Logo boxster

This is a tutorial to create a logo without using the text primitive of max.

Logo Boxster

If you must create a 3D text logo one technique is to use the Text

primitive of Max but there are some issues with this solution:
=> You have to got the font of the logo

(not always easy to found)
=> When you want to put the object in 3D you extrude it but the poly

created is not really optimised and
an application of meshsmooth modifier to it result to a mess
So I

present here another solution that I have found and that works well.

Place reference1.Define a plane Length 1000

width 193 (the size of the reference image of the logo)

define it in the top

view to obtain this

2.Open the material editor

3.Select one material
4.Select the diffuse map

5.Select

bitmap, browse to select logo_boxster.jpg image

6.Uncheck the Tile

7.Go to parent and put the self-illumination to 100

8.Select the cheked blue cube (that

show the material in your view ports)
9.Assign the material to the plane

10. In the top view port right click on the Top label

and select Smooth + highlights

you'll obtain

this:

Do the shape 1.Select the line tool, verify that the color is white

2.Create a line that

follow your reference. It is a very important to define fewest point as possible
Please not too much points

!!!!

Each point must have a corresponding point in front of him it is very important for

the next steps.

4.Open the modifier drop down

5. Select the extrude modifier

6. Define an amount

to 10

In the perspective view you must

have something like this

8. Select Edge Faces by right clicking the perspective title

9. Change the color of the object to black

10. Make a save of your work with a name like "step1.max" and make a save as like

"step2.max".
11. Convert your object in edit poly

Rem: You

see that your stack have change and you don't have anymore the line and the extrude modifier so it is

important to keep a copy of the previous step

12. Select the plane and hide it

13. Select the cut tool

13.Make these cuts (in fact you make the links between the points face to face)

I know it is fastidious ;-)

You must obtain something like this

14.Do the same for the bottom side, you obtain something like this

You have done the most difficult and long part, now you have a perfect poly of your logo

15. Select the meshsmooth modifier and define 2 for the iteration

You must obtain something like this

If you want to

make the result less smooth

1. Go to edges level

2. Select

these edges (the border of the poly)

3.Select the

chamfer tool and set a value of 0,1

4.Go to meshsmooth level and apply a grey

material and you obtain something like this

By adding a plan a good material and lighting you can obtain this