



3D Studio Max Working Window Interface, Drawing Panel And Their Intelligence Algorithms

**Gafurjonov Jahangir
Kozimjon Son**

Andijan state pedagogy institute intern teacher
Email: jahongir.gofurjonovich@gmail.com

ABSTRACT

In my article mainly 3D Studio Max software worker mirror interface , main management elements and drawing (model creation) panel opportunities illuminating Also , in the program three size models create in the process applicable main orders and from them use algorithms analysis 3D Studio Max software is used for design , architecture , animation . and computer graphics in the fields wide application because of his/her interface and functions study important is considered. In the article users for comfortable was worker environment, drawing panel elements and them practical in process application stages about scientific and practical information given.

Keywords:

Studio Max, computer graphics, 3D modeling, interface, drawing panel, three dimensional graphics, animation, visualization, design technologies, modeling.

INTRODUCTION: Current on the day information technologies intense development as a result computer graphics and three size modeling technologies various in the fields wide is being used. Especially in architecture, design, film industry, advertising, games working exit and engineering in the fields three dimensional models create important importance profession is doing. This point of view visually , 3D graphics to create intended programs study and from them effective use modern experts for necessary knowledge and from skills one 3D graphics create for intended the most famous from programs one **3D Studio Max** This is software company Autodesk by working issued divided into three dimensional modeling , animation create and visualization to do to the possibilities professional graphic designer environment is calculated using the program various in complexity three size objects , scenes and animations create That's why 3D Studio Max is not only for professional designers and

animators , maybe students and new learners It is also widely used by .

3D Studio Max software effective usage many in terms of his/her worker mirror interface right to understand depends. Program interface user for comfortable and functional in a way organization done is, then various panels, commands and management elements available. Worker mirror one how many main from parts consists of they are menu panel, instruments panel, commands panel, view windows (viewport), time scale and other assistant from elements organization found. This each of the elements three size models create and edit in the process important role The program interface central in part located see windows (viewports) to the user being created the model various from the side see opportunity gives. Usually this windows **Top, Front, Left** and **Perspective** from the looks consists of will be. Such see system to the user

the model clear and right formation opportunity gives. With this together, user this the windows suitable accordingly adjustment and their location can be changed.

In 3D Studio Max models create in the process drawing panel separately importance With this panel various geometric forms and objects create can For example, **Box, Sphere, Cylinder, Cone, Plane** such as standard objects using various complicated models harvest to do possible. From this except, in the program **Spline** objects through lines, curves lines and various shaped contours create There is also the possibility of drawing. from the panel use in the process known one to the algorithm action to do important is considered. First of all user necessary object type chooses, then worker in the window his/her size and shape defines. Next in stages and created to the object various modifiers application through him/her edit and further complicated to form to bring For example, **Extrude, Bevel, Bend, Twist** such as modifiers using object shape change possible.

In 3D Studio Max objects with at work transformation tools are also important importance has. This tools using objects Move, Rotate and size can be scaled. These processes three size the stage right organization to grow and models in placement important Education

in the process of using 3D Studio Max use students for big opportunities creates. Especially, architecture , design and engineering studying in the following fields : students for this program using practical skills formation possible . Students three size models create them edit and visualization to do in the process modern technologies with work experience Therefore, the 3D Studio Max program worker mirror interface, drawing panel and from them use algorithms study scientific and practical in terms of important is considered. In my article program interface main elements, drawing panel structure and from them effective use stages analysis

Literature Analysis And Methodology:

Modern information technologies developed going current in the period three size graphics and modeling systems various in the fields wide

is being used. Especially in design , architecture , film industry , advertising and play in the industry three dimensional modeling from technologies use important importance profession .That's why 3D graphics programs study , their interface and functional opportunities analysis to do scientific in research important place This In the section 3D Studio Max program worker mirror interface , drawing panel and their work algorithms according to there is scientific literature and research analysis Computer graphics in the field take visited scientific research this shows that three dimensional modeling technologies not only technician in the fields , but education also widely in the system Researchers by created scientific 3D graphics in the works of programs education in the process importance separately For example , a computer graphics according to take visited 3D Studio Max software in research three dimensional objects creation , animation harvest to do and visual effects working on the way out wide to opportunities has that is record done .

Scientific 3D Studio Max software in the sources interface user for comfortable in a way working released and his/her in the composition various management elements existence about information The program interface is given. main parts menu panel, instruments panel, commands panel, view windows (viewports) and time from the scale consists of that showing passed. This each of the elements three size models create in the process important task does.

