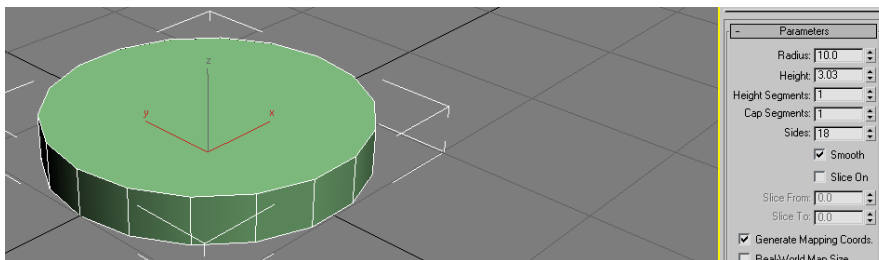
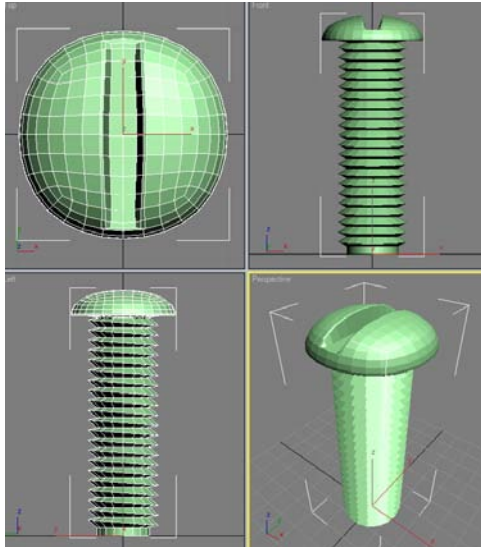
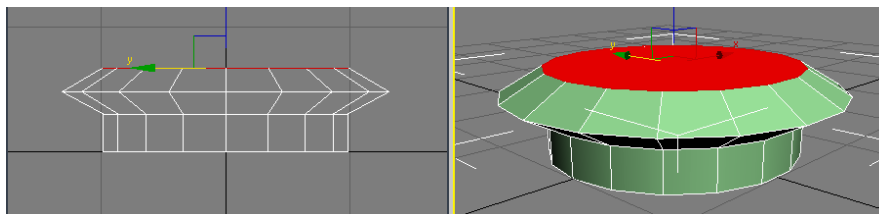


**Karen Nir** - Creating a screw in 3DS Max.

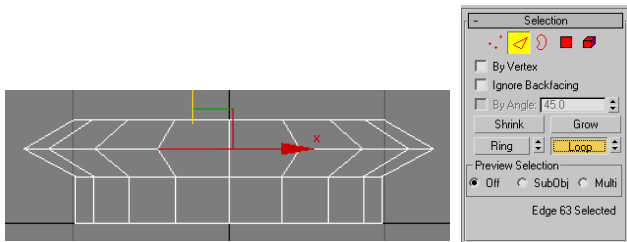
This tutorial will go over more advanced modeling tools.  
A basic knowledge of the 3ds max interface is recommended.



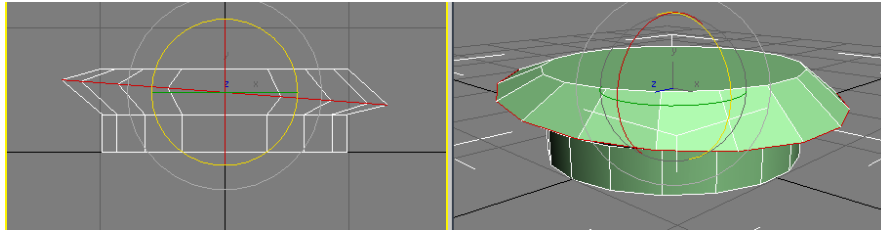
Let's begin by creating a cylinder  
Convert to an editable poly



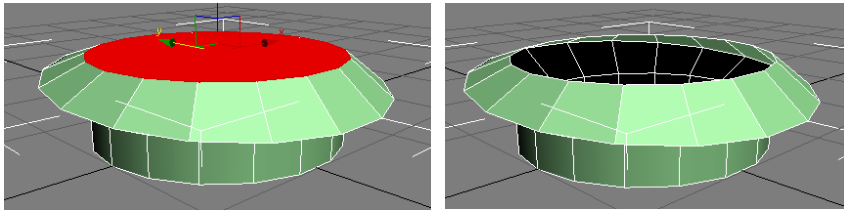
Select the top Polygon  
Use the Bevel tool to create the shape in the image above.



