

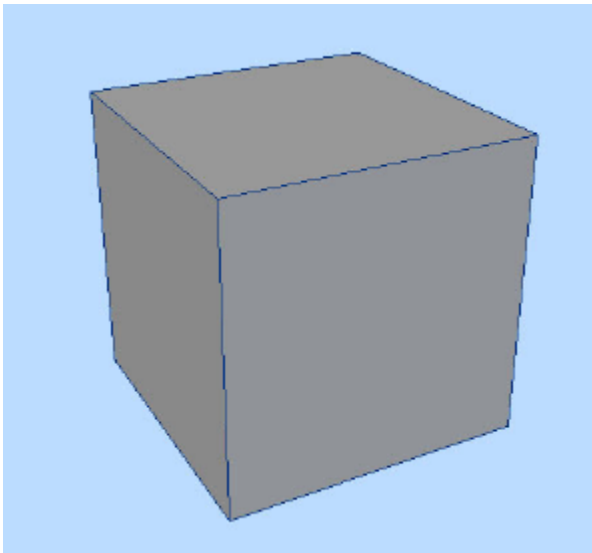
Adding details with Lightwave [8]

Part 2: Vertibevel

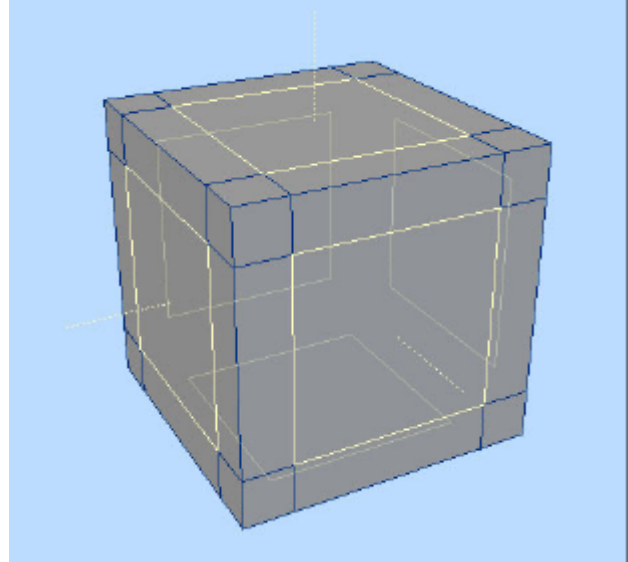
edited by Jorx

I really love this tool! I will show you why.

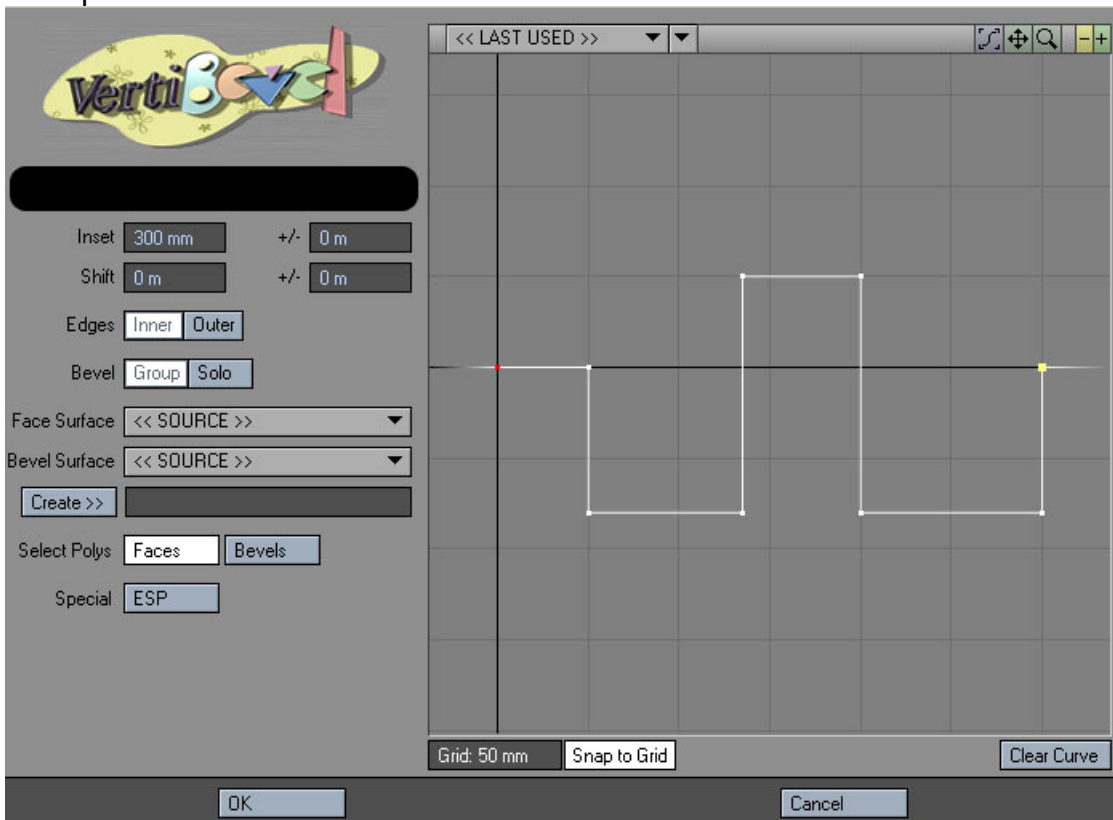
1. Lets detail this cube.



