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SPECIAL ISSUE

3DS MAX DASTURIDA 3D MODEL YARATISHNING AMALIY BOSQICHLARI

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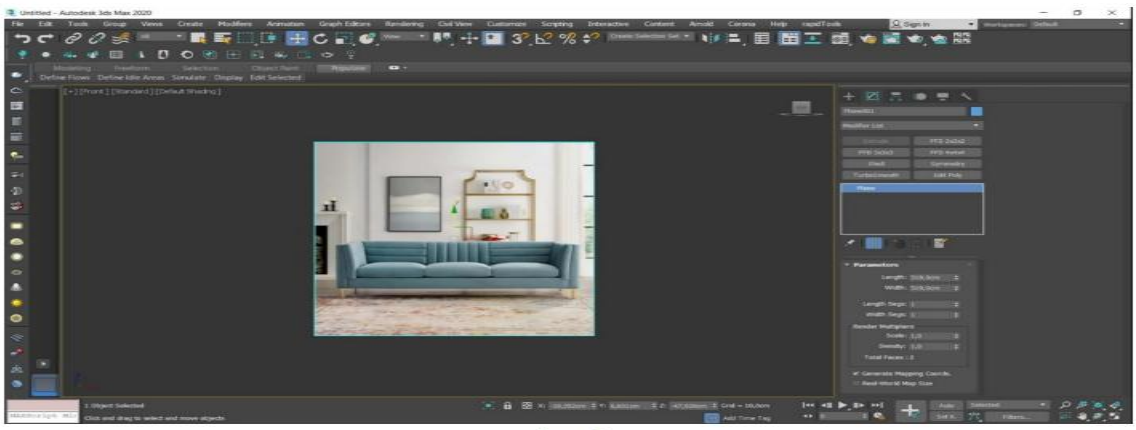
Andijon davlat universiteti talabasi;

Annotatsiya

Ushbu maqolada 3d model (yoki uch o‘lchovli obyekt ko‘rinishidagi model)lar ishlab chiqish jarayoni keltirilgan. Uch o‘lchovli model chiziqlar va egri sirtlar bilan o‘zaro bog‘langan ko‘pgina nuqtalar yordamida yaratiladi. Maqolada modeling sohasida divan modelini tayyorlash bosqichini tayyorlash jarayoni amaliy mashg‘ulotlar bo‘yicha ko‘rsatilgan.

Kalit so‘zlar

Autodesk 3ds max dasturi, standart primitivlar, convert to editable poly, polygon, box, line, turbosmooth, chamfer, extrude, connect, push va border.



