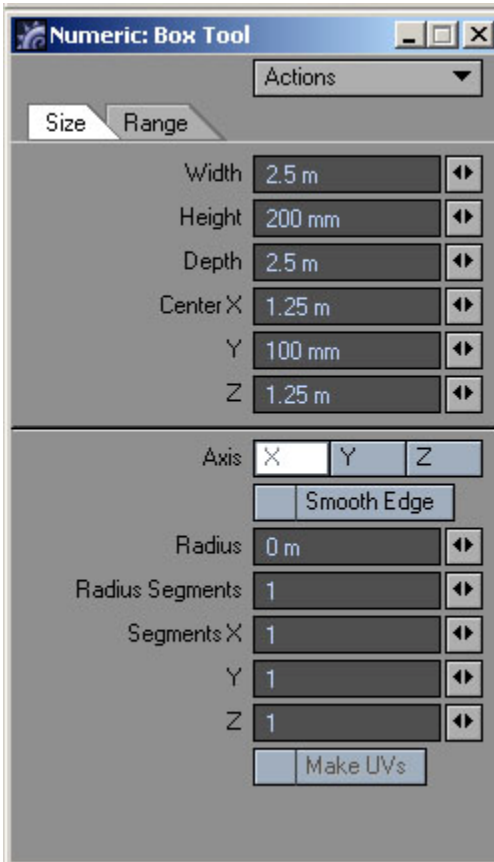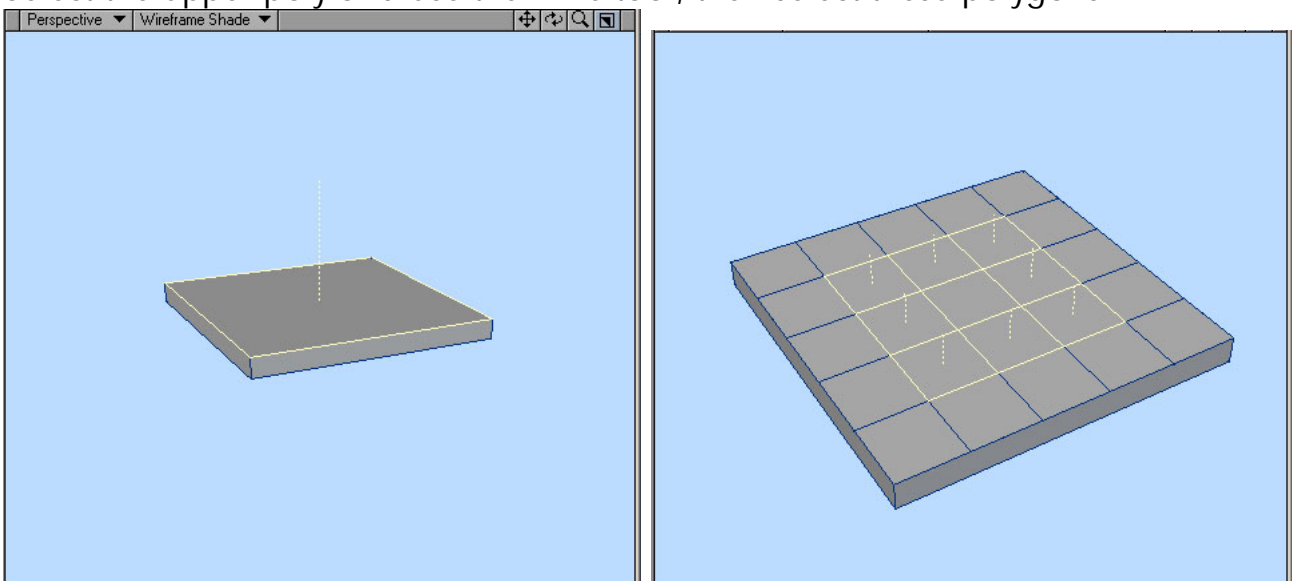# Adding details with Lightwave [8]

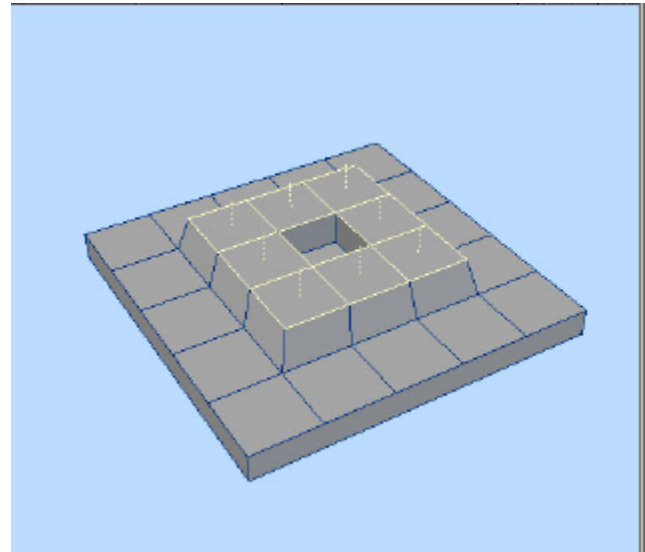## Part 1: Lightwave Tools
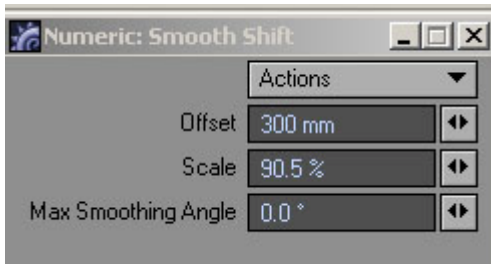
edited by Jorx