2. Use the knife and select these polygons.



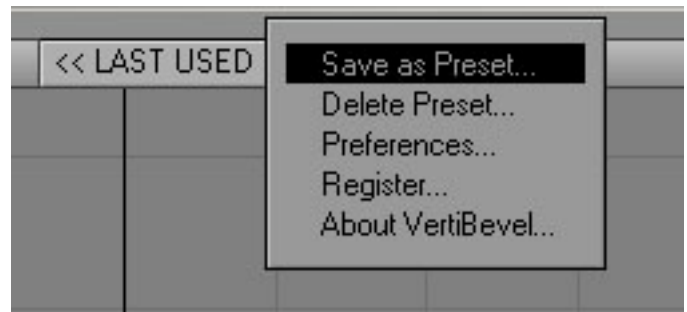
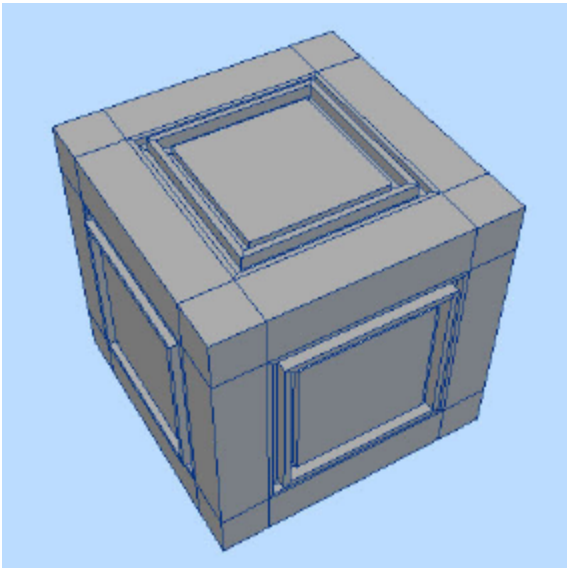
3. Now open Vertibevel.



Vertibevel looks strange at the first look but it can create geometry very easy that would be hard to model with normal tools. I hear the first one who is thinking, "What do I need this graph for?" Let me show you.

