be our guide during the modelling process.

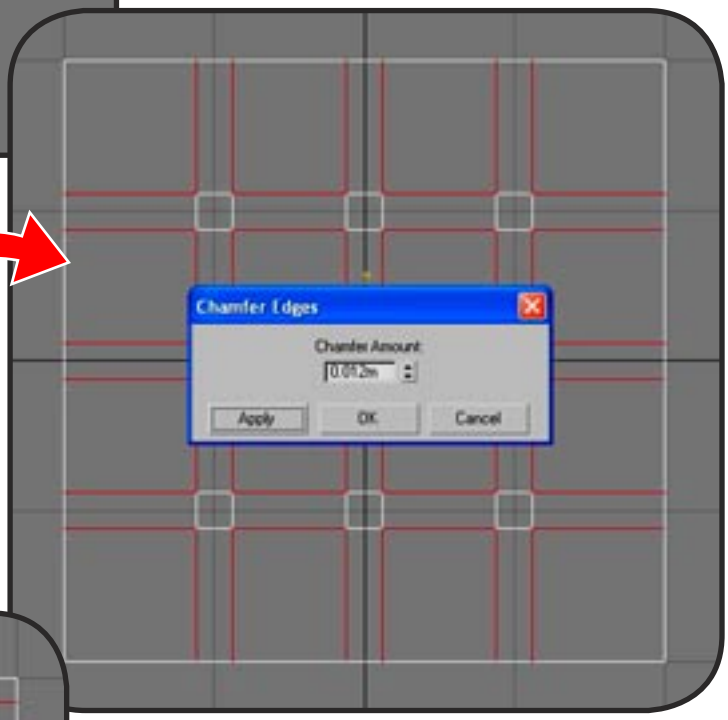
2. Now while the box is selected, right-click the object and Convert to Editable Poly.

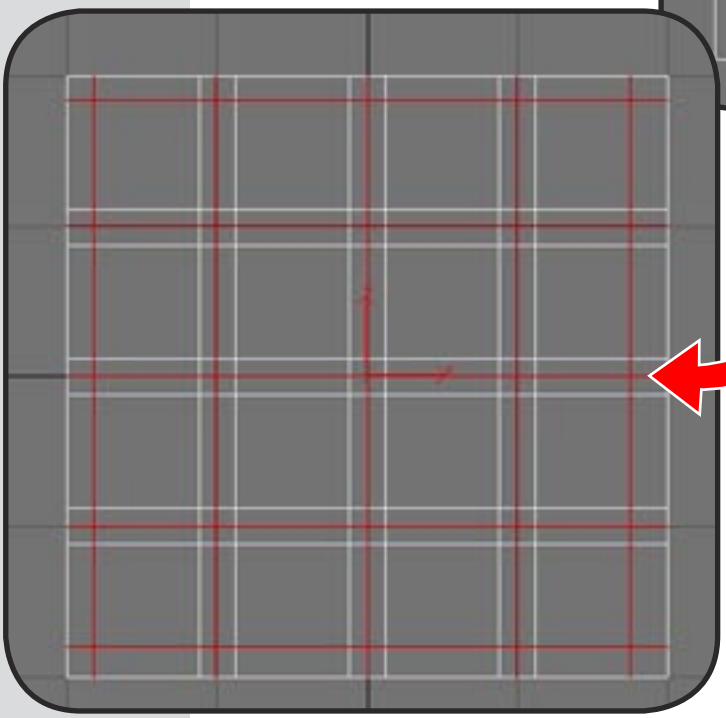
3. While on top view and the object is still selected, click the **Modify** tab on the **Command Panel** and on the **Editable Poly** Sub-object, choose **Edge** *[2] and start selecting the edges base on the image below.



TIP: *You can use the Loop command e.i selecting one edge and click Loop, just dont forget to press CTRL when selecting another Edge.*