1.   We need a box.

2.   Select the upper poly and use the knife tool, then select these polygons.
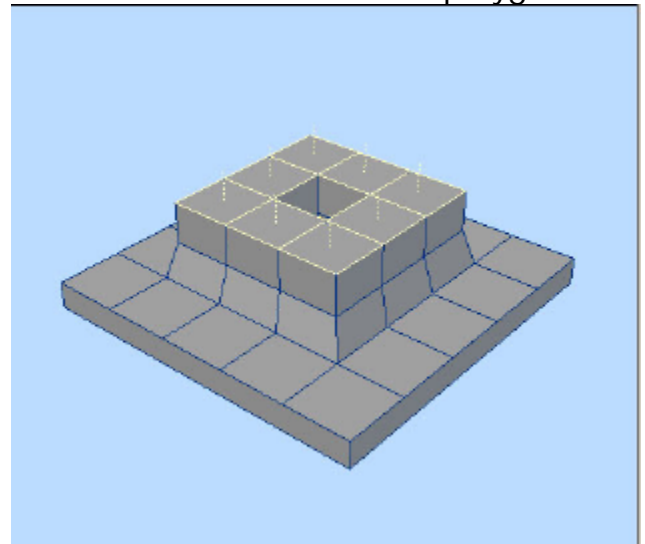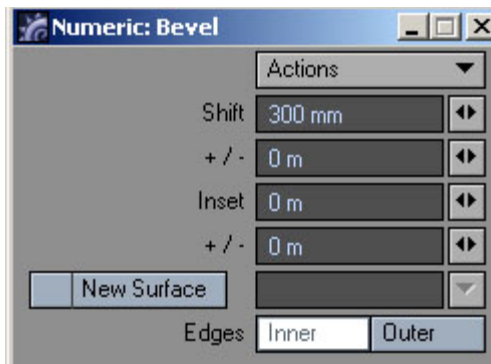
3. Bring up smooth Shift.

The result should look like this.

Numeric: Smooth Shift

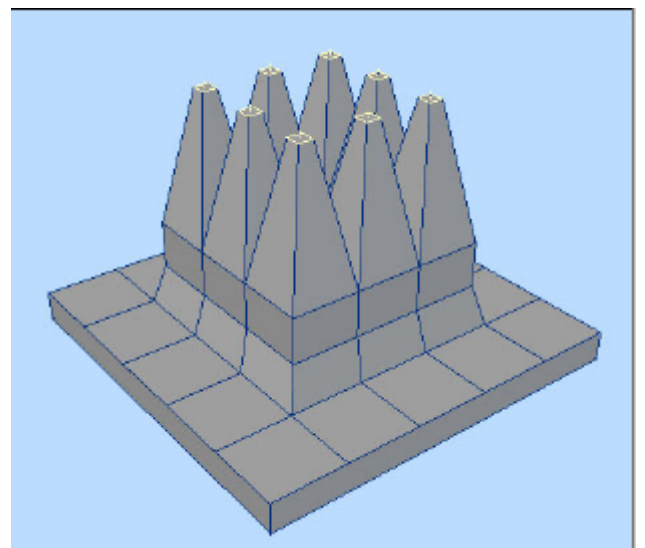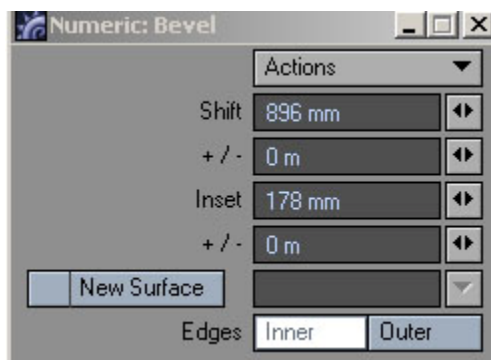|	
	Actions ▼
Offset	300 mm ◀▶
Scale	90.5 % ◀▶
Max Smoothing Angle	0.0 ° ◀▶

4. Now we try bevel,

and that raises the selected polygons.

Numeric: Bevel

	Actions ▼
Shift	300 mm ◀▶
+ / -	0 m ◀▶
Inset	0 m ◀▶
+ / -	0 m ◀▶
New Surface	▼
Edges	Inner Outer

5. Next we use the inset function.

Numeric: Bevel

	Actions ▼
Shift	896 mm ◀▶
+ / -	0 m ◀▶
Inset	178 mm ◀▶
+ / -	0 m ◀▶
New Surface	▼
Edges	Inner Outer

6. A really great feature is the +/- option   ; you can see the differences.

Numeric: Bevel

Actions	▼
Shift	896 mm	◄►
+/-	121 mm	◄►
Inset	178 mm	◄►
+/-	0 m	◄►
New Surface		▼
Edges	Inner	Outer