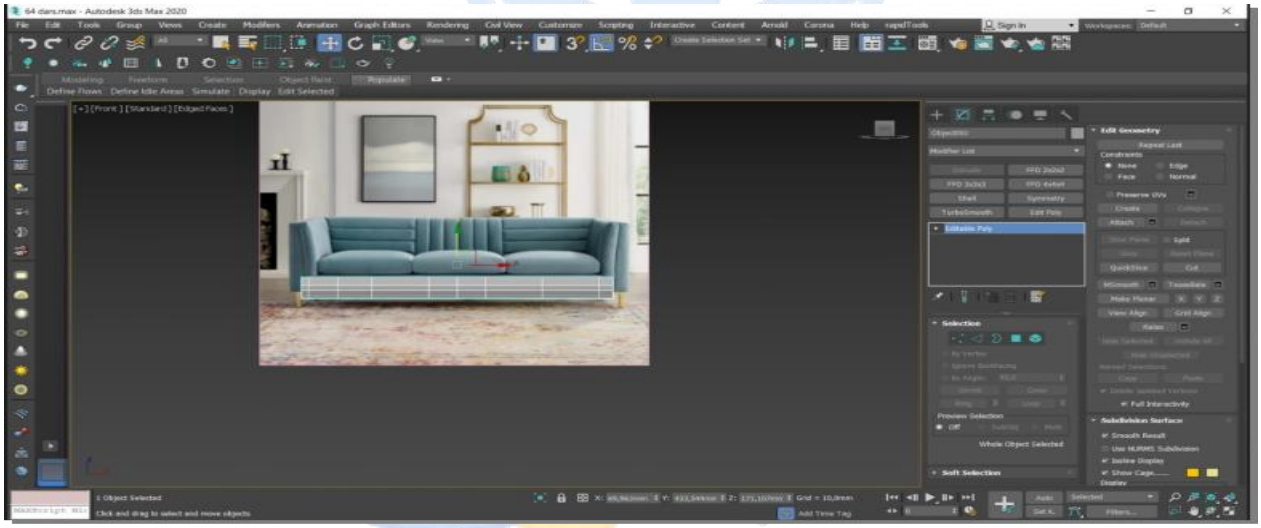
Rasm- 1

Autodesk 3ds max dasturida 1-rasmda ko‘rsatilganidek front ko‘rinishga o‘tib olamiz, create→standart primitives→object type→ plane tashlanadi va tayyorlash kerak bo‘lgan modelini rasmini yoki aniq o‘lchamini kiritib olinadi:

Standart primitives bo‘limidan box yoki line orqali 1-rasmda ko‘rsatilgan modelimizni yasash uchun boshlang‘ish obektlarni ishchi maydonga tashlaymiz. Modelni box yoramida tayyorlash uchun ishchi oynaga tashlab olamiz va sichqonchaning o‘ng tugmasini bosib, so‘ng convert to editable poly

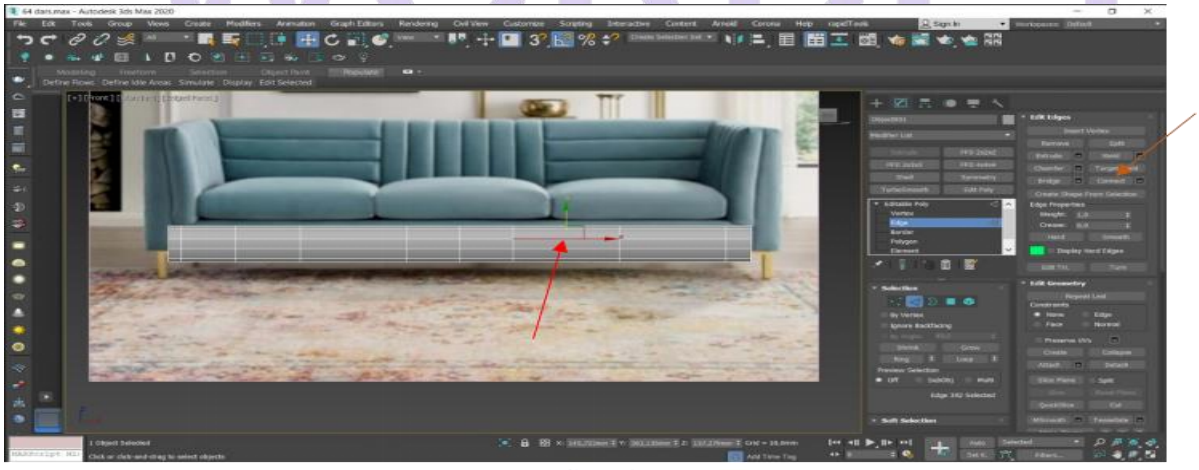
bo‘limini tanlaymiz, undan so‘ng rasmda ko‘rsatilgan model o‘lchamlariga moslab boxni o‘zgarauvchilarini o‘zgartirish orqali modelni moslashtiramiz.

Birinchi bo‘lib modelni past qismini yasab olamiz, Past qismini yasashda ko‘p ishlatiladigan connect va push modefikatorlaridan foydalanamiz. Bu modefikatorlar push vazifasi tayyorlanayotgan divanimiz yumshoq model bo‘lganligi uchun ozroq ishirishimiz kerak bo‘ladi. Push orqali modelimizni ishirishimiz mumkin, bu modelimizni yanada chiroyli bo‘lishini