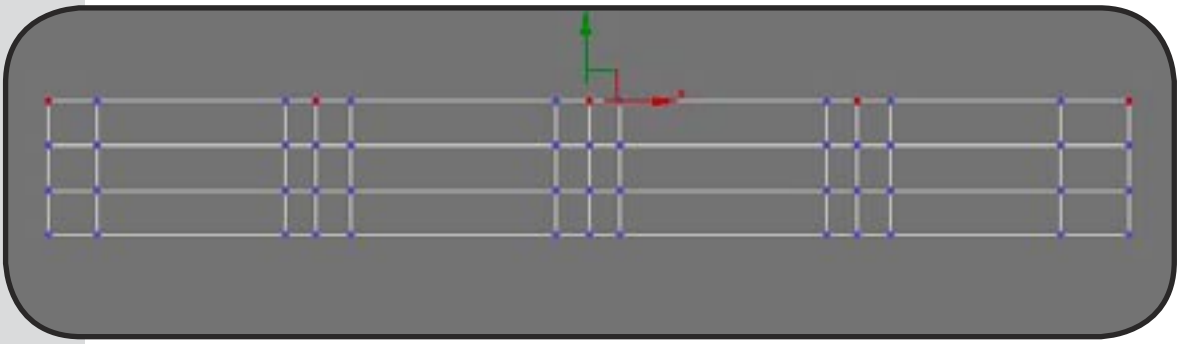
4. Ok then, while the edges are selected, right-click and choose the icon beside the word **Chamfer** for we will enter and amount or you can do it manually. As you can see, i've entered .012m. Then press OK.

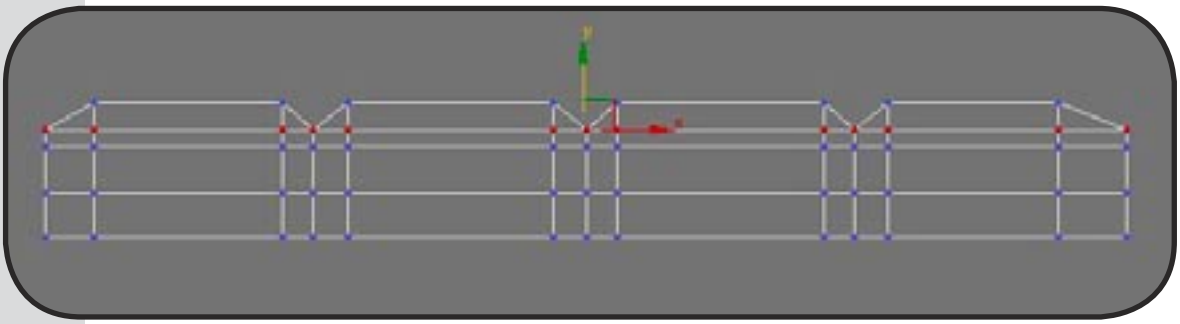




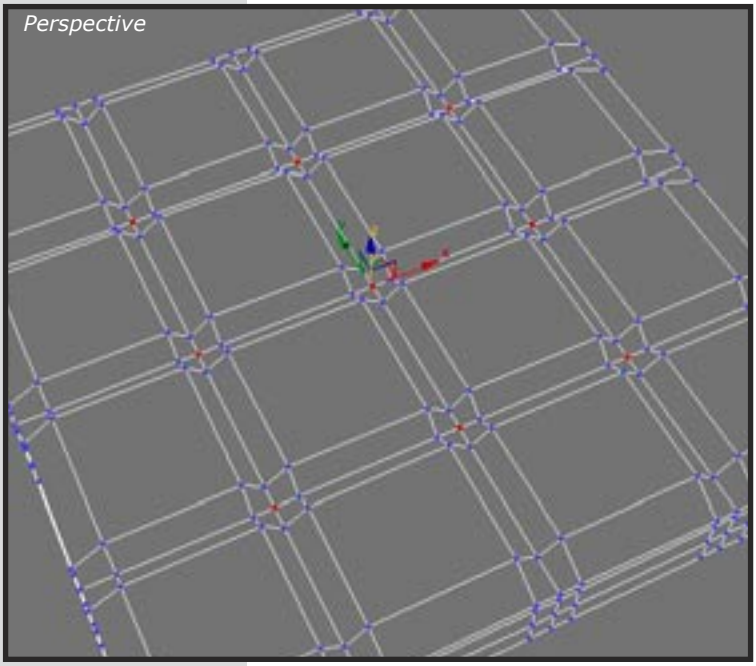
5. Choose **Quickslice** under **Edit Geometry** rollout and start slicing as per the image. (red line)