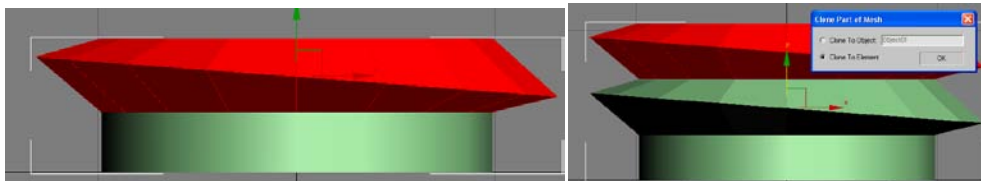
Select one of the middle edges of the shape just created and use the loop tool.



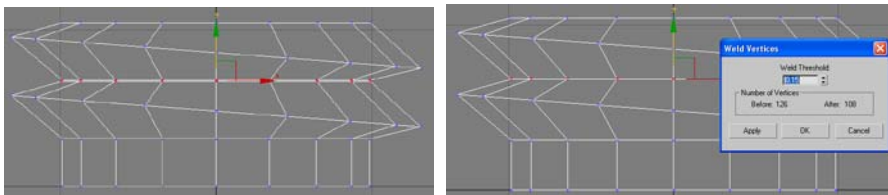
Rotate the loop of edges as indicated in the image above.



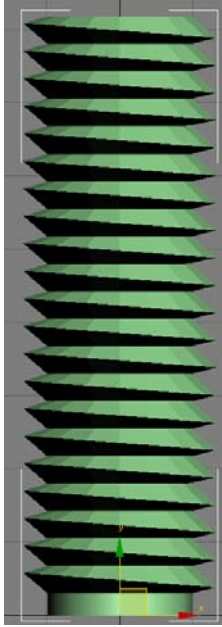
Select the top polygon and delete it.



In the Left viewport select the polygons shown in the first image above, hold down your Shift key and move in along the Y axis.



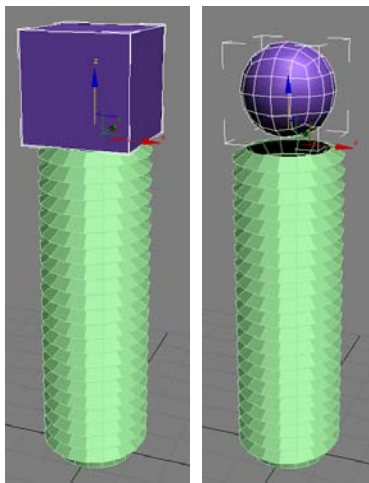
We need to Weld the center vertices together.



Repeat the last few steps to create the shape illustrated in the image above.

Now let's create the top.

We are going to TurboSmooth a cube for the basic shape as follows.

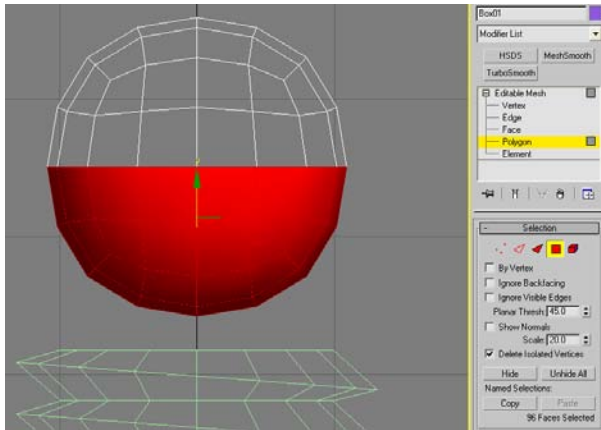


Create a cube and move it to the top of the screw's body.

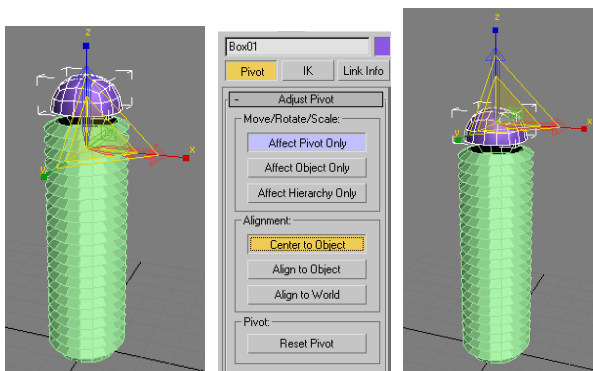
Convert it to an Editable Poly.

Add a TurboSmooth modifier with 2 iterations.

