









Crown Molding

The Bevel Profile modifier extrudes a shape using another shapes path as the beveling profile.

- Open the file **BevelProfile.max** downloaded with this tutorial.
- Press the **Select by Name**  tool. (This opens a floating window)
- Chose **CrownMolding** and press **Select** . (This selects 2D outline of crown molding. Notice how the Spline follows the edge of the walls.)
- Under the **Modify Tab**  chose **Modifier List** and select **Bevel Profile**. (This applies the Bevel profile modifier to the 2D spline.)
- Under **Parameters** - **Parameters** chose **Pick profile** .
- Press the **Select by Name**  tool. (This opens a floating window)
- Chose **MoldingProfile** and press **Select** . (This tells molding profile to be extracted along the crownmolding profile)

Notes:

1. The Bevel Profile modifier works strictly with 2D splines.
2. The MoldingProfile is a reference to the 2D CrownMolding meaning that if you delete the MoldingProfile, the CrownMolding will return to its 2D status. The MoldingProfile will not render by default but can be told to. The MoldingProfile can be turned off in the viewport under the Display Tab.
3. The MoldingProfile can be adjusted in the sub-object mode, influencing the look on the CrownMolding.
4. If you look at the illustration below, you will notice that the “First” point of the profile is at the upper right corner of the shape. This is the vertex that will follow the path. To change this vertex simply select the shape and go into sub-object – vertex mode and select the vertex that you want to follow the path, the vertex will turn “red”. Under the Geometry  group press the **Make First**  button and this will alter the starting point of the molding.

