



Digital Design Graphics Technology
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3ds Max Import Best Practices

Before we import into 3ds Max from Inventor, verify the following:

- Assembly is positioned on the XY Origin Plane in the Assembly file
- Position parts so that threads line up where applicable
- All parts that are using multiple solids have been combined into 1 solid (especially in parts using Cool Orange Thread Modeler)
- Pivot point on any parts have been correctly established (the origin of the part is located properly to where the transform center of the part in 3ds Max should be)
- Any Logos or Text have already been embossed on any necessary parts
- Make sure that the assembly is in an “open” or “closed” starting position

3ds Max order of operations (general)

- Import master assembly as body objects, ungroup assembly until you cannot ungroup any more, and delete any “bad” objects (usually ones with threads)
 - Save as “Imported as Body Objects”
- Import master assembly as meshes with a resolution around **6**, ungroup assembly until you cannot ungroup any more, and delete any objects you kept as body objects from previous step
 - Save as “Imported as Mesh Resolution”
- Merge files as a new file name, “Machine Vise 001”
- Link objects appropriately
- Setup your layer management as needed