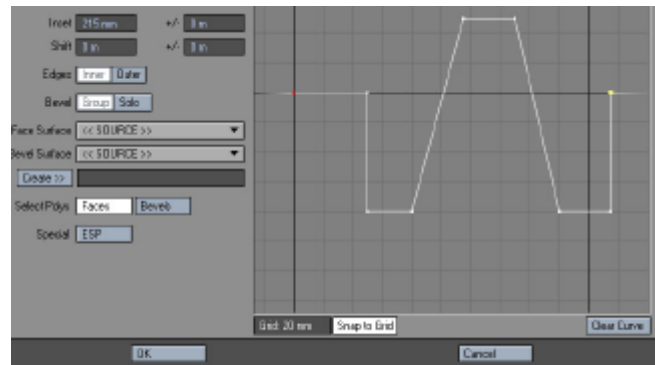
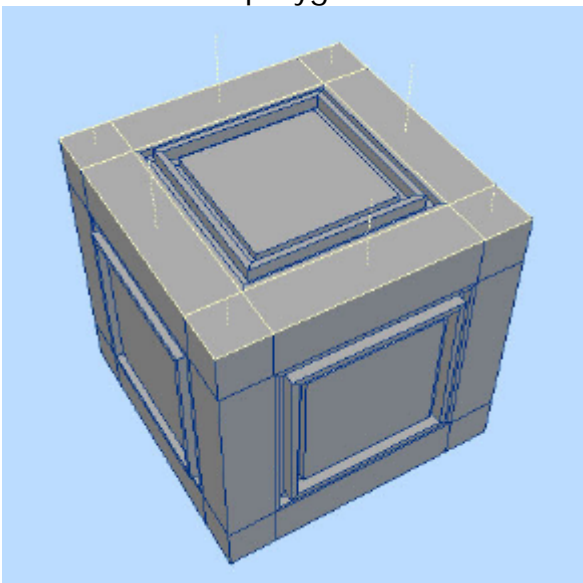
4. The curve in Vertibevel controls the bevel.

You can save your curve as preset!