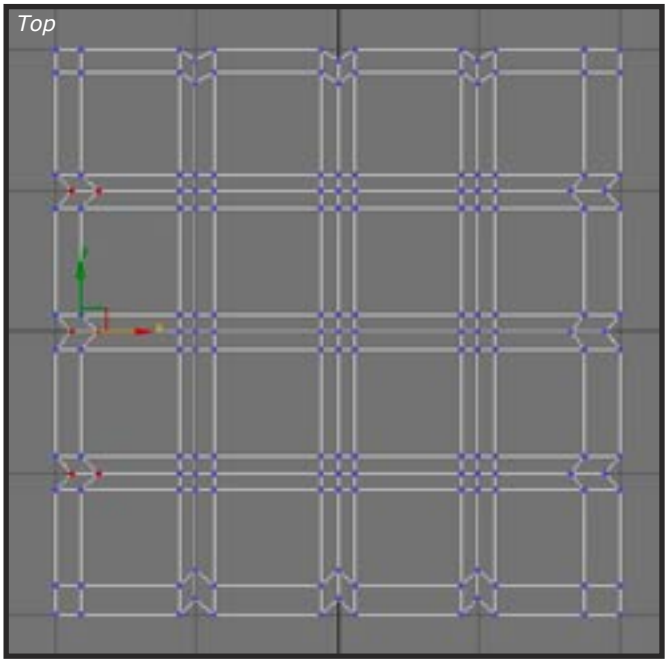
6. On the Left and Front Viewport select the vertices (red dots) and start pulling it downwards.



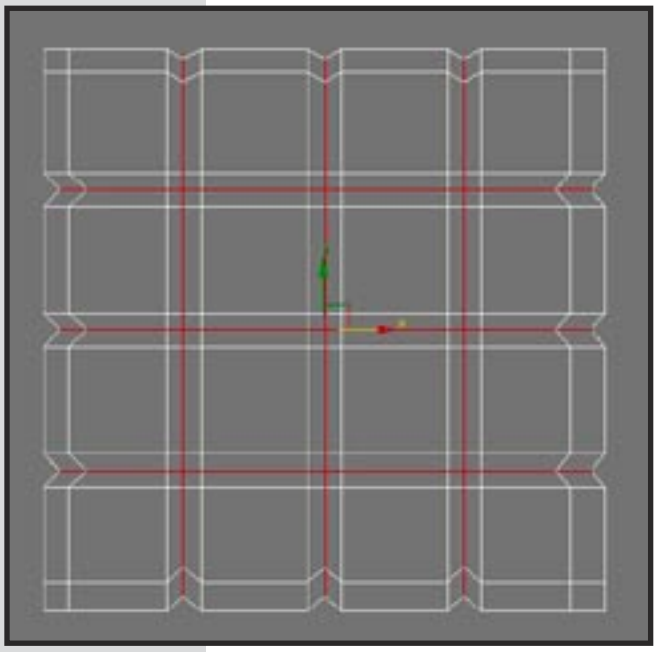


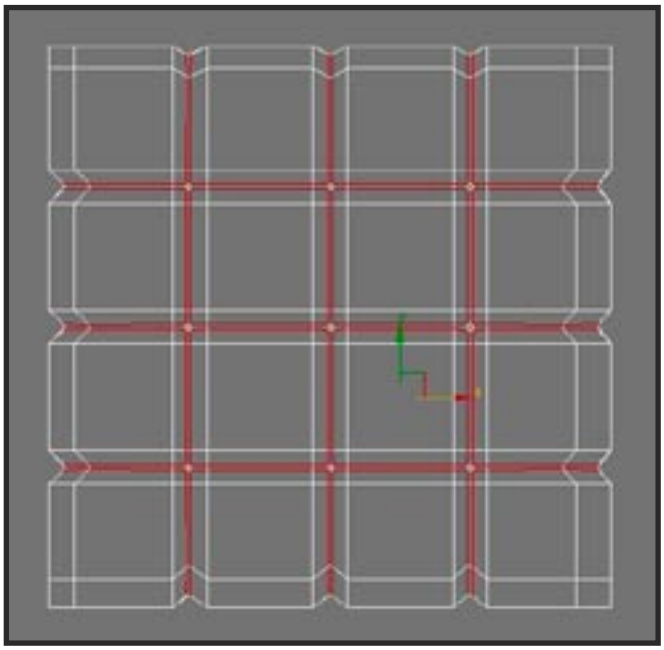
7. On Perspective viewport, select these vertices and pull push it downwards and on Top viewport adjust the vertices as per the image.



