

# KICK HOTBOX MODELLING *for* 3ds MAX

QUICK ACCESS TO MODELLING

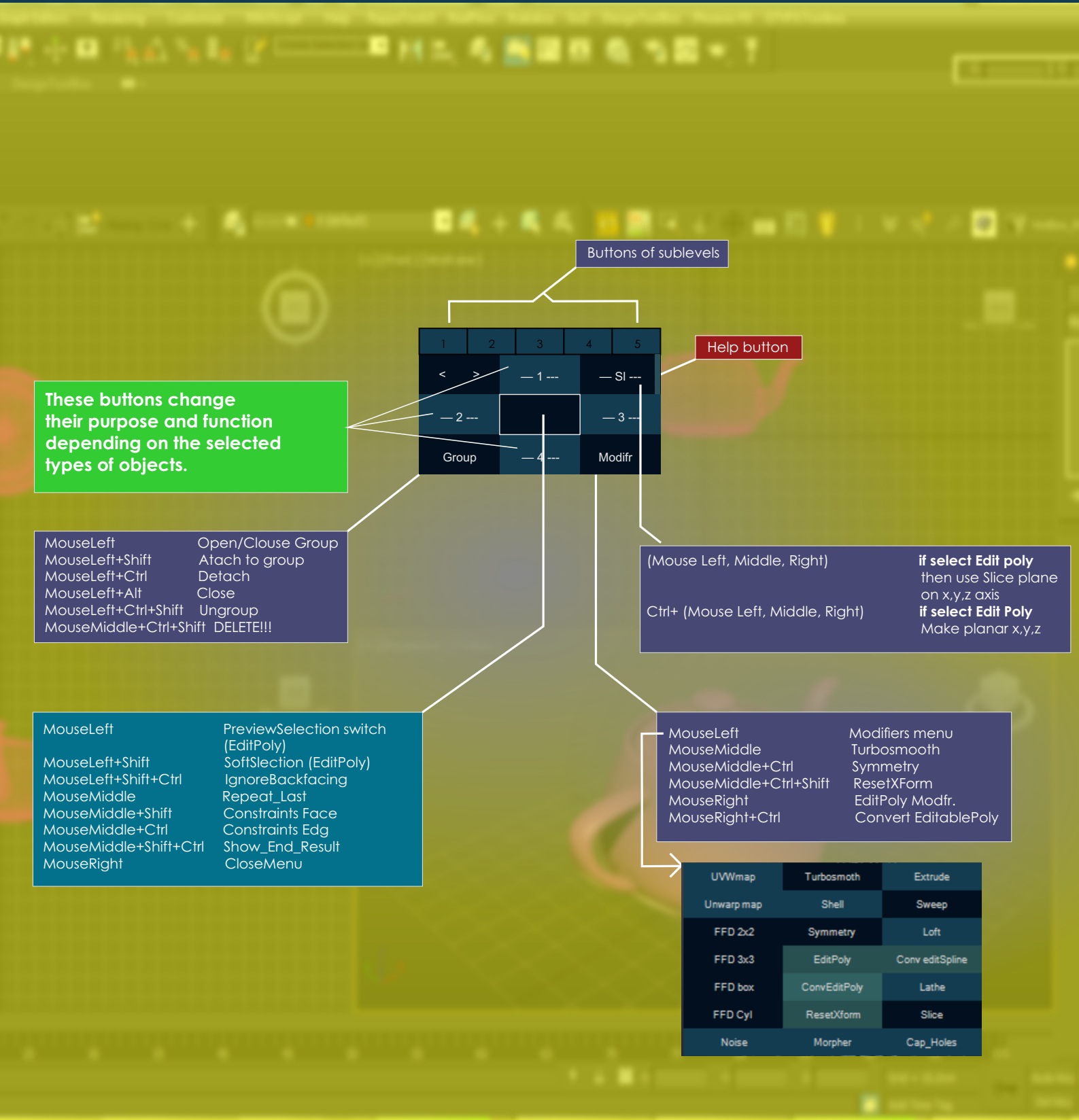
## Installation:

1. Place the « Svoe\_KickHotBox\_Modelling.mcr » file into a max script directory.
2. Open 3ds MAX > Utilities panel > Maxscript > Run Script > and select « Svoe\_KickHotBox\_Modelling.mcr » file
3. Customize User Interface > Keyboard > **Category Asvov>KickHotBox\_Modelling - Assign «a»** hotkey (advice) or any another

## When Menu open - Press KeyBoard:

«A» = CloseMenu  
«Space» = CloseMenu  
«S» = Convert EditablePoly  
«E» = MAX DELETE

«W» = Lasso Selection Region  
«Q» = Rectangle Selection Region  
«X» = ResetXForm  
«`» (Tilde) = AngleSnap Toggle



## Nothing select

1	2	3	4	5
<	>	— 1 ---	— SI ---	
— 2 ---			— 3 ---	
Group	— 4 ---		Modifr	

## If selection is EditPoly or Editable Polygons SubObject levels 0

1	2	3	4	5
<	>	Atach	— SI ---	
QuikSlice			PaintPush	
Group	PaintSmudj		Modifr	

## If selection is EditPoly or Editable Polygons SubObject levels 1

1	2	3	4	5
<	>	Targ weld	— SI ---	
Weld			CUT slP Cnt	
Group	Extrude		Modifr	

Cut  
+Shift = SlicePlane  
+Ctrl = Connect»

## If selection is EditPoly or Editable Polygons SubObject levels 2

1	2	3	4	5
<	>	Connect	— SI ---	
Bridje			Chamfer	
Group	Extrude Crtshpfs		Modifr	

Extrude  
+Shift = Create Shape from Selection  
+Ctrl = Extrude with options

## If selection is EditPoly or Editable Polygons SubObject levels 3

1	2	3	4	5
<	>	Connect	— SI ---	
Bridje			Cup	
Group	Create Sh from Edj		Modifr	

Create Shape from Selection

## If selection is EditPoly or Editable Polygons SubObject levels 4

1	2	3	4	5
<	>	BEVEL qsl	— SI ---	
BRIDGE creatFace			INSET slIP	
Group	EXTRUDE hing		Modifr	

Bridge  
+Shift = Create Face  
+Ctrl = Bridge with options

Bevel  
+Shift = Quik Slice  
+Ctrl = Bevel with options

Inset  
+Shift = Slice Plane  
with selection  
+Ctrl = Inset with options

Extrude  
+Shift = Hinge from edge  
+Ctrl = Extrude with options

## If selection is EditPoly or Editable Polygons SubObject levels 5

1	2	3	4	5
<	>	Detach	— SI ---	
Create Face			Ins polygn	
Group	FlipNormals		Modifr	