7. Inset +/-

Numeric: Bevel

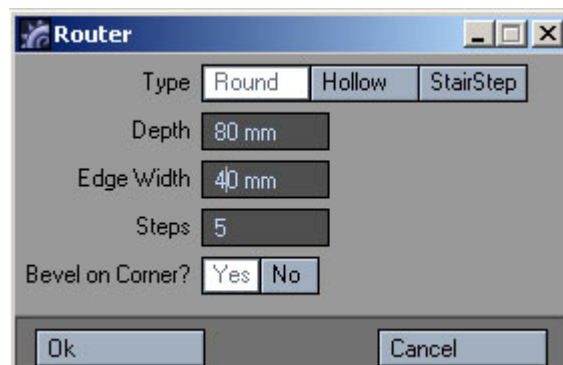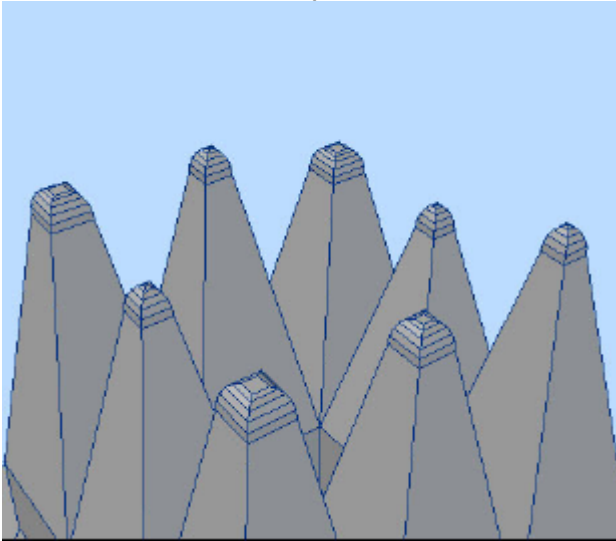|	
Actions	▼
Shift	896 mm	◄►
+/-	121 mm	◄►
Inset	178 mm	◄►
+/-	14 mm	◄►
New Surface		▼
Edges	Inner	Outer
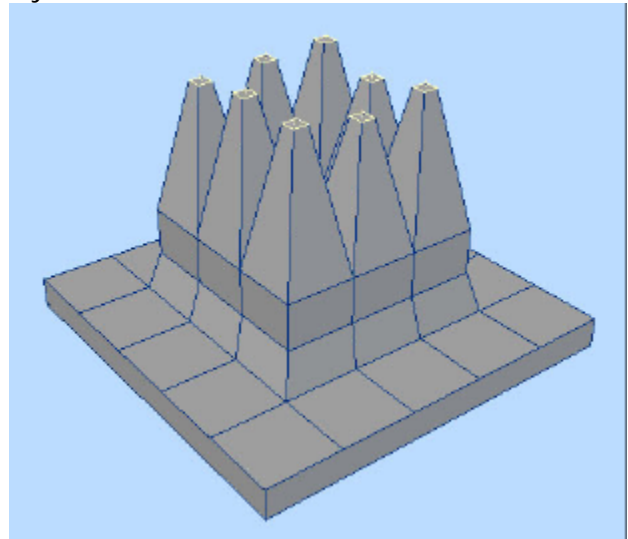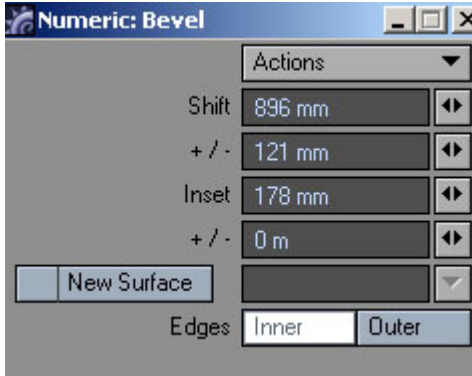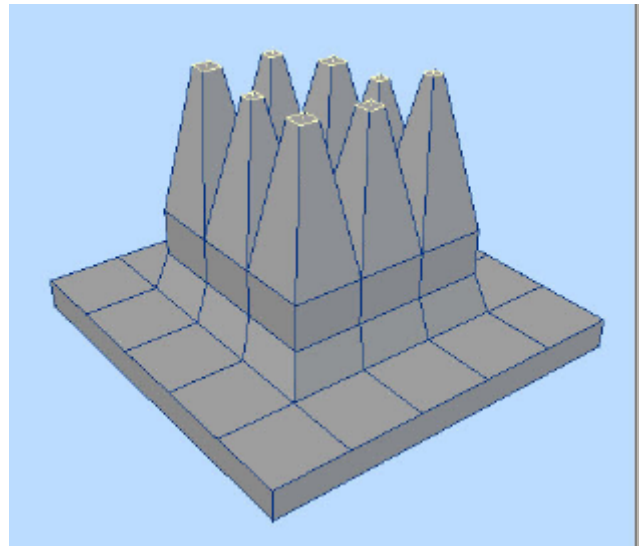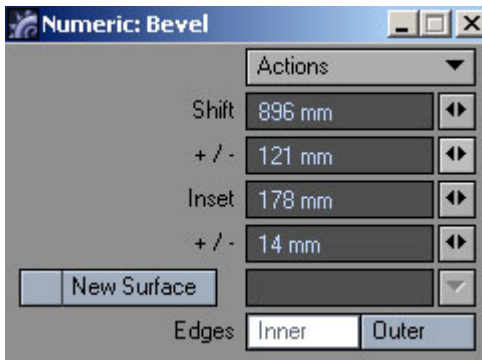
8. Now select the top polygons.   9. Its time for the router!

