

## Capping Holes – 3DS Max

1. Export model element that needs to be fixed from BIM authoring software in .dxf format.
2. Create a new project in 3DS Max and import the model element (Figure 1).

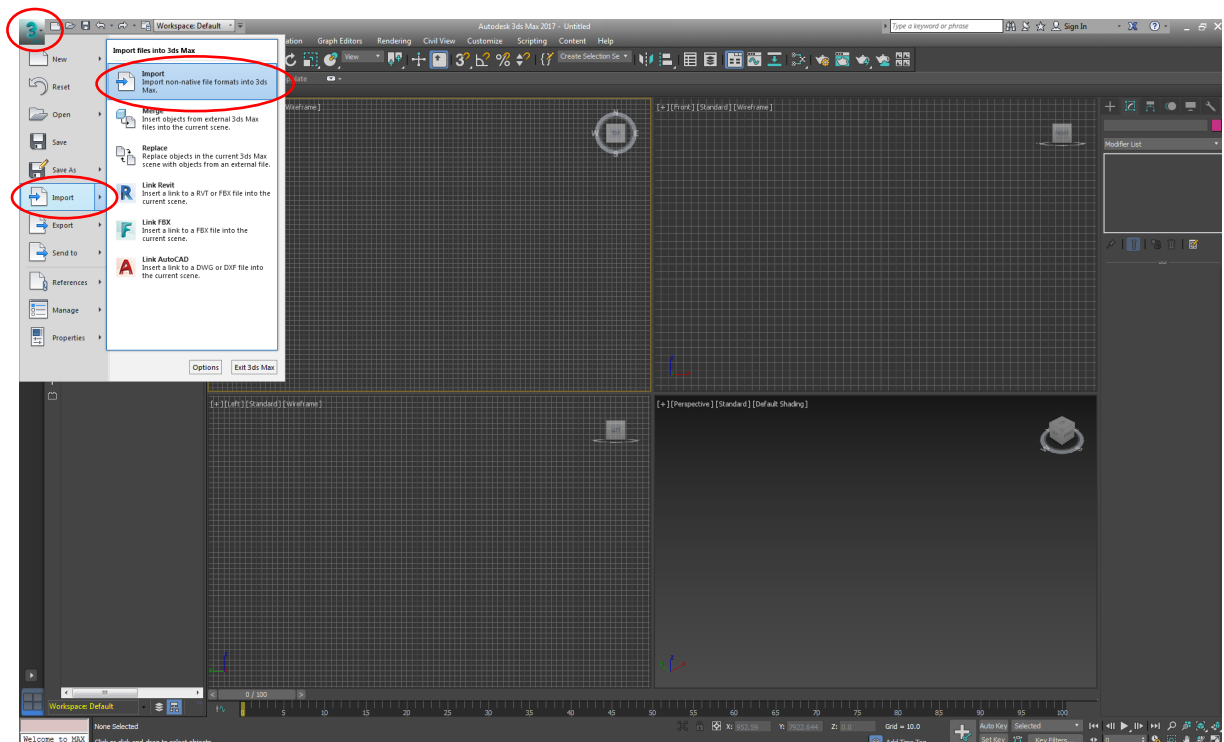


Figure 1: Import .dxf file into 3DS Max.

3. In the Scene Explorer panel to the left of the viewports expand the selection tree and select the imported element starting with “Layer:” (Figure 2).