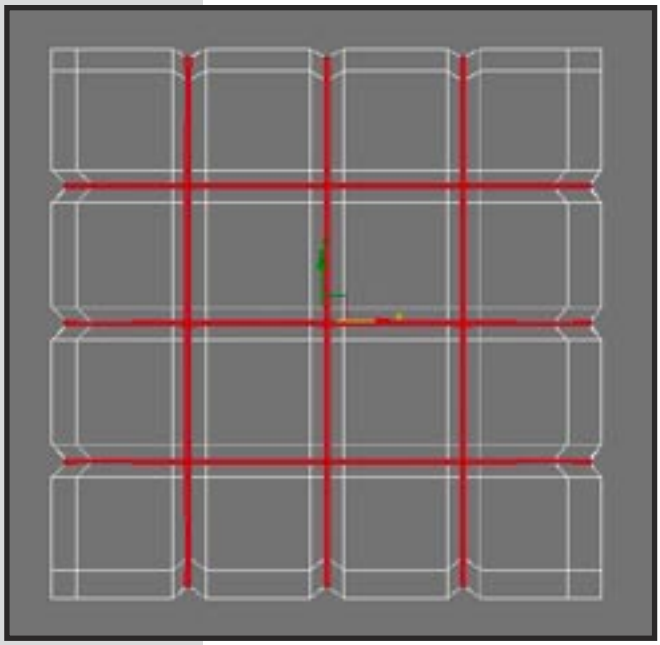


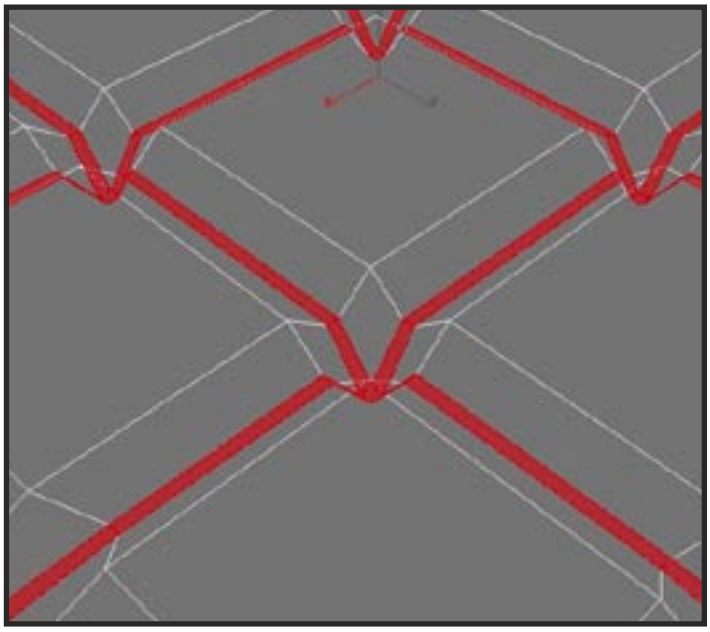
8. Now, go to Sub-object and choose Edges and select the edges between the sections (red line) and Chamfer it at around .2cm .



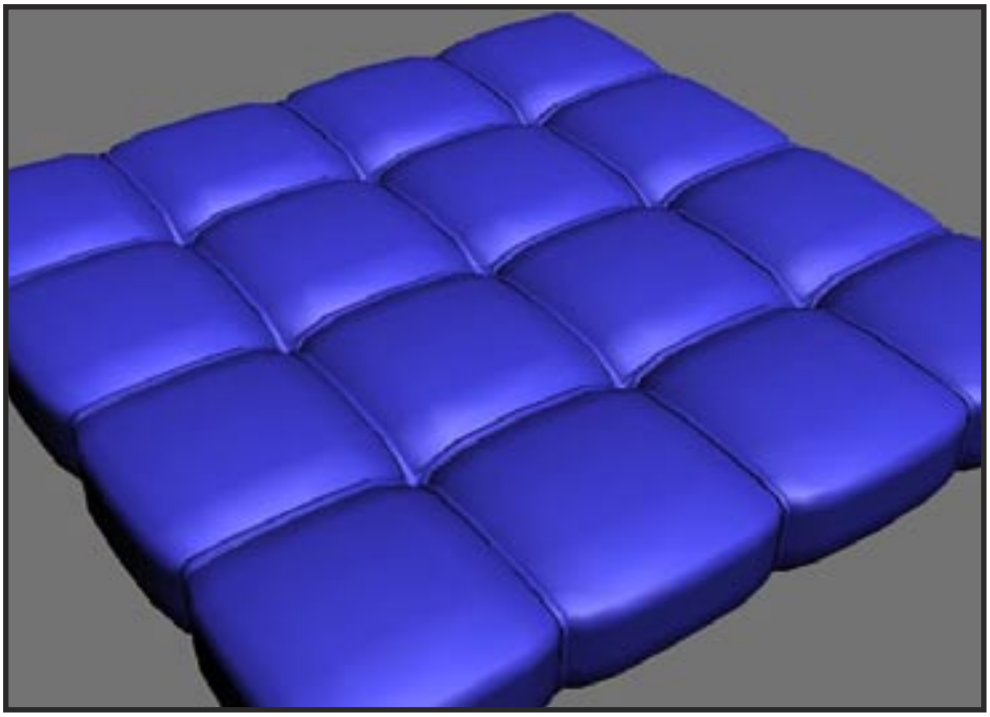


8. Then, go to Sub-object and choose Polygon and select the faces which was produced when we Chamfer the edges. Try to rotate your object on the Perspective view to check if we have accidentally selected some other faces.