Router

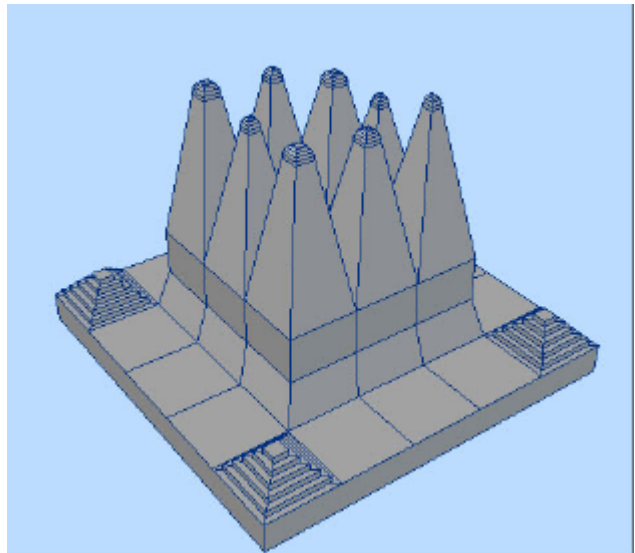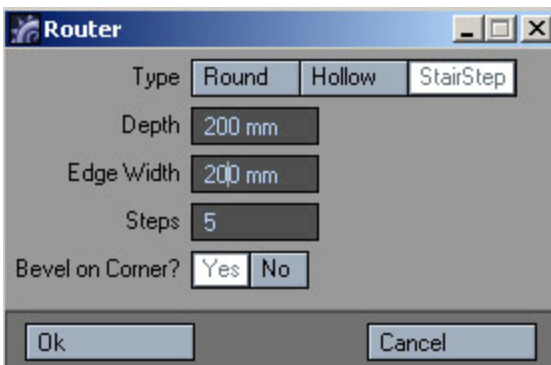|			
Type	Round	Hollow	StairStep
Depth	80 mm		
Edge Width	40 mm		
Steps	5		
Bevel on Corner?	Yes	No	
Ok			Cancel
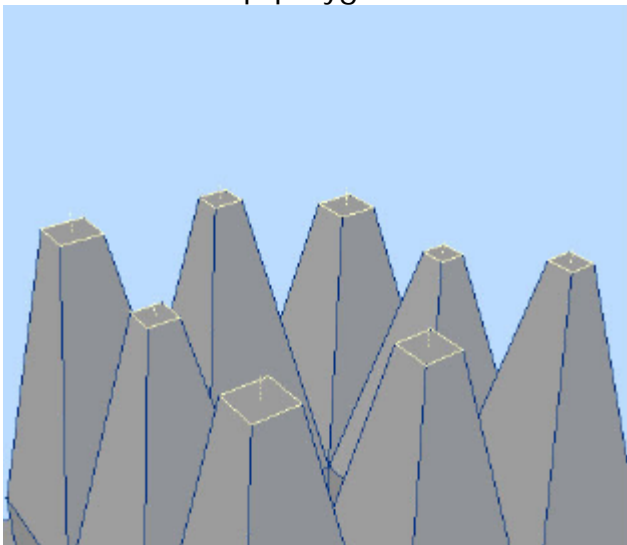
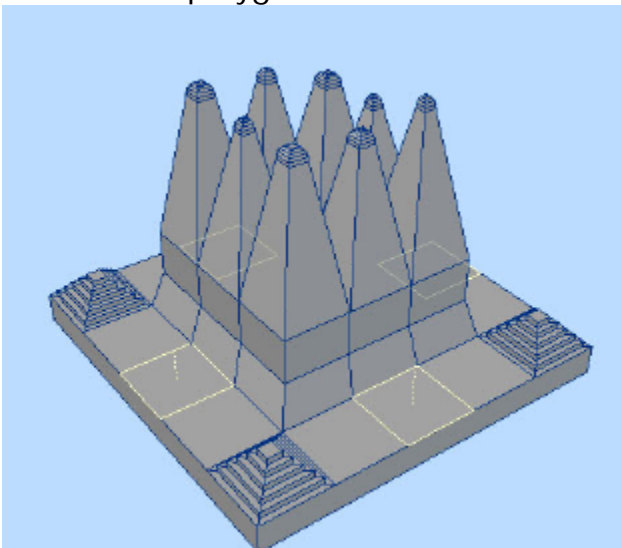10. Look at the round tops!
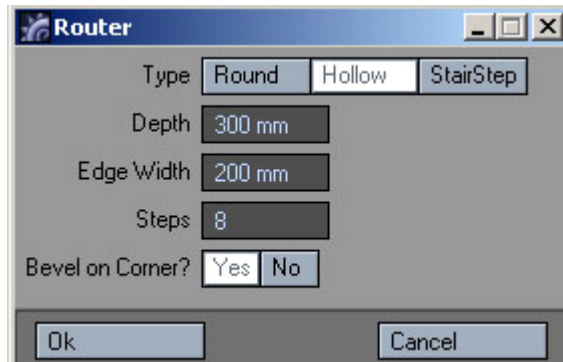

