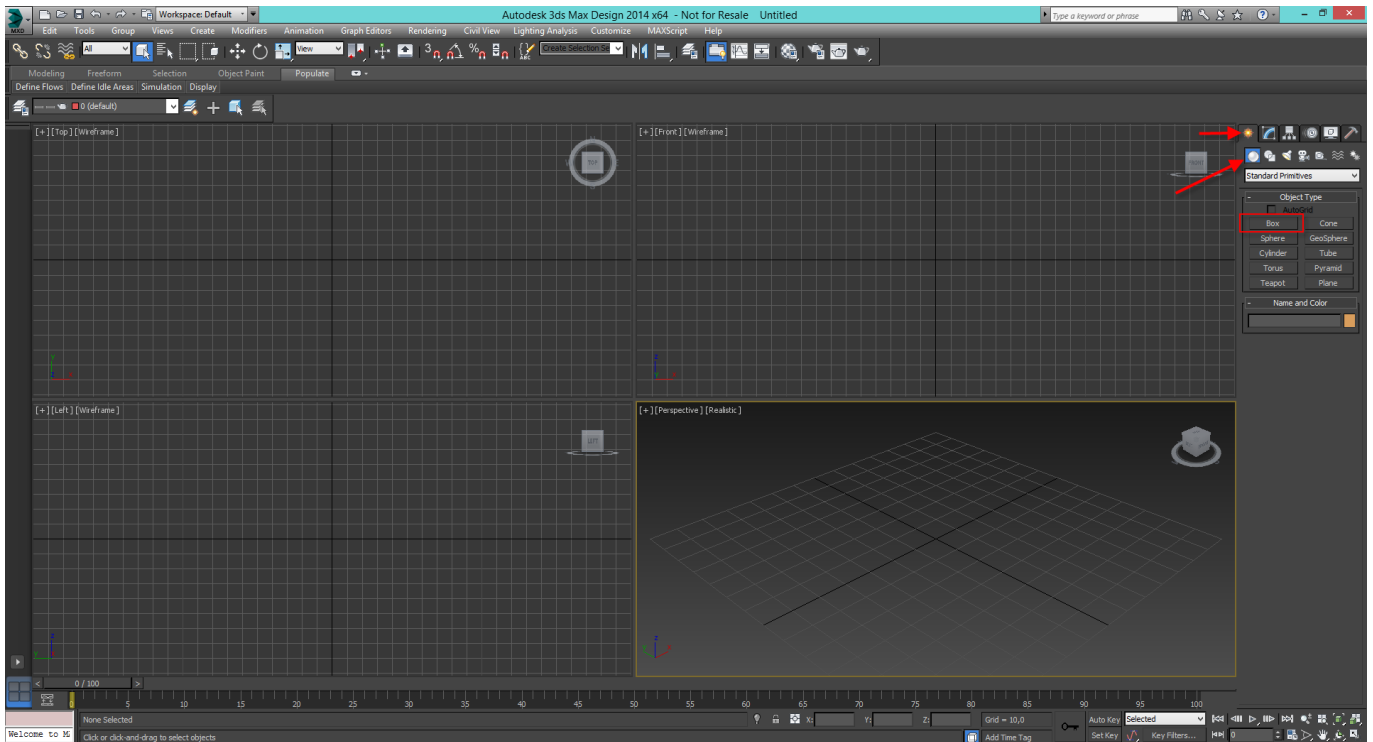


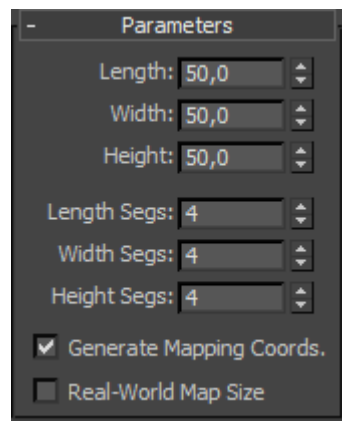
## Tutorial 3ds Max Design 2014

### Renderizando como "Wireframe"

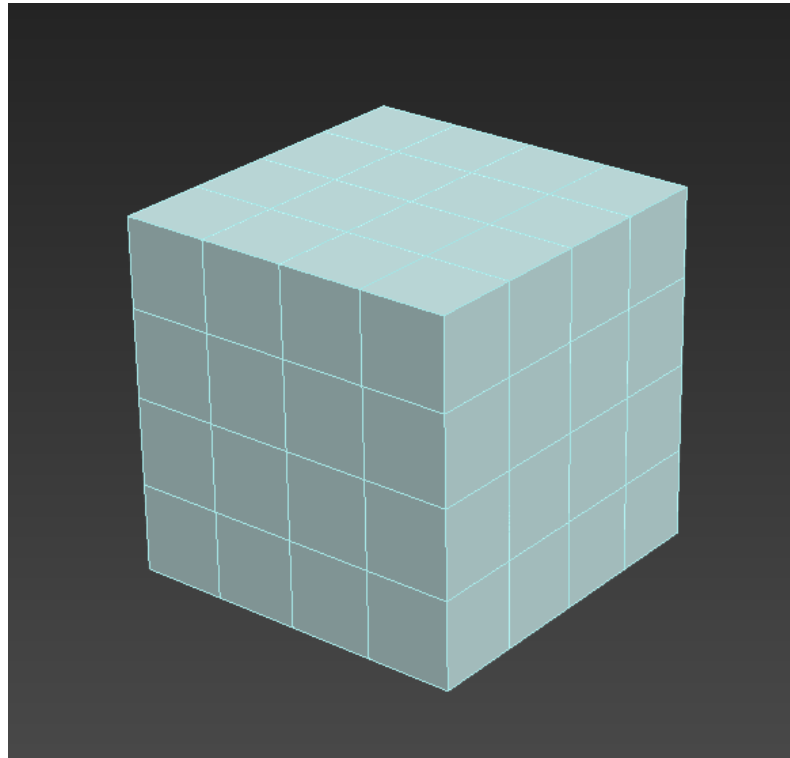
1. Abra o 3ds Max e crie um cubo através do menu Create / Geometry / Box



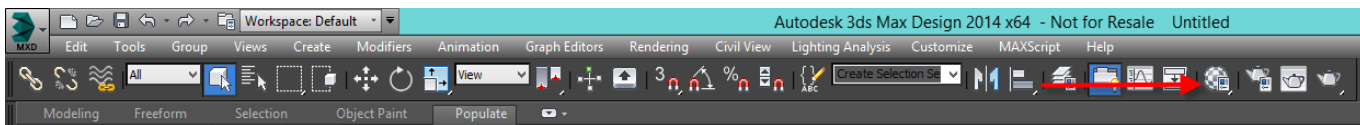