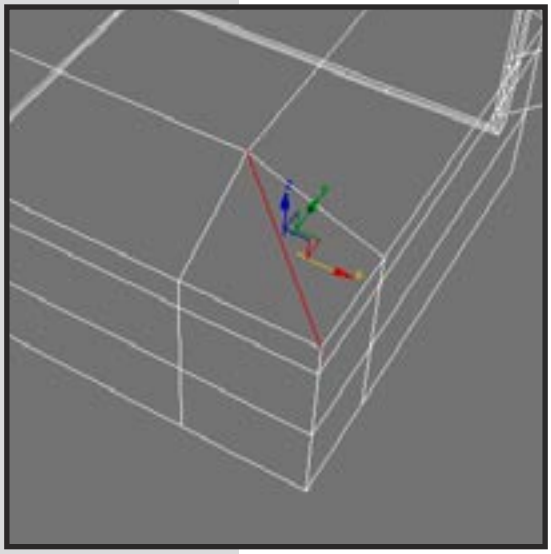


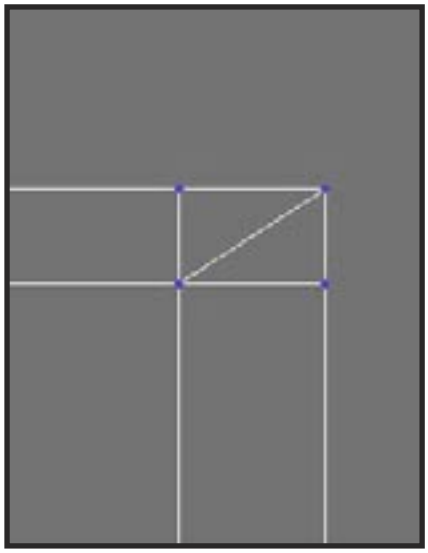


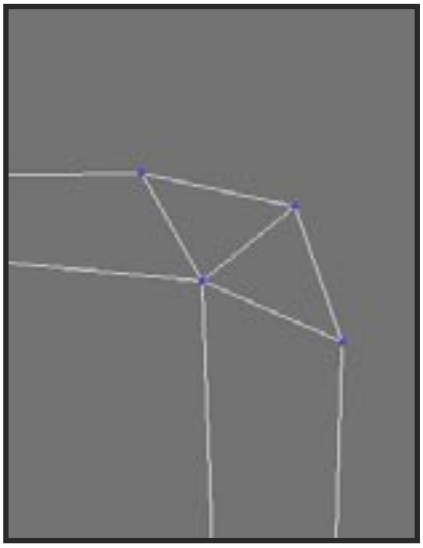
9. While selected, right-click and choose Extrude and enter .001m (.1cm) and highlight Local Normal and click Apply to extrude it one more time and click OK. Deselect the object and apply Meshsmooth so we can see what we have so far.