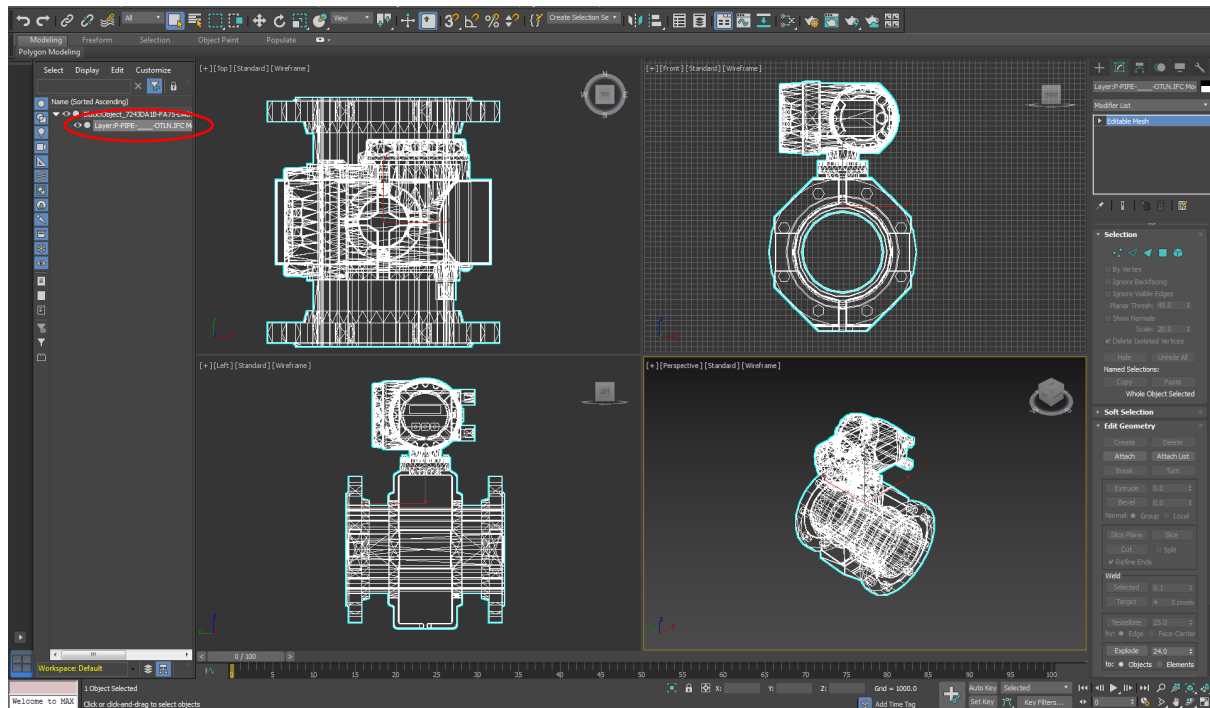


Figure 2: Select element in Scene Explorer.

4. In the panel to the right of the viewports select the second “Modify” tab (1 in Figure 3).
5. Select the dropdown for “Modifier List” (2 in Figure 3).

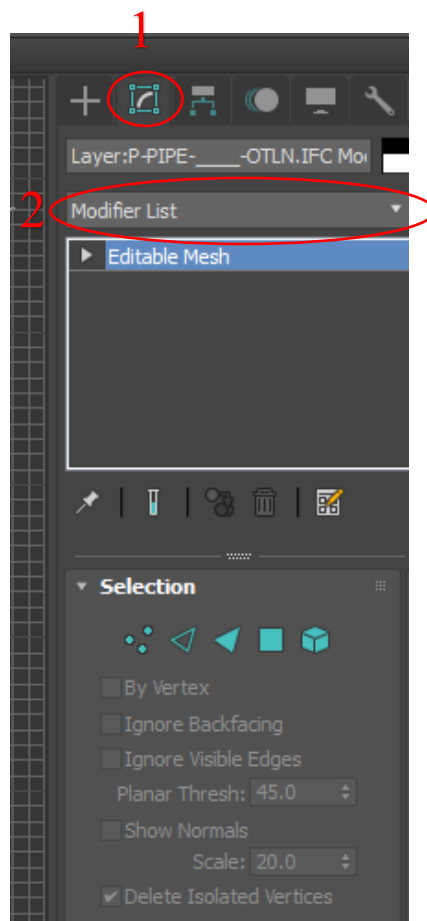


Figure 3: Modify tab in the right-hand panel.