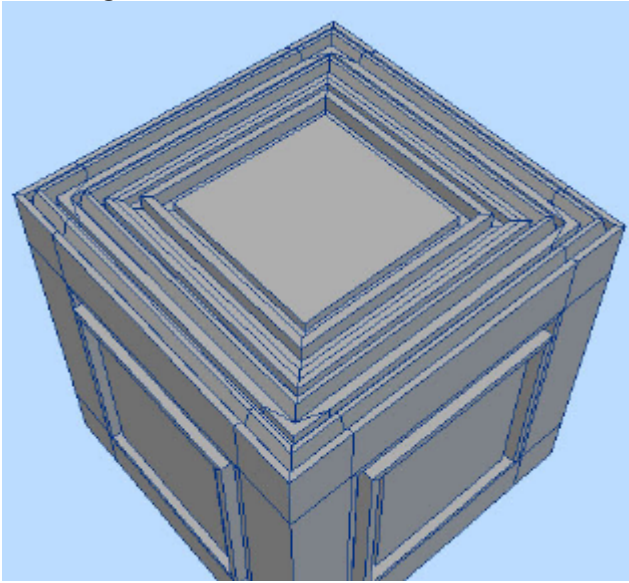


5. Now select these polygons.

6. Add these new curves in Vertibevel.

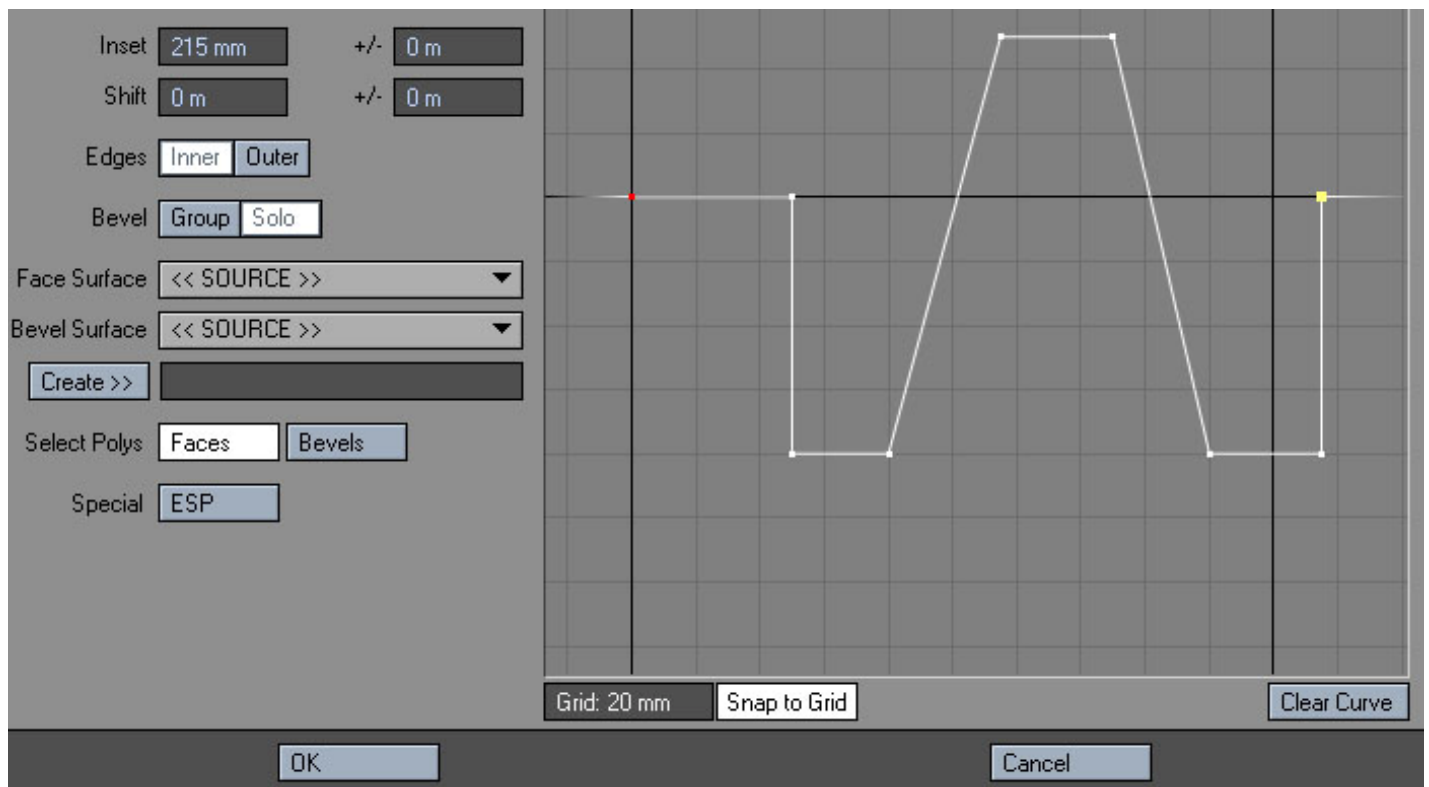


7. And we get this.

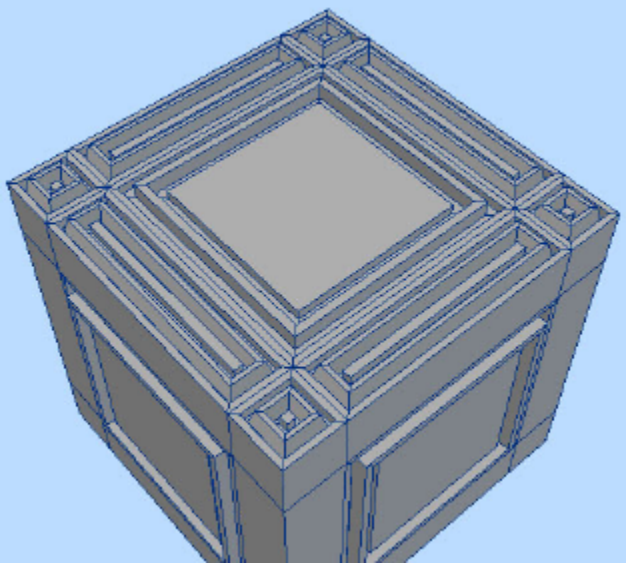


That looks good but undo it and try 8.

