HOW TO MODEL A TABLE AND A CHAIR WITH 3DS MAX
In this 3d modeling tutorial i will show you how to create a Chair and a Table using 3ds Max 2014.

Step 1: In Front viewport from Create, Geometry create a new plane with the Length of 46cm and the Width of 41cm. Set the Length and the Width Segments to 1. Right click on the plane and select Convert to> Convert to Editable Poly.

Step 2: In the Modify tab select Edge selection mode and select the top edge. Click the button next to Extrude, change the Height amount to -42cm and the Width amount to 0cm.
Step 3: Extrude the same edge only this time change the Height to 30cm.

Step 4: Go in the Right viewport (press “V” to change viewports) and using the Select and Move tool move the top two vertices (press “1” on your keyboard to go to Vertex selection mode) 5cm to the right in the X axis direction.
Step 5: Again, in Edge selection mode, hold down SHIFT and using the Select and Move tool copy the top edge one more time.

Step 6: Select the outer edges(9 edges) and click on Create Shape From Selection, select Linear and click OK. You can Delete the plane now.
Step 7: Select the new created shape, click on Vertex selection mode in Modify tab, and select the 4 vertices you see selected below. Scroll down in Geometry rollout menu until you see Fillet, change the Fillet amount to 2 and press Enter.

Step 8: Now select the top 4 vertices, right click on the screen and convert them to Corner. Change the Fillet amount to 3 and press Enter.
Step 9: In the Geometry rollout menu click on Create Line and create a new line in the Front viewport like you see below. Left click to start and continue the line, right click to end it. Position the new create line in the Left viewport and move the bottom vertices to the left.

Step 10: Select the top 2 vertices from the new created line. Fillet them with an amount of 2cm.
Step 11: From the Rendering rollout menu check the box for Enable in Renderer and Enable in Viewport. Change the Type to Radial, the Thickness amount to 2.0cm and the Sides to 24.

Step 12: Another way to convert our selection to editable poly is to right click on Editable Spline and select Editable Poly.
Step 13: Click on Polygon selection mode and select the polygons I've selected below, click and drag over them with any selection tool. After you've selected them from Edit Geometry rollout menu click on Hide Unselected to hide to rest of the unselected polygons.

Step 14: In front viewport, from Create, Shapes create a new Rectangle with the Length of 2.2cm, the Width of 43.2cm and the Corner Radius of 1.0cm. Using the Select and Move tool position the new created rectangle to fit our chair frame.
Step 15: From Modifier List add an Extrude Modifier and change the Amount to 5.0cm.

Step 16: Now add an Edit Poly modifier and in Polygons selection mode

Delete the front and the back polygons.
Step 17: Add another modifier, this time the Shell modifier and change the Outer amount to 0.1cm.

Step 18: In Top viewport using the Select and Move tool move our fit the chair frame. Hold down Shift and move the selection up to copy it. Change the Number online slots of copies to 5 and click OK.
HOW TO MODEL A TABLE AND A CHAIR WITH 3DS MAX
Step 19: Select the chair frame, go in polygon selection mode and from Edit Geometry Rollout menu click on Unhide All.

Step 20: Hold down Shift and clone the selection one more time. Use the Select and Move tool and Select and Rotate tool to position our selection to the chair’s frame.
Step 21: Change the Reference Coordinate System to Local and using the Select and Move tool copy our selection 3 more times in the Z axis direction (blue arrow). When your done change the Reference Coordinate System back to View.

Step 22: With the chair frame selected go in polygons selection mode and select the polygon for the bottom of the leg. Extrude it with an amount of 0.5cm.
Step 23: NowInset the polygon with an amount of 0.5cm.

Step 24: In Edge selection mode make a Loop selection(select one edge and click on loop) and Chamfer the selected edges with an amount of 0.15cm and 6 segments.
Step 25: Make another Loop selection like you see below and Extrude the edges with an Height amount of -0.1cm and an Width amount of 0.025cm. Repeat this last steps for all the bottoms of the chair legs.

Step 26: To create the Table go in the Front viewport and from Create, Shapes create a Line like I've did.
Step 27: In the Left viewport activated the Angle Snap Toggle by clicking on it and using the Select and Rotate tool rotate the line 10 degrees.

Step 28: In Spline selection mode select the spline hold down Shift and using the Select and Move tool copy it to the right. Now using the Select and Rotate tool rotate the new copied spline 180 degrees in the Y axis direction.
Step 29: In Geometry

rollout menu click on Create Line and create 2 new line. Create one and copy the second one. Position them like you see below.

Step 30: Select the 8 vertices I"ve selected below, convert them to Corner and apply a Fillet amount of 3cm.
Step 31: In Rendering

rollout menu check the box for Enable in Renderer and Viewport, change the Type to Radial, the Thickness amount to 2cm and the Sides to 24. Convert the selection to Editable Poly and modify the bottom of the legs like we did on the chair.

Step 32: Copy the seat of the chair to the table, move the vertices to fit the table’s frame in Edit Poly modifier(don’t use the Select and Scale tool because this will deform our object), and clone it 6 times.
Step 33: From Create, Geometry create a new box with the Length and Width of 90cm and the Width of 2cm.

Step 34: Right click on the box to convert it to Editable Poly, go in Polygon selection mode and select the top and the bottom polygons. Inset them with an amount of 1.0cm.
Step 35: In Edge selection mode select one corner edge and first click Loop then Ring. Click the little box next to Chamfer, change the amount to 5.0cm and the Segments to 18.

Step 36: Make a Loop selection of the outer edges and chamfer them with an amount of 0.3cm and 6 segments.
Step 37: From the Modifier List add a Smooth modifier and check the box for Auto Smooth. You can add this modifier to all of our objects.