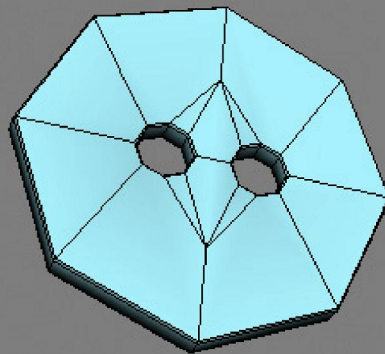


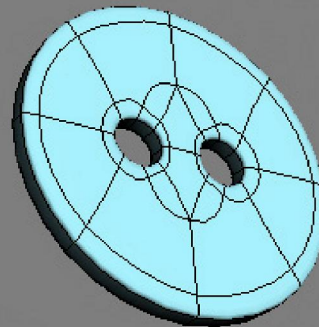
Perspective

# KNOB primitive

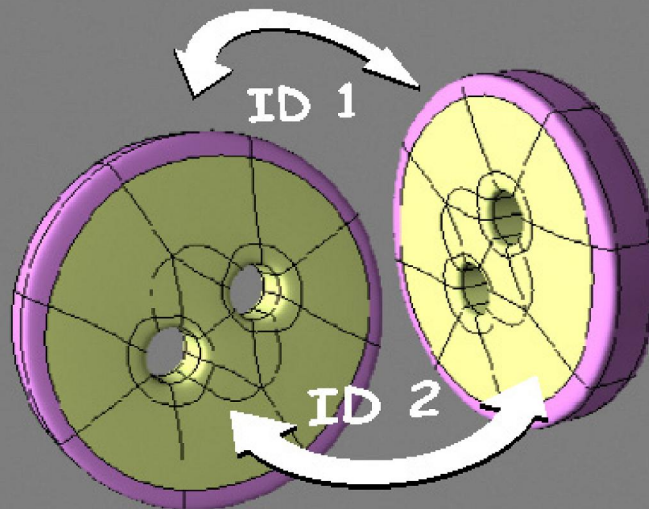
3ds Max 9 SP 1 and higher



Base Object



+ MeshSmooth



Built-in  
Material ID's

Scripted Primitives

Object Type

☐ AutoGrid

CPyramid

HollowCube

Obelisk

Knob

SPyramid

Triangle

Name and Color

Parameters

Radius: 20,0

Height: 2,5

Chamfer: 0,0

All parameters  
are animatable



Knob01

Modifier List

+ MeshSmooth

Knob



+ Subdivision Method

- Subdivision Amount

Iterations: 2

Smoothness: 1,0

Render Values:

☐ Iterations: 0

☐ Smoothness: 1,0

<http://project3d.narod.ru>