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There are several bonuses to

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computer design also. You can undo a mistake, something that is difficult to do in many of the arts. And there ' s no mess to clean up. Points, Polygons, and Edges. Generally, 3D Modeling is based on two simple elements: the point and the polygon.

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and elevation to describe its location. In LightWave's 3D domain, coordinates along X, Y and Z axes serve in a similar fashion.

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Because of LightWave ' s surface
smoothing capabilities, you can often
get away with a setting of 2 and

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sometimes even 1, which will keep the polygon count of your objects to a minimum. Setting this value too high with heavy-polygon SubPatch models can cause the performance of Modeler to degrade.

Modeler User Preferences -

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In this tutorial, Dave Vrba walks us through the basics of the Kinect for Windows Device Support, for NeuronMotion in LightWave 11.6.

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Download the license key (LICENSE.LWK) from the link listed under the relevant trial product on your Account page. Run LightWave again (if you closed the Splash screen) Drag the LICENSE.LWK onto the Splash screen (download it first) that appears when you first start the

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end of metadata ... Introduction to
Modeling. LightWave Modeler lets
you create objects from scratch or
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is the design and creation of wireframe objects from a simple shape, like an apple, to a complex shape, like a finely-detailed sports car. ... (that of a chair) and ...

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