Next, select the corner polygons.
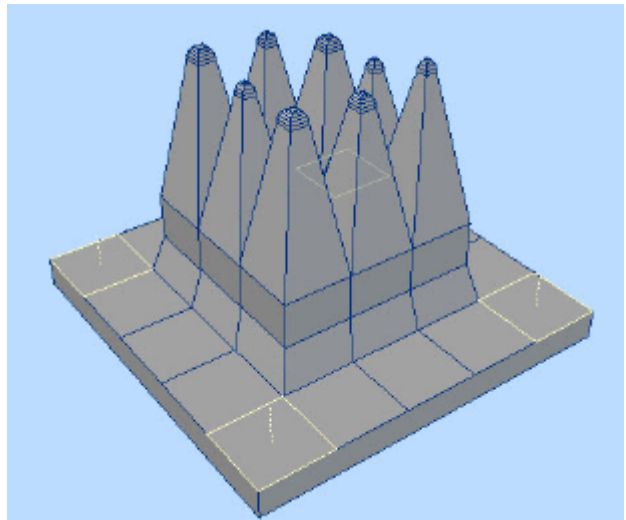
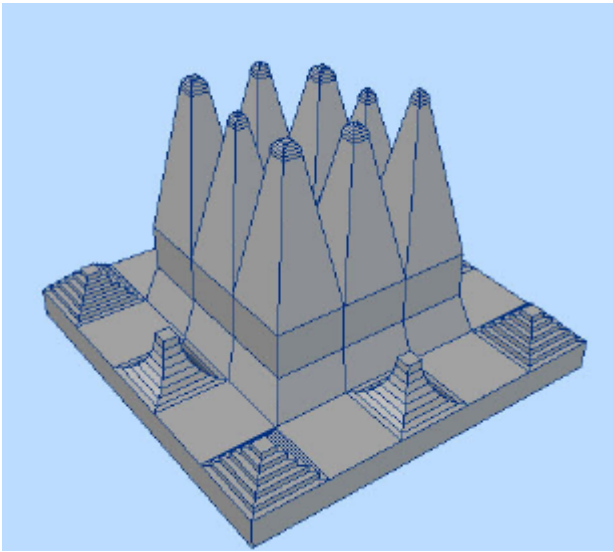11. Use the StairStep function in Router.

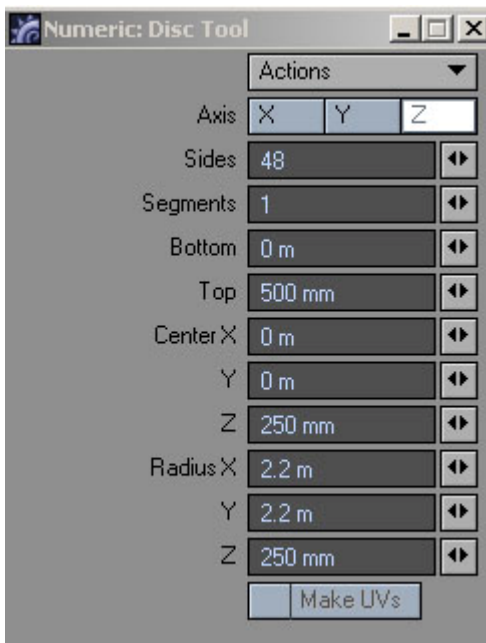12. Select these polygons.