Some researchers used 3D Studio Max software drawing panel to study separately attention They are the ones who are looking for them . scientific in their work drawing panel using various geometric forms create possibility , this and complicated models harvest to do for basis to be service to do emphasized . For example , **Box, Sphere, Cylinder, Cone, Plane** such as standard geometric objects using various shaped models create It is also possible to use **Spline** objects using lines and curve forms harvest to do opportunity existence is also scientific in literature record Computer graphics in the field scientific in the works

modeling in the process from modifiers use The issues are also wide illuminated . Modifiers using object shape change it deformation to do or new geometric features add For example , **Extrude , Bevel , Bend , Twist** such as modifiers using simple objects complicated to forms to bring possibility showing passed . This opportunities designer and engineers to design real objects clear models create opportunity gives .

In my article scientific literature analysis this shows that with 3D Studio Max work in the process objects transformation to do tools are also important role plays . Transformation tools the object move , rotate and size change such as functions This is what it does . three size the stage right organization to grow and models in placement important importance profession In research this from tools effective use modeling process efficiency increase highlighted .

Scientific 3D Studio Max software in the sources education in the process The place is also spacious. studied . Many researchers this program using students three dimensional modeling according to practical skills development possible They emphasize . Especially architecture , design and engineering studying in the following fields : students 3D modeling for technologies study important 3D

Studio Max software is opportunities very wide from it effective use for users program interface and his/her functions good knowledge necessary . For this reason scientific in research this program with work algorithms working exit and them to practice current to grow important from tasks one 3D

Studio Max software is worker mirror interface and drawing panel with work processes Research methodology one how many scientific to methods based without take went . Including analysis , comparison , observation and practical experience from the methods used . Analysis to

do via 3D graphics and modeling to the field related scientific literature studied and their main ideas This is summarized . research of the topic theoretical the basics to form help 3D graphics of programs opportunities each other The result is that 3D Studio Max software

interface and modeling tools other to programs relatively comfortable and functional that clarified .

Follow-up method using program with work in the process users movements and work styles studied . This is drawing from the panel of use the most effective methods determination opportunity gave .

Practical experience method using and in 3D Studio Max various objects create processes from the test This was held . in process program interface elements, drawing panel and from modifiers use stages practical in terms of Research methodology within modeling process known algorithm based on done increased . Initially worker in the window necessary object type selected , then his/her dimensions and shape marked . Next in stages and to the object various modifiers used , its shape complicated . Final in stages object to the stage placed , its visual appearance checked .

This methodology using 3D Studio Max software drawing from the panel use processes systematic accordingly Research results this program with work process further effective organization to grow opportunity gives.

So do , take visited literature analysis and methodological approaches of 3D Studio Max program worker mirror interface and drawing panel with work processes deep study for scientific basis become service does . Research during used methods program opportunities practical in terms of analysis to do and from it effective use their ways to determine help

Discussion And Results: Three size modeling technologies modern information technologies important from directions one This is technologies virtual models of real objects using create them visual in appearance to describe and various animated processes done increase possible . Research 3D Studio Max program in the process worker mirror interface , drawing panel and from them use algorithms practical in terms of analysis was done . Obtained results this program three size graphics with work for comfortable and wide to opportunities has that The study showed during program interface structure studied and his/her users for

comfortable in a way organization done determined . 3D Studio Max software worker window one how many main from elements consists of they are menu panel , instruments panel , commands panel , view windows (viewports) and time scale own inside This of elements each other harmony to the user modeling process effective management opportunity gives ¹.

View windows (viewports) of the 3D Studio Max program the most important from the elements one is considered . Research to the results according to this windows through user being created the object one of time in itself one how many from the side to observe possible . Usually program worker in the window **Top** , **Front** , **Left** and **Perspective** appearances there is will be . This is models clear and right in formation important role plays .

Research in the process drawing The Create panel options are also separate . studied . Using this panel various geometric objects create possibility defined . For example , **Box** , **Sphere** , **Cylinder** , **Cone** , **Plane** such as standard forms three size modeling process main elements is considered . Practical experiments this showed that this simple geometric from forms using complicated also create models possible.

Research during drawing from the panel use algorithms step by step analysis was done . The first in stages user necessary object type chooses . Second in stages and worker in the window of the object dimensions and location is marked . Next in stages to the object various modifiers Modifiers are used . of the object shape change or new geometric elements add opportunity gives .