8. Lets change from group to solo.

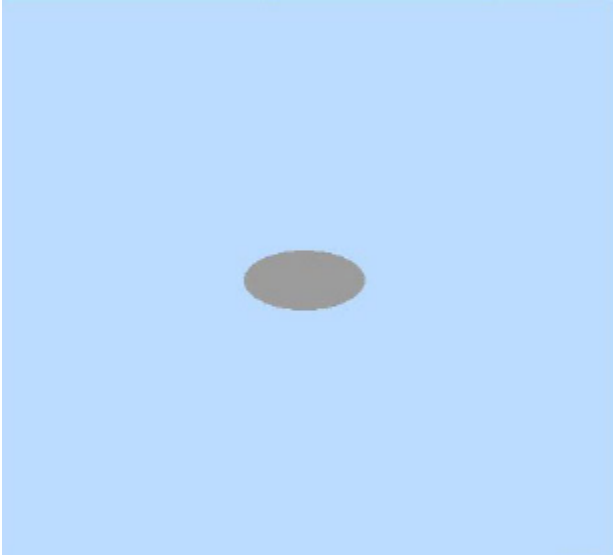


9. A completely different result.

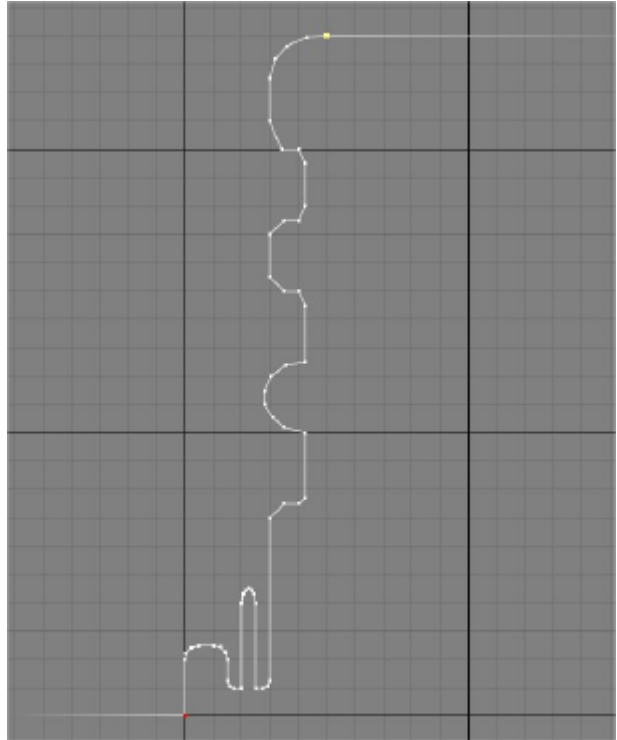


Next **we need an antenna for our spaceship.**

1. We start with an fat poly.



2. Make this curve in Vertibevel.

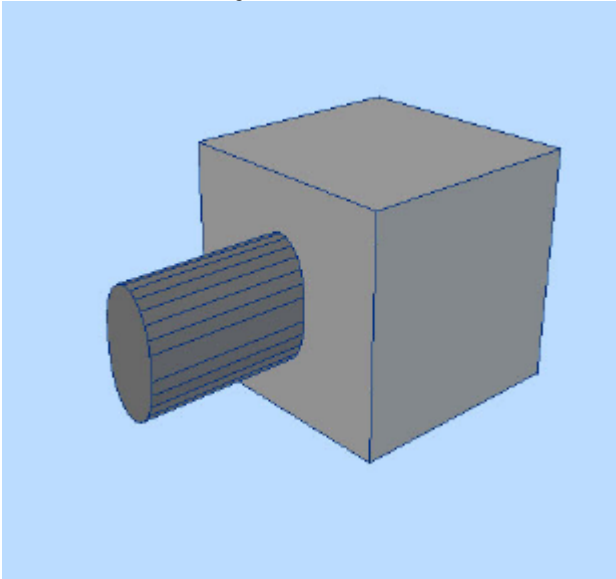


3. And we got our antenna, or scifi-building.

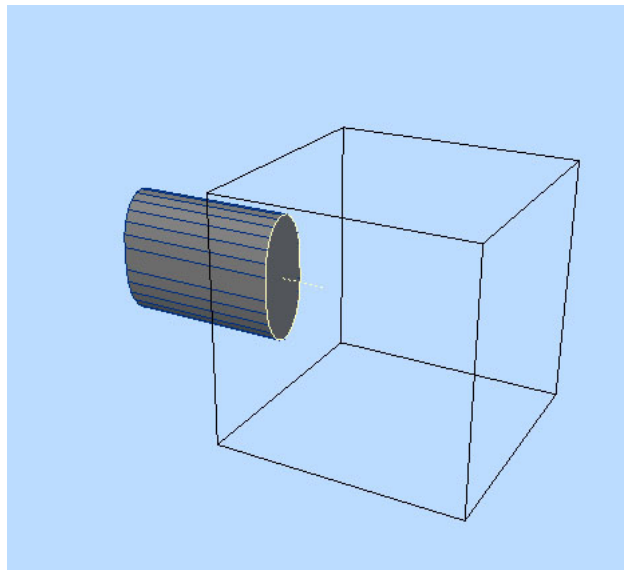


We have these 2 objects and we want to change the way they connect.