2. Crie com as seguintes dimensões:



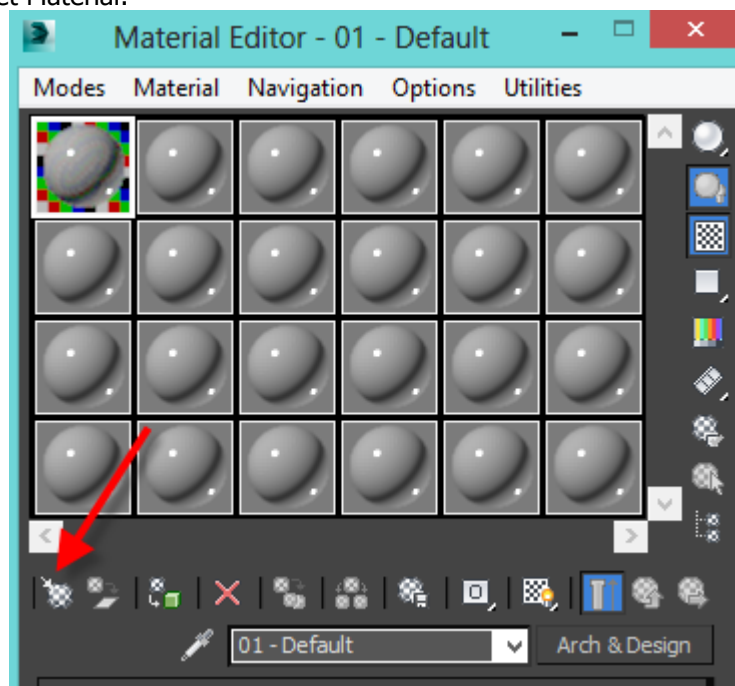
Segs: São as divisões feitas nas geometrias para dar origem aos polígonos utilizado para modelamento, efeito de modificadores, e no nosso tutorial esses segmentos serão renderizados no estilo "Wireframe".