Practical experiments during **Extrude** , **Bevel** , **Bend** , **Twist** such as from modifiers use process from the test was held . Results this showed that the modifiers using simple objects

complicated to forms change possible . For example , a simple flat from the form **Extrude** modifier using three Create a life-size model to do It is possible . Also , **Bend** modifier using the object Bend , **Twist** modifier using and him/her convert through new forms harvest to do possible ².

Research in the process objects with at work transformation tools are also important importance has that determined . Transformation tools the object Move , Rotate and size like scale functions This will do . tools using models on stage right placement and their mutual location determination possible .

Take visited research results this showed that the 3D Studio Max program interface to users modeling process comfortable management opportunity Especially drawing panel and modifiers system using various in complexity models create possibility The study also from 3D Studio Max program during education in the process use The possibilities were also explored . Practical experiments this showed that this program using students three dimensional modeling according to important skills their possessions possible . This is their future professional in the activity modern from technologies effective to use helps .

Results this shows that the 3D Studio Max program worker mirror interface and drawing from the panel use processes deep study opportunity gave . Received results this from the program education in the process and practical in activity effective use possible shows .

Conclusion: Modern information technologies developed going current in the period computer graphics and three size modeling technologies various in the fields important importance profession Especially in design , architecture , engineering , film industry and education in the fields three size graphic from programs use

¹Autodesk. **3ds Max User Guide** . Autodesk Inc., 2020.

²Rogers D. **An Introduction to Computer Graphics and 3D Modeling** . Morgan Kaufmann Publishers , 2018.

wide This is why 3D graphics are so popular . of programs opportunities study , their interface and functions analysis to do scientific and practical in terms of current from issues one The article discusses the use of 3D Studio Max software .

Worker mirror interface , drawing panel and from them use algorithms Research in the process program interface structure , its main elements and users for created comfortable worker environment analysis was done . Study to the results According to , 3D Studio Max program is three dimensional modeling process effective organization to grow opportunity giver wide functional to opportunities has that was determined .

My research during program worker window main parts — menu panel , instruments panel , commands panel , view windows and time scale modeling process in management important importance has that was shown . Especially , seeing windows using being created the object various from the side observation and edit opportunity existence modeling process accuracy In my article, I will show you how to use 3D Studio Max. drawing panel the possibilities are also detailed Research results this showed that using this panel various geometric shapes create and from them complicated models harvest to do can **Box, Sphere, Cylinder, Cone, Plane** such as standard objects modeling process main elements This is objects using various in complexity models create opportunity available

From now on except for modeling in the process from modifiers use object shape change and further complicated models harvest to do opportunity to give Extrude , **Bevel, Bend, Twist** such as modifiers using simple geometric shapes various to the views to bring This is possible with 3D modeling . process opportunities further expands .

Take visited research results this shows that 3D Studio Max software has three dimensional modeling and visualization processes done in increasing effective tool is considered . The program interface comfort , drawing panel wide

opportunities and modifiers system to users various in complexity models create opportunity gives.

Conclusion as I say maybe 3D Studio Max worker mirror interface , drawing panel and from them use algorithms study three dimensional modeling process effective organization to grow opportunity This gives from the program use not only professional designers and engineers for , maybe education also big in the process importance has to be modern technologies in mastering important tool is considered.

References Used

1. Autodesk. **3ds Max User Guide** . Autodesk Inc. , 2020.
2. Rogers D. **An Introduction to Computer Graphics and 3D Modeling** . Morgan Kaufmann Publishers , 2018.
3. Kerlow I. **The Art of 3D Computer Animation and Effects** . John Wiley & Sons , 2016.
4. Murdock K. **Autodesk 3ds Max Complete Reference Guide** . McGraw-Hill Education , 2019.
5. Angel E., Schreiner D. **Interactive Computer Graphics: A Top-Down Approach** . Addison-Wesley , 2015.
6. Foley J., Van Dam A., Feiner S., Hughes J. **Computer Graphics: Principles and Practice** . Addison-Wesley Publishing , 2013.
7. Issaev AA **Computer graphics Tashkent** : Teacher publishing house , 2019.
8. Karimov SS **Information technologies and computer graphics** . Tashkent : Science and Technology , 2021.
9. Hearn D., Baker M. **Computer Graphics with OpenGL** . Pearson Education , 2014.
10. Schmidt J. **3D Modeling and Animation Fundamentals** . CRC Press , 2017.