6. In the “Modifier List” dropdown, select “Cap Holes” under the “Object-Space Modifiers” group (Figure 4).

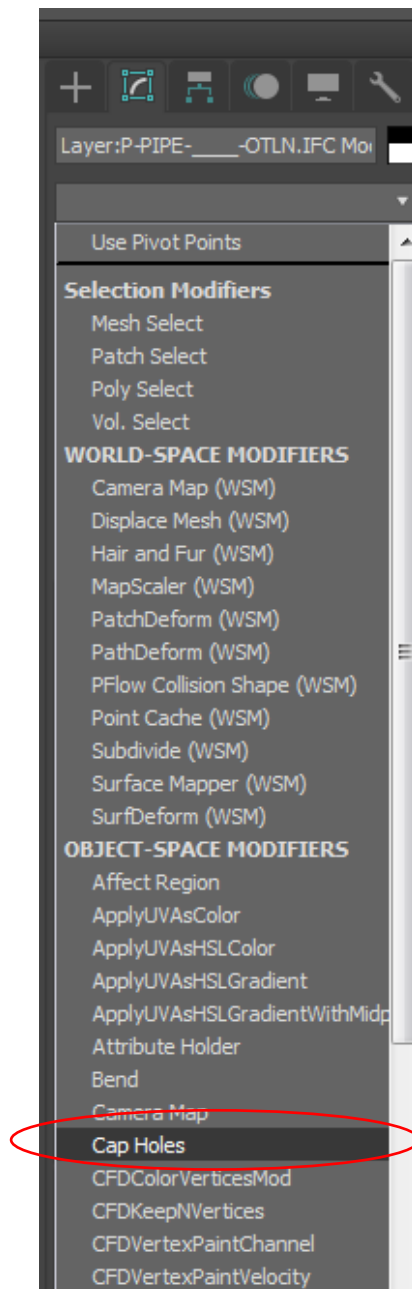


Figure 4: Element modifier list in right hand panel.

7. Export the capped model in .dxf format (Figure 5) and import back into BIM authoring software.

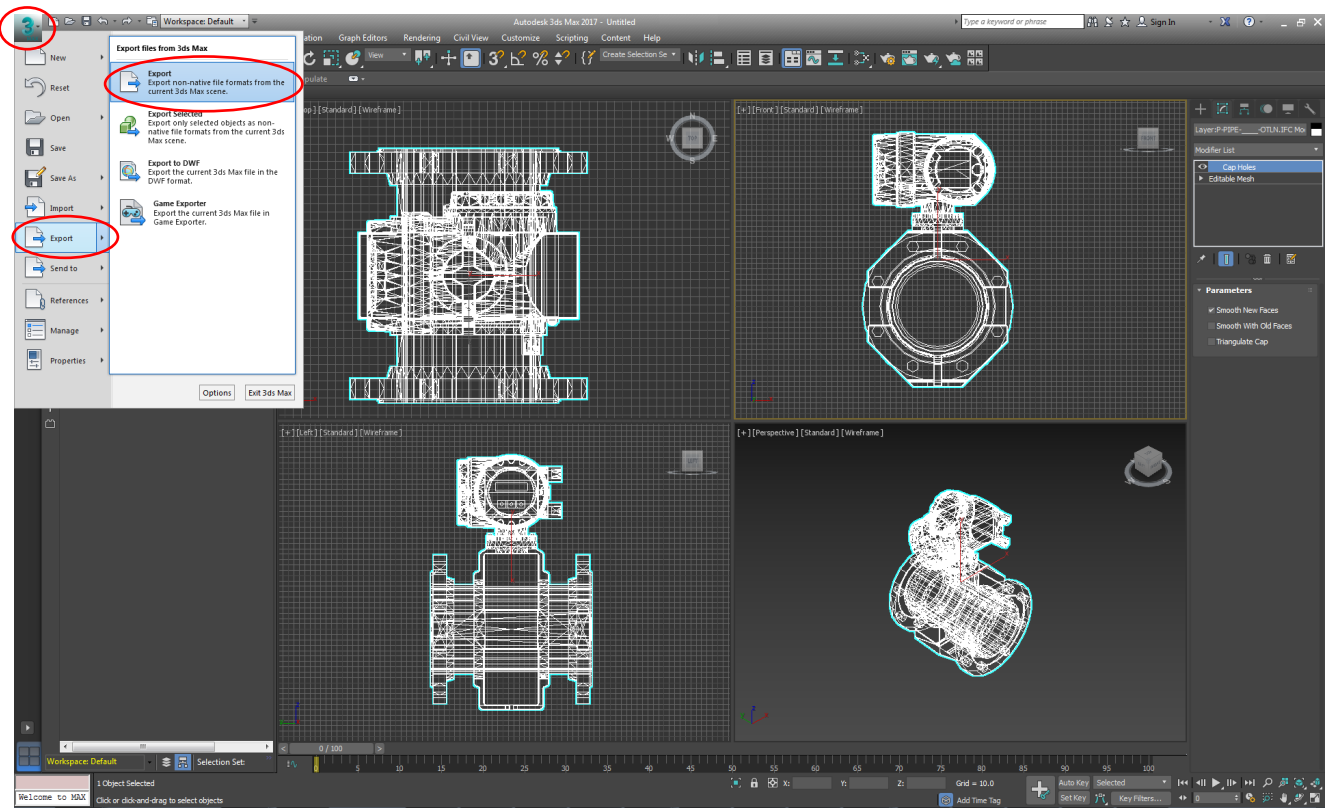


Figure 5: Export the capped model element in .dxf format.