

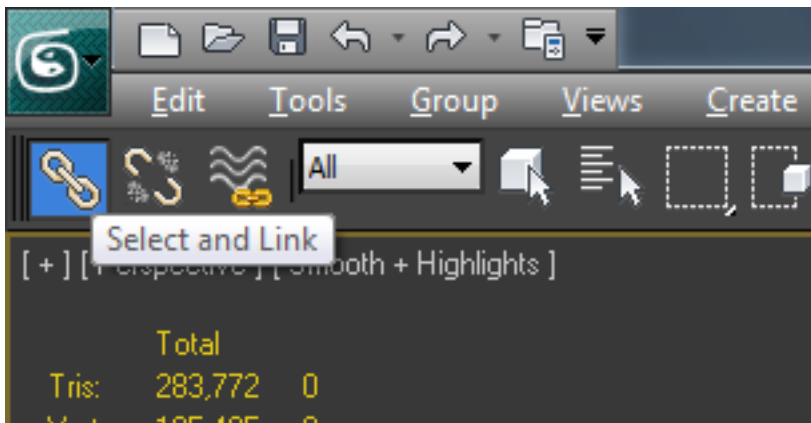
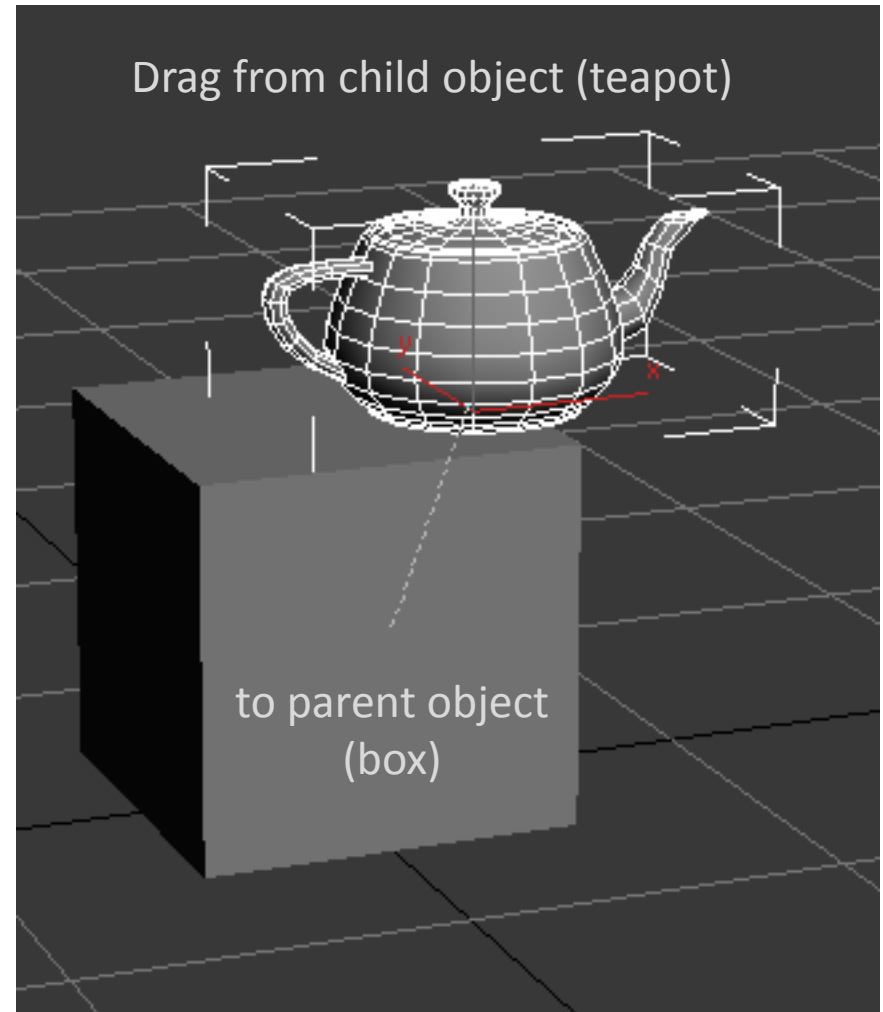
# Architecture interactive: Parenting

Creating a hierarchy in 3ds Max is useful for cases where you want to be able to grab an object and have the other objects sitting on top of it come with it. When a parent moves around, the child moves with it. When the child moves, the parent stays in place.

## Creating a Parent/Child Relationship

1. Select the object you want to be the child object
2. Activate the select and link tool
3. Click and drag from the child object to another object you want to be the parent.
4. After releasing the mouse, the object will be parented.
5. Continue this process for any other objects.

Parent's can have any number of children, but each child can only be directly parented to one object. Child objects can also be the parents of other child objects.



## Notes

- To break a link, click on the Break Link tool, which is located next to the Select & Link tool (broken chain icon)
- In addition to clicking and dragging, you can pick by name instead. Select the child object, activate Select & Link, then use the Select by Name tool to pick the parent object
- You can also create a hierarchy structure from within schematic view by dragging links from node name to node name.

