



I liked these as they were a basic shape and easy to get my head round modelling them using the physics within Max, such as Reactor.

This image give me the basic size of what the tent should be about. This one was basically the same as the last, just giving me a basic idea for the size of it, and an idea for the interior.



The final set of images gave me a good idea for the basic medieval tent I wanted to go for.