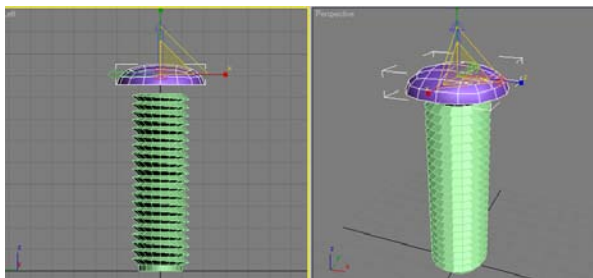
Collapse modifier stack



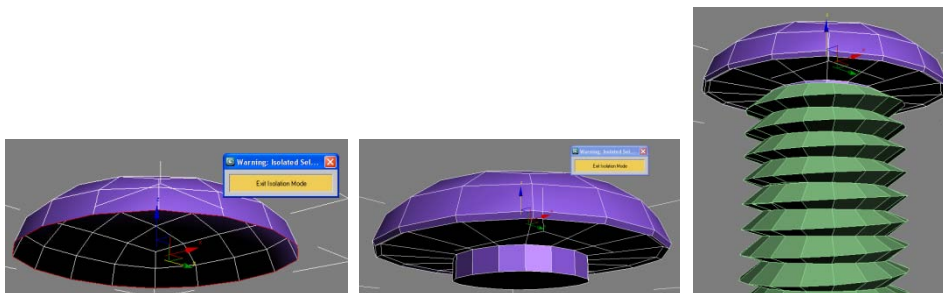
In the Left viewport delete the polygons as shown above.



Center the pivot in the object.

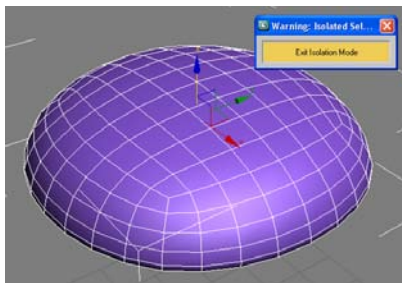


Scale the head to the correct proportions.

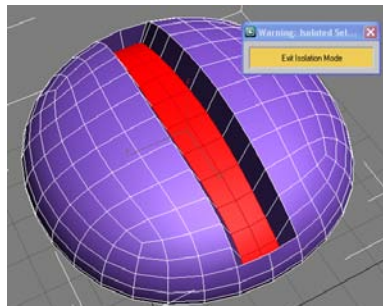
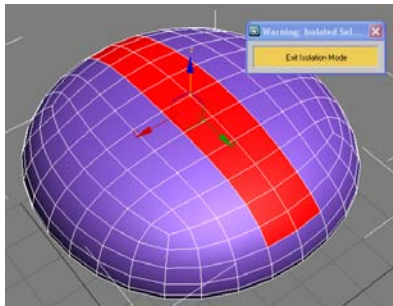


Convert to an Editable Poly, select the border and use the Cap tool to create a polygon. Use the Bevel tool as well as the Extrude tool to create the shape above.

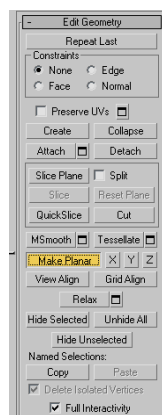
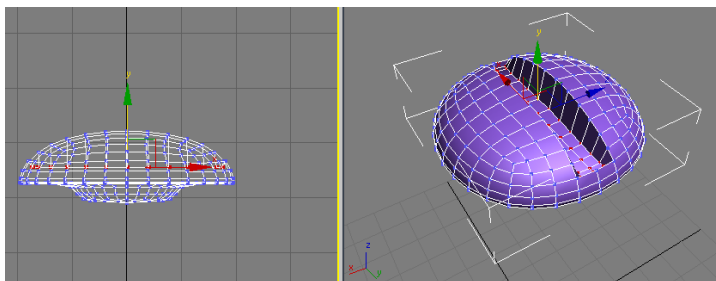
Now let's create the detail at the top of the head.



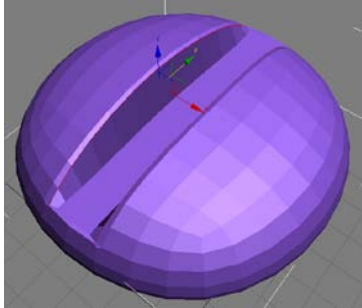
We need to add more detail to our polygon.  
Add a TurboSmooth modifier with 1 Iterations.  
Collapse modifier stack  
Convert to an Editable Poly.



Select the polygons as shown above.  
Bevel.



Convert the selection to Vertices and use the Make Planer tool to align all the vertices.



Select the edges along the rim and use the Chamfer tool.  
Chamfer Amount: .25 with 1 Segment.

Exit Isolation Mode and use the Attach tool to attach the Head to the Body.

Great Job!