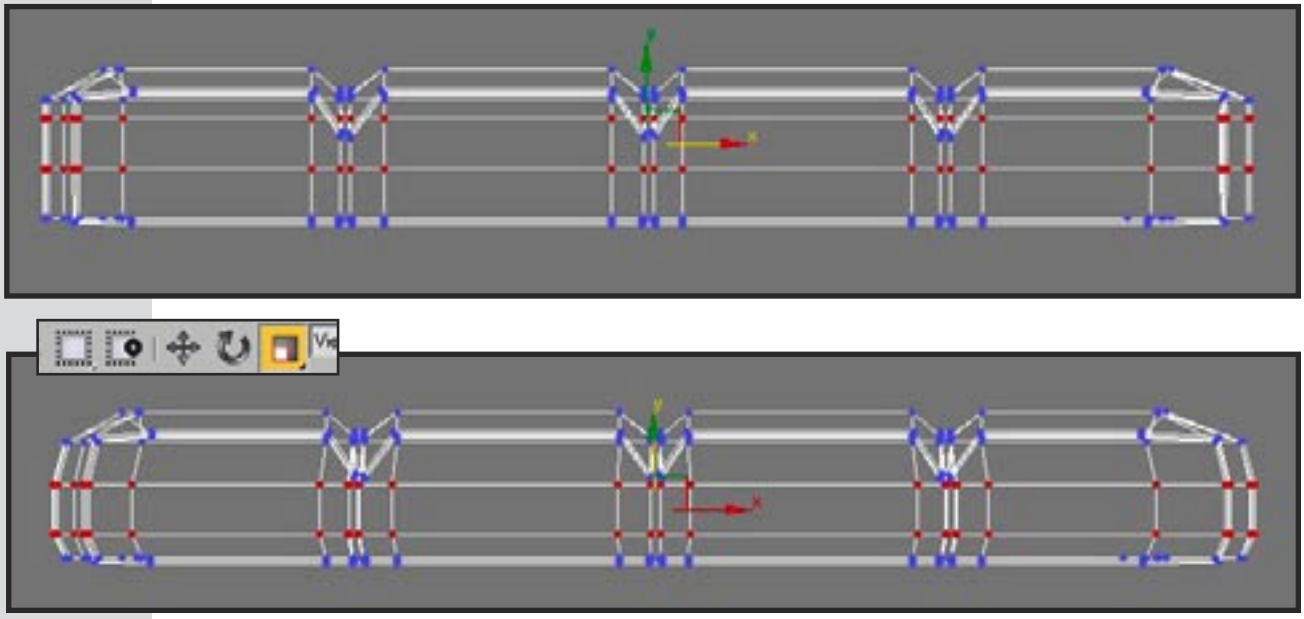
10. Now, to fix the corner deactivate Meshsmooth and choose Cut on Edit Geometry roll-out and cut the polygons as per the image. Cut the other corners and make sure you make it also at the bottom and adjust the vertices on top view.