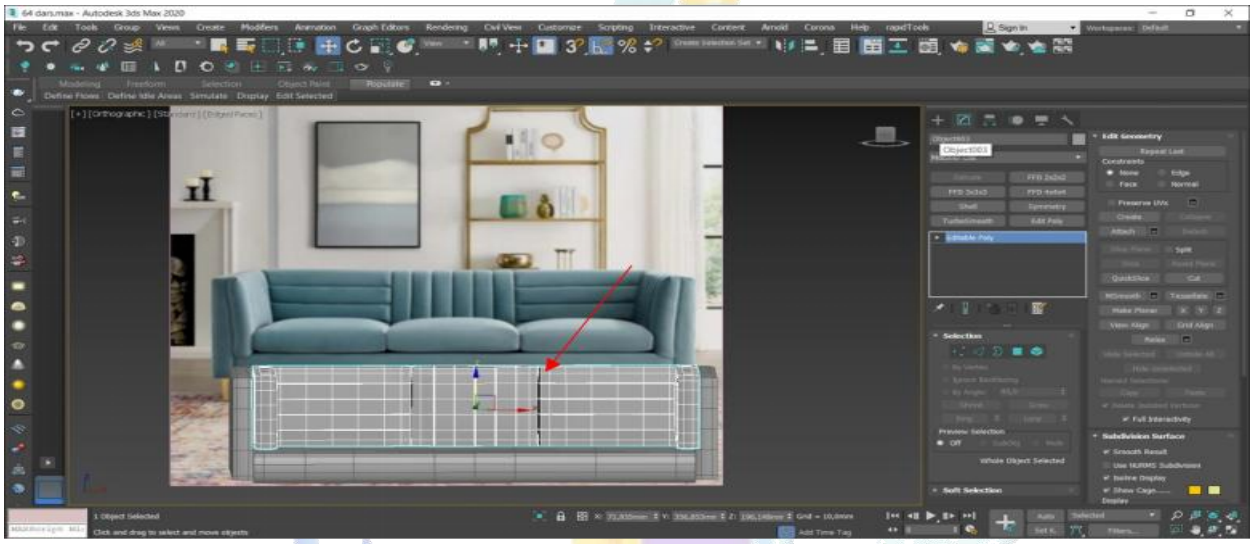
Rasm- 2

ta’minlaydi.

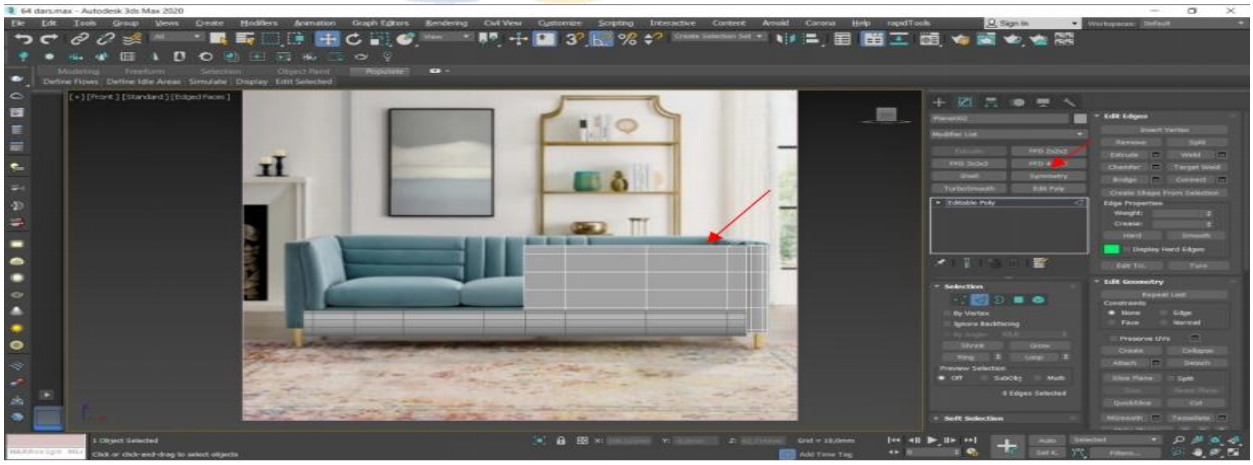


Rasm- 3

Endi **connect** modefikator vazifasi bu 3-rasmda ko‘rsatilgandek chiziqlarni ulashda ishlatamiz connect tayyorlayotgan modelimizni qirralarini yahshi sifatli chiqarishda qo‘l keladi. So‘ngra modelimizni **yon** qismini tayyorlashga o‘tamiz rasmda ko‘rsatilgandek modelimizga moslab **line** orqali chiqarib olamiz.