13. Let's try the Hollow function.
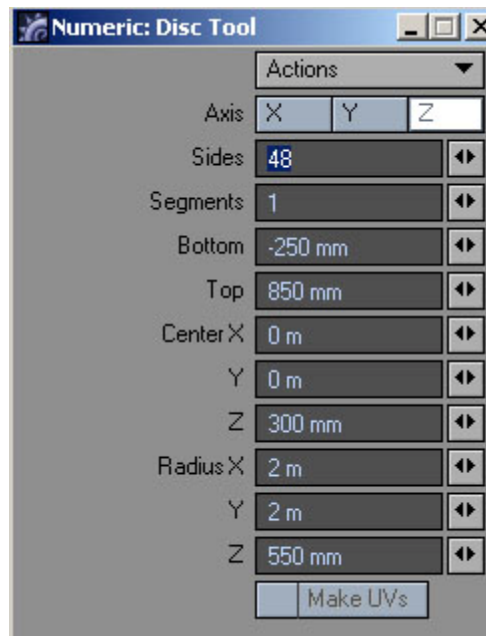
14. That's the basics!

As you can see, Lightwave has very powerful tools when it comes to adding details to your models.
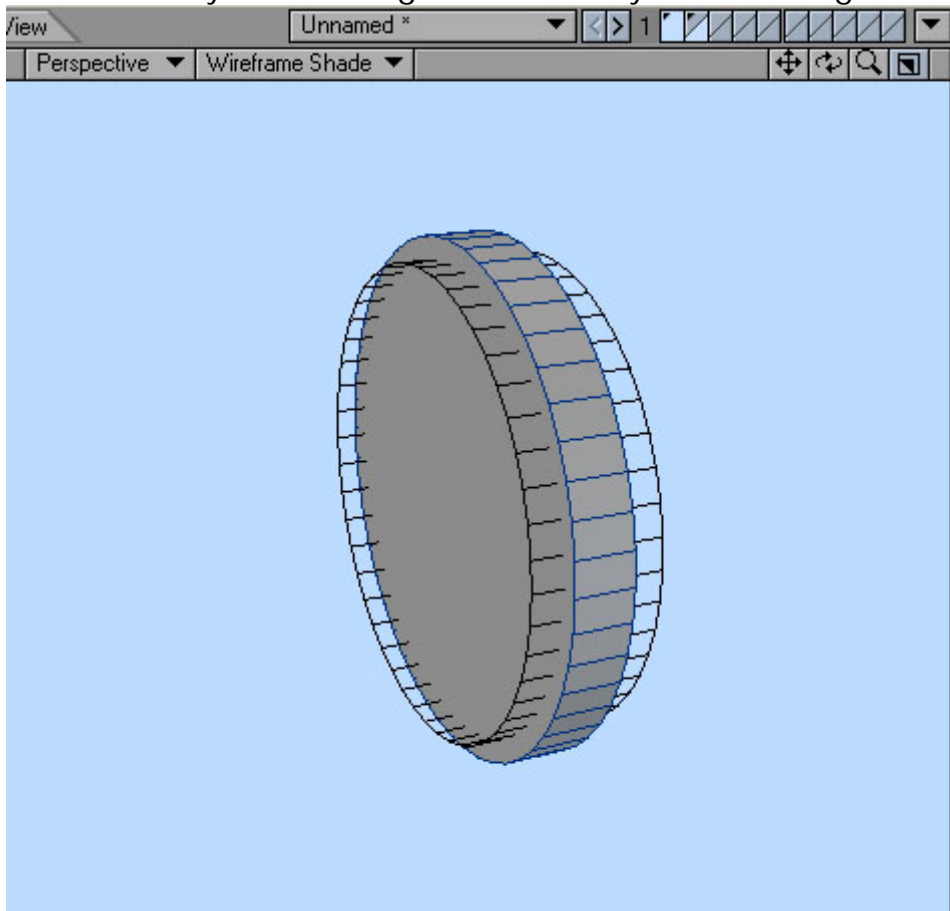
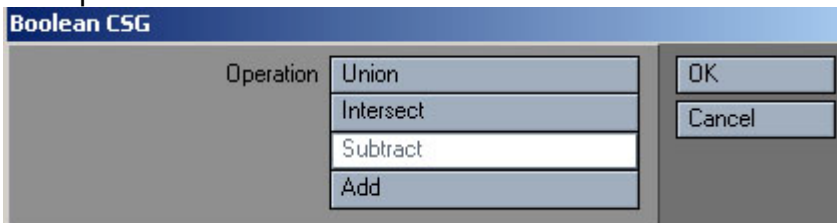**Lets try an other object**

1. Make a cylinder,

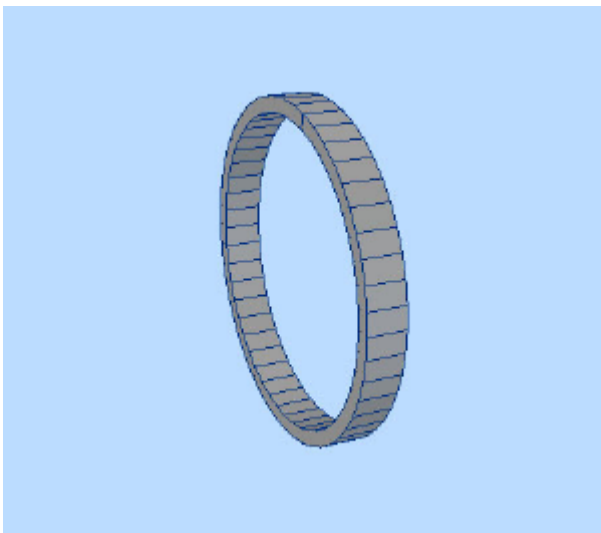2. Then select the next layer and make this cylinder.

3. Set layer 1 to foreground, and layer 2 to background.

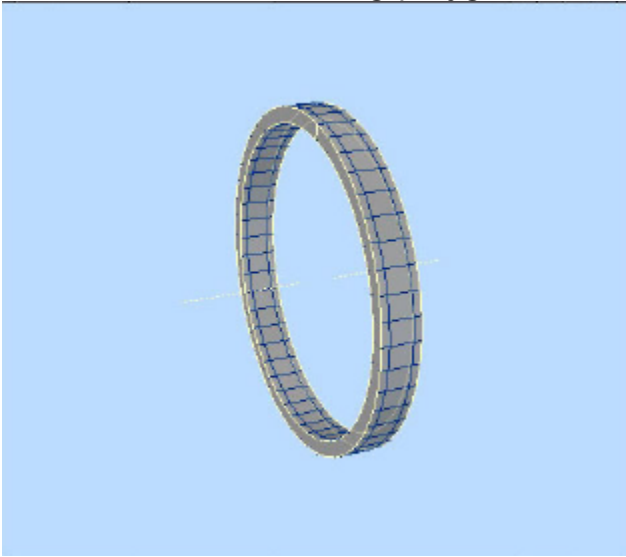4. Open Boolean and use the subtract function.