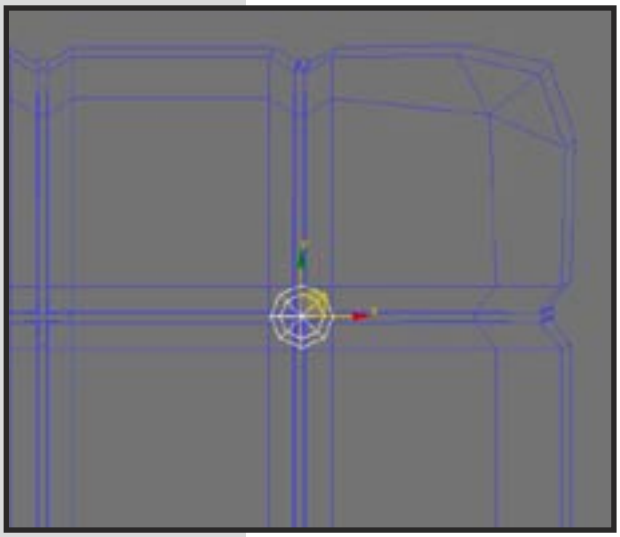


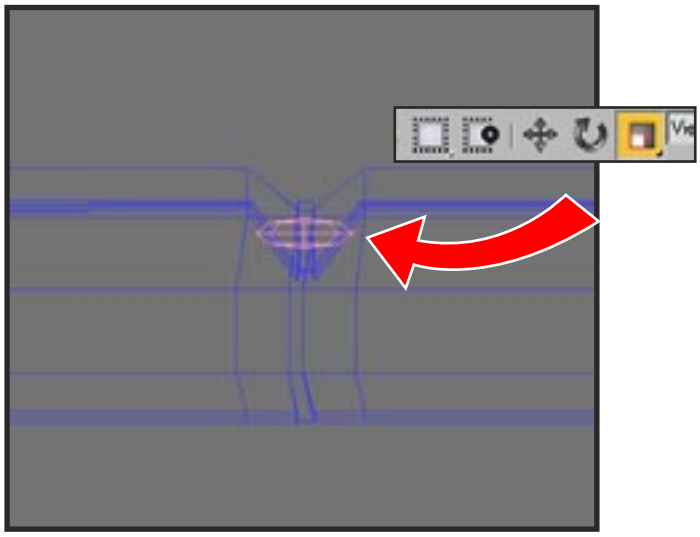


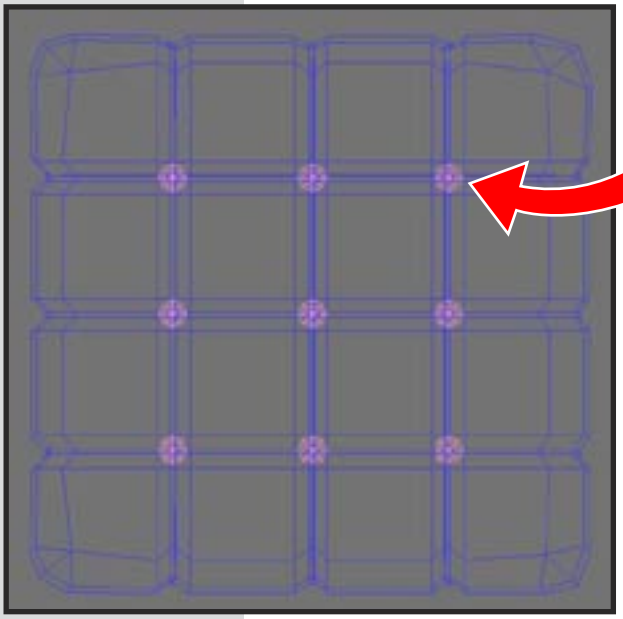
11. Some more tweaking. On the left viewport select the vertices and scale.



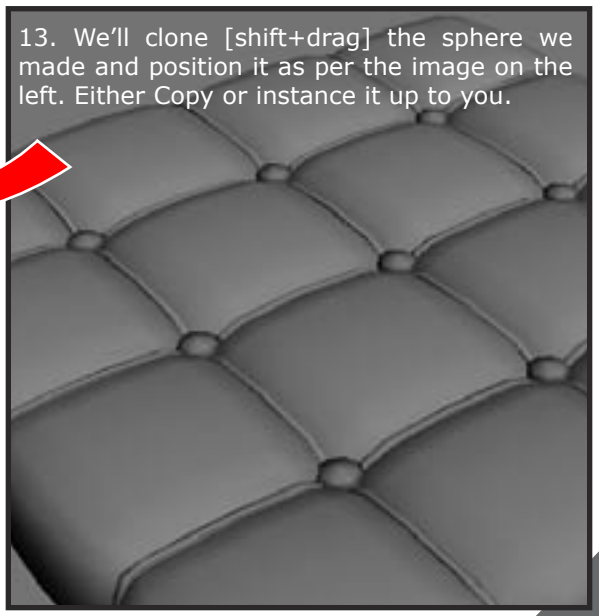
12. Activate Top viewport and on Create panel, select Sphere and position it as per the image. My dimension on this one was [Radius = 0.01m (1 cm) with 8 segments]. And adjust its coordinate. And while on left viewport use the scale tool and scale it in Y axis (check image)



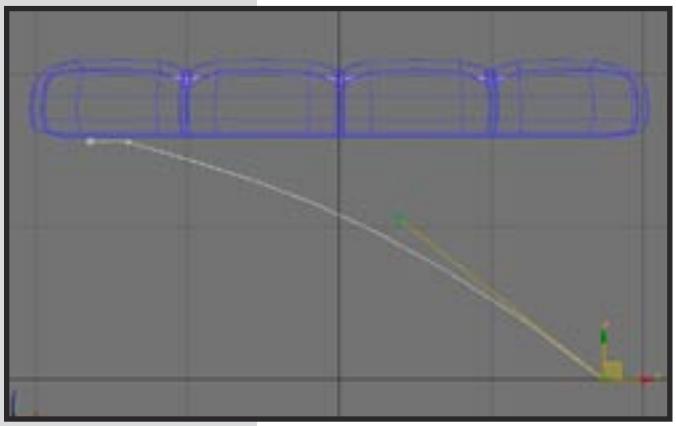




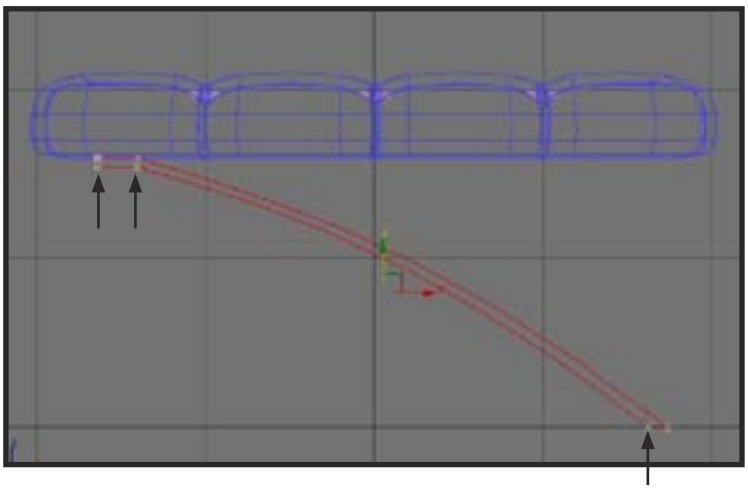
13. We'll clone [shift+drag] the sphere we made and position it as per the image on the left. Either Copy or instance it up to you.