Rasm- 5

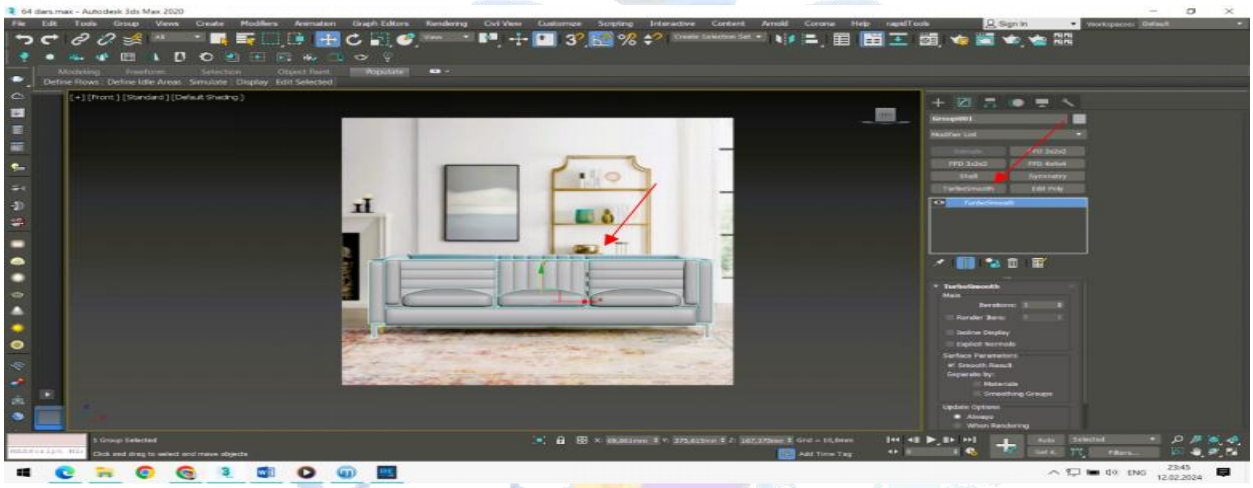


Rasm- 4

Bunda modelimizni yarim qismini yasab olsak oson bo‘ladi keyin **symmetry** orqali qolgan qismini chiqarib olishimiz mumkin bo‘ladi. Symmetry bu bir tomoni ikkinchi tomoniga mos kelishi, shu orqali moslab olib ishimizni yanada tezlashtirgan bo‘lamiz. Shundan so‘ng yon qismlariga **chamfer** modefikatorini beramiz, bu modefikator modelimizni qirralarini yumshatishda ishlatiladi. Ishimizni

shu tarzda davom etamiz keyingi ishimiz modelimizni suyanadigan qismini ko‘rib chiqish bo‘ladi. Endi o‘z ideyamizga qarab 4-rasmda ko‘ringanidek suyanadigan qismini hosil qilib olamiz bunda **extrude** orqali ichki bo‘rttirishni amalga oshiramiz.

Yakuniy qismi ya’ni turbosmooth qismida hunuk burmalardan farqli o‘laroq, modellaringizda chiroyli silliq yarim o‘tkir buramalarni yaratuvchi modifikator



Rasm- 6

beriladi.

Tayyor holga keltirilgan divanning 3d modelini so‘ngi bosqichi render ya’ni tasvir ko‘rinishiga o‘tkazish hisoblanadi. Bunda birinchi bo‘lib kamera qo‘yib olamiz va **Shift+Q** tugmasi orqali render jarayonini boshlaymiz.

Foydalanilgan adabiyotlar ro‘yxati

1. Autodesk 3ds Max 2024 Basics Guide, By Kelly L. Murdock, Published July 28, 2023;
2. Autodesk 3ds Max 2022 Fundamentals, ASCENT, Published August 30, 2021;
3. Autodesk.com.