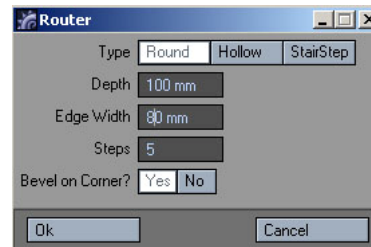| Operation			
	Union		OK
	Intersect		Cancel
	Subtract		
	Add		

4. This is the result.

5. Use the knife to get this.

6. Next, select the side facing polygons.

7. Then use the Router round function.

Router			
Type	Round	Hollow	StairStep
Depth	100 mm		
Edge Width	80 mm		
Steps	5		
Bevel on Corner?	Yes	No	

Ok   Cancel

8. Now you have a very smooth object.

9. Time to add some details, select these polygons.

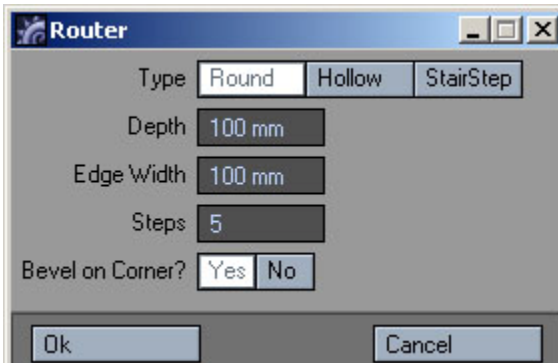10. Lets try the Spikey tool.

Numeric: Spikey Tool

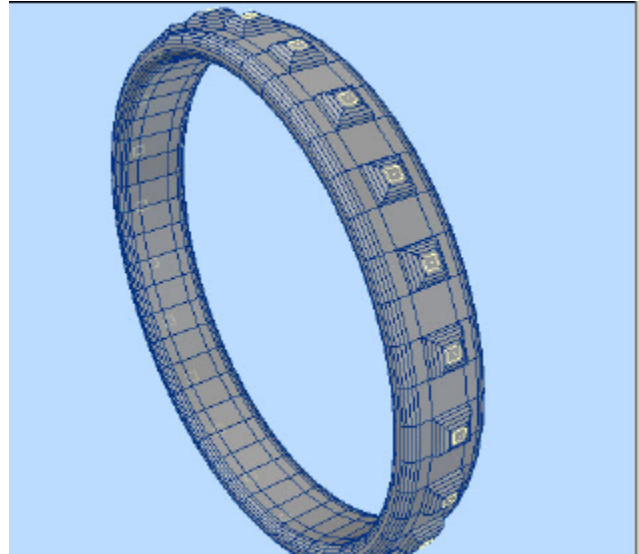Actions ▼

Spike Factor 100.0 % ◄►

11. Looks nice.
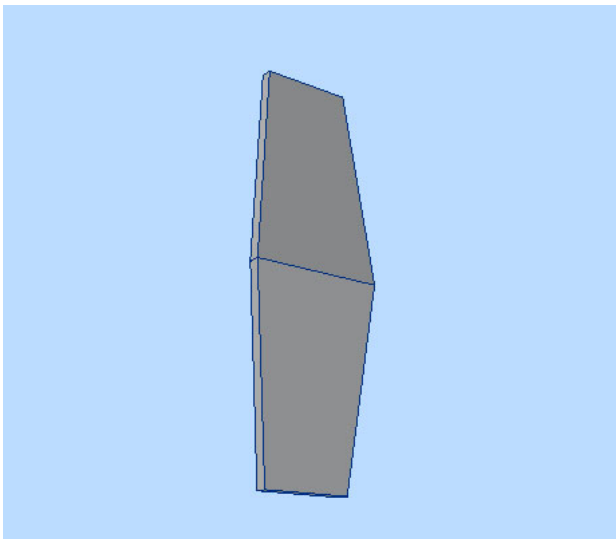
12. Undo and try the router again.
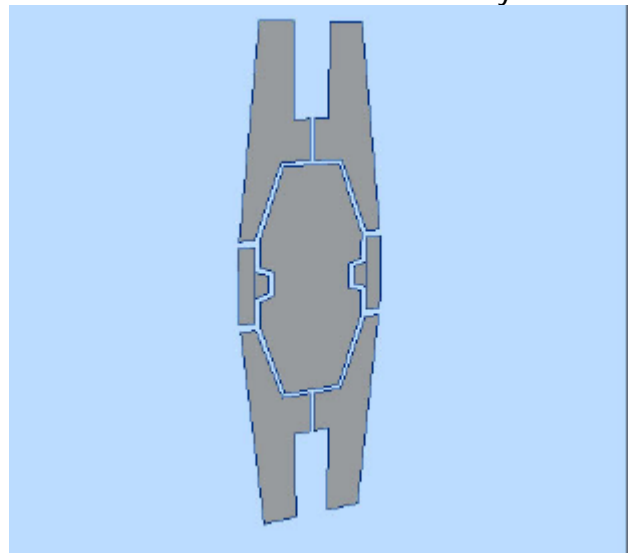

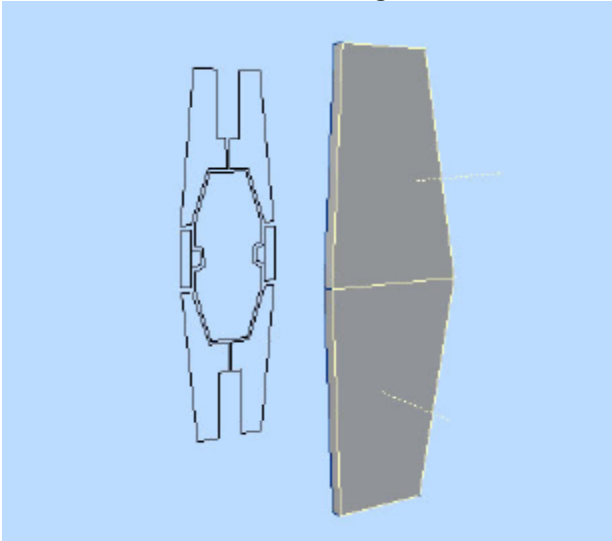13. Now we have smooth details.