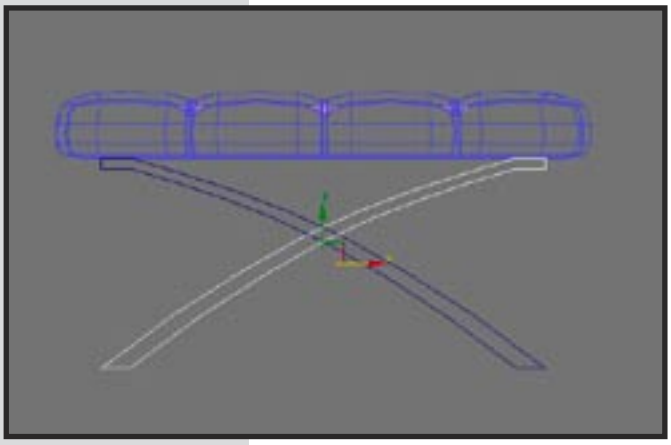
13. Let's leave our model now and start making its foot. We'll start by using Splines (Command Panel>Create>Splines>Line).



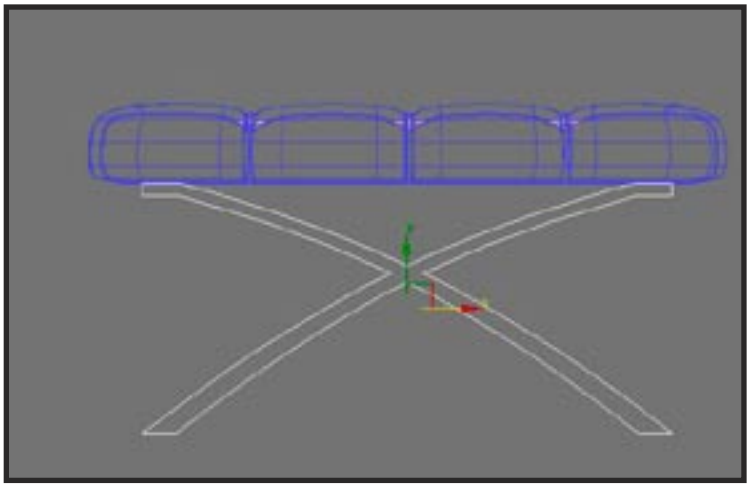
14. Select Segment on Sub-object and select the spline we just made. Under Geometry, enter -.008m on Outline and adjust the points base on the image below.



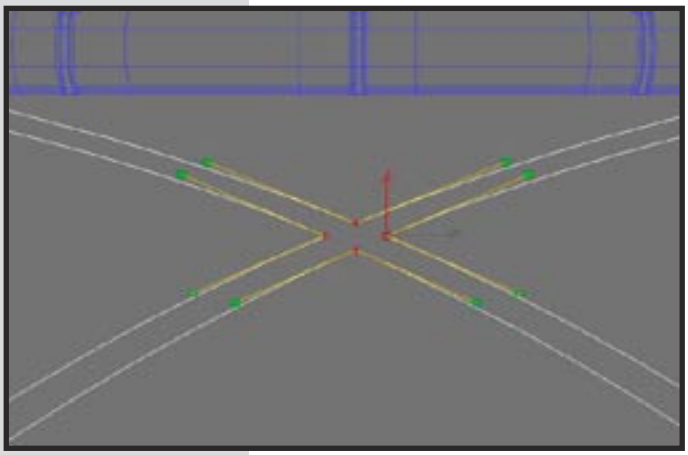
14. Mirror the spline and attach it to the other spline.



15. On the Spline sub-object select one foot and by using Boolean we'll unite the two.



16. Select the four points inside and use fillet to make it rounded and apply extude on the spline we made.



17. Clone the extruded spline and position it accordingly. Thats it!!!! Easy! This tutorial takes longer time to do than making the ottoman. Have Fun!

The Finished Model

This model is available on my site for free download

Any Question regarding this tutorial, email me at

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