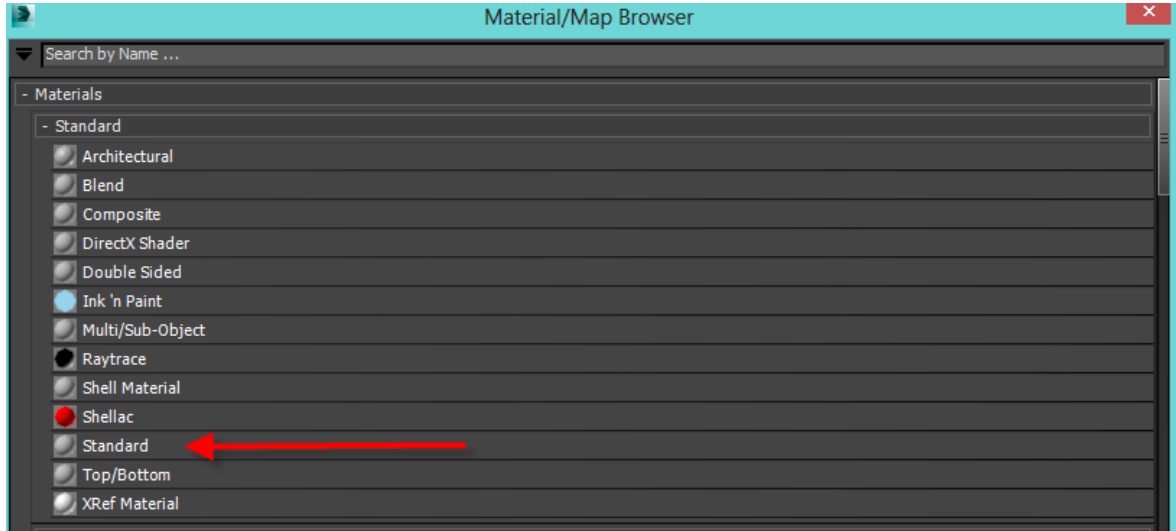
3. Entre na aba Materials localizado na aba superior:



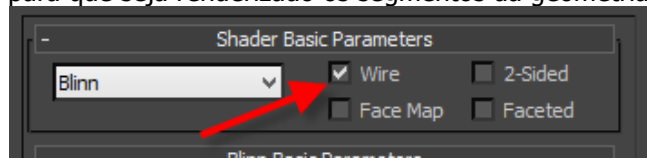
4. Entre na opção Get Material:



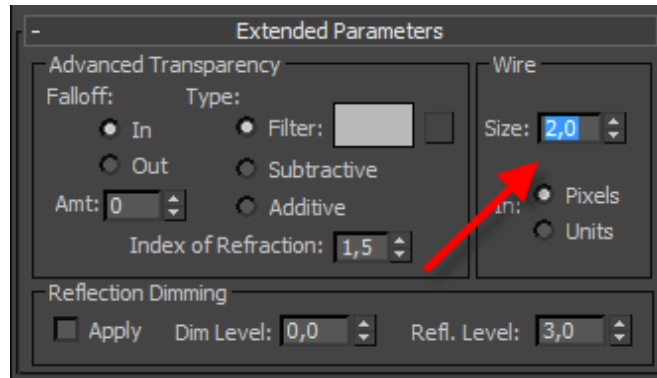
5. Escolha o material Standard:



6. Habilite a opção Wire para que seja renderizado os segmentos da geometria:



7. Entre na aba Extended Parameters para configurar a espessura do fio.



8. Agora aplique o material no cubo e faça a renderização.