Using the drill tool

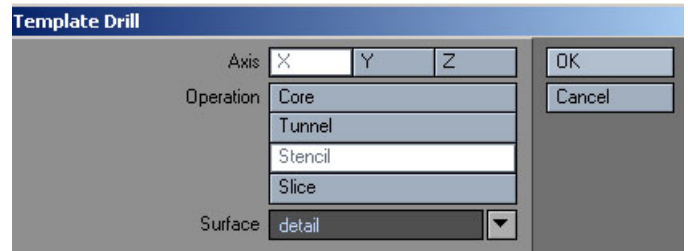1. We need to detail this object.

2. Draw the details in an other layer.

3. Put the details in the background.
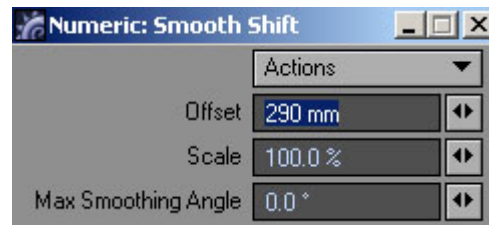

4. Now select the drill tool.

Template Drill

Axis	X	Y	Z		OK
Operation	Core				Cancel
	Tunnel				
	Stencil				
	Slice				
Surface	detail				

5. Select the new details,

6. and use smoothshift.

Numeric: Smooth Shift

Actions

Offset	290 mm
Scale	100.0 %
Max Smoothing Angle	0.0 °
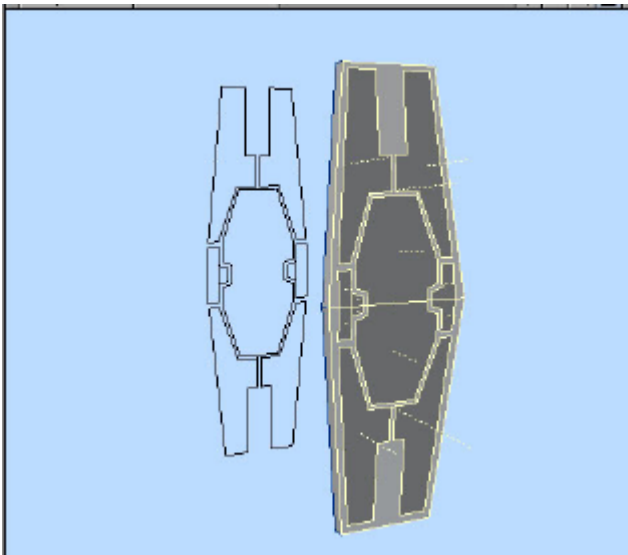
7. The result!
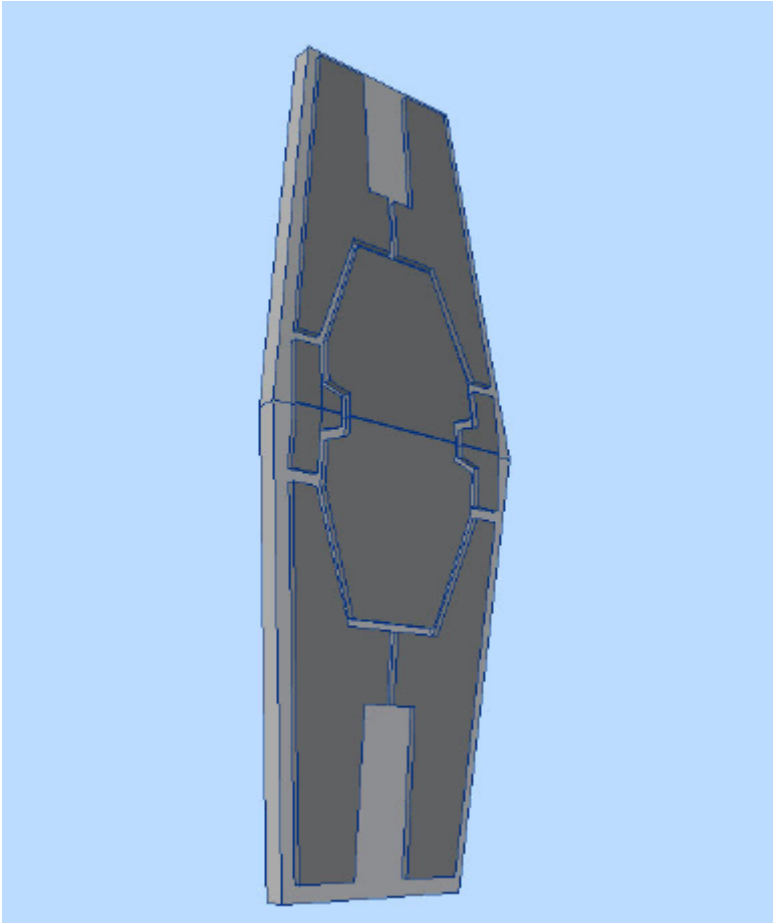
TIP:
If you get some strange polyerrors after the drill you should try the plug-in "normalcorrector". http://www2.ocn.ne.jp/~fis_junk/plugin-page.html

Now you know the basics about the detailing tools you got with Lightwave [8]!