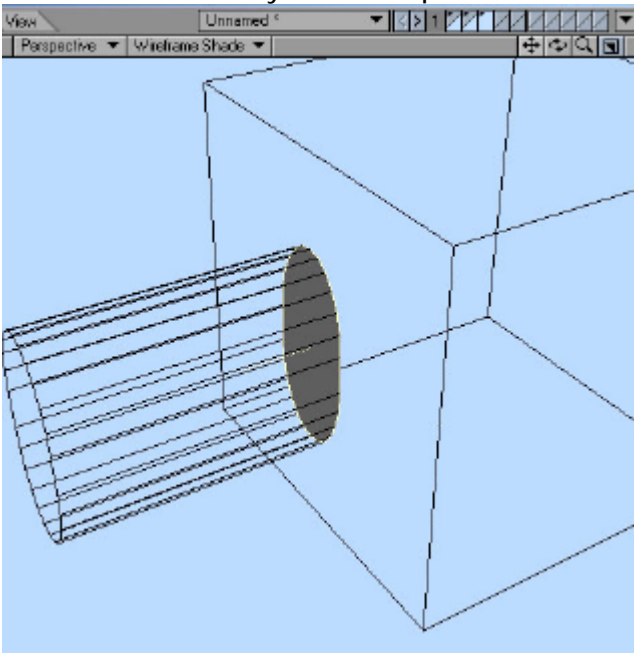
1. These are our objects.



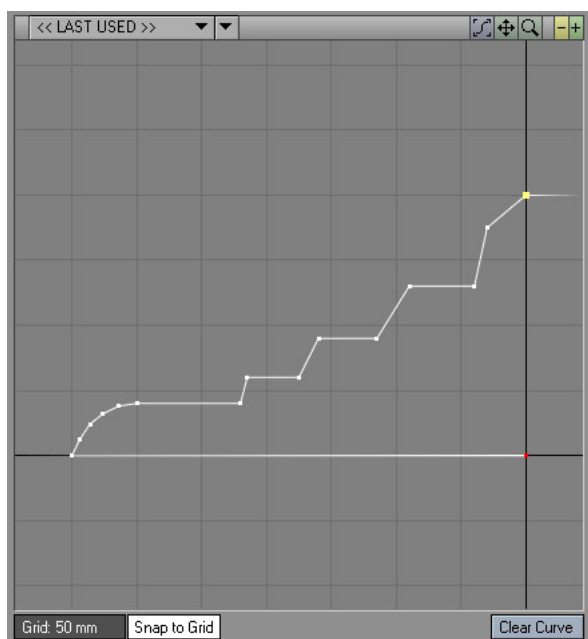
2. Select and cut this poly.



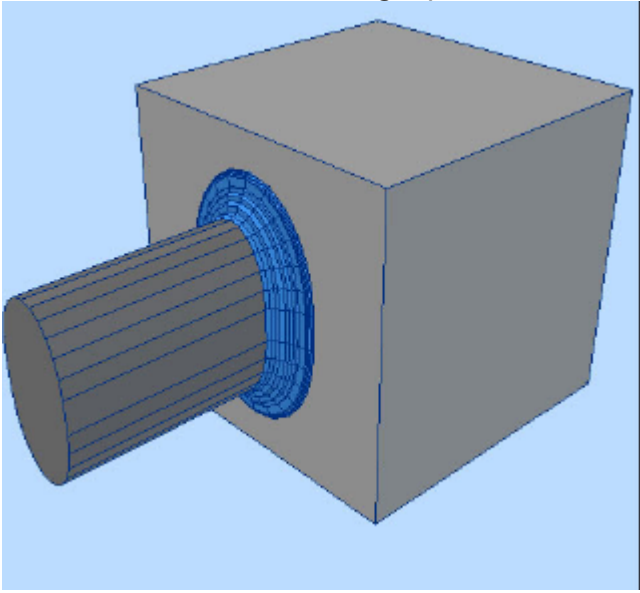
3. Paste it to a new layer and flip it.



4. Open Vertibevel.



5. This is the result with new graph.



As you can see Verti bevel is a very powerful tool and really worth the money.

<http://www.skstudios.com/VertiBevel.htm>

Tutorial by infinityloop (infinityloop@gmx.net)
Thanks to Jorx fort he great help