Let's Make a Book!

A Tutorial by Michael Miller
In this fine tutorial I will show you the basics on how to make a most beautiful book.

If you follow my instructions from this point on, and don’t screw it up, then this should be your result:
In the Beginning...

- To start out this tutorial boot up Lightwave and make yourself a box. Don’t bother with sizing it right now.
- Before you click on anything else, press the “n” key to bring up the numeric box.
- From here type in your desired height, width, and depth. The rest will take care of itself.
- In this tutorial I will be using the dimensions: 11”, 8.5”, and 2”.
Mastering the Box

- Now that you have your box, you’ll want to subdivide it so that you can easily subtract and manipulate pieces later.

- To subdivide your box, go to the “Construct” tab and click “subdivide.” Do this a total of 6 times. You can do it less depending on if you would like less polygons or not.
Twice the Boxes = Twice the Fun!

- Now that you have your first box, it’s time to create another one.
- This box must be able to fit inside of your first one. You’ll want to make it so that the space in between the two boxes is at the desired size for your book’s cover.
- I find it easier if you do this by hand instead of typing in numeric values.
Does Yours Look Like Mine?

- I played around with my second box until I got the desired size.
- Here are my numeric values in case you want to follow my example exactly:
The next step is to take away the inside of your book to create its cover.

To do this you first must make sure your original box's layer is in foreground, and your second box's layer is in background.

Then go to the Boolean tool under the Multiply tab.

Make sure the operation button is set to “subtract,” and press “ok.”
Don’t Judge the Cover

Your new book cover should now look like this little beauty:
The next step in your book making process is to make the binding.

To make the books binding create a disc on the “top” section of Modeler.

Match your disk up to the edges of the end of you cover that’s closed. Then make it just a little bigger. Enough so that it sticks out of the sides.

Pull your disk down and up in the “back” view so that it sticks out as well.

You should get something like this:
Take it Away!

- Now repeat the Boolean process from before. This time your disc is in background, and your cover is in foreground.
- You should end up with a cover like this one, with some extra pieces out to the side.
Shaving off the Edges

- Now, to get rid of that excess baggage.
- Highlight your first layer (containing your book’s cover). Lasso your excess pieces by holding the right mouse button and circling them.
- Once they are highlighted, push the “x” key to delete them.
Bind it Up

- Now go to a new layer, with your cover in the background, and create a new disc. Make this one fit the edges of your cover exactly.

- Here are my numeric values for my new binding:
Even More Boolean

- Now you need to get rid of the inside of your disk inside of your cover.
- To do this, make another disc with the numeric values in the picture to the right.
- Subtract the unnecessary part out with the Boolean tool. By this time you should be an expert.
Thar She Blows!

- If you did it correctly, you should end up with something like this:
Taking More Out for the Better

- Now to make your binding look a little bit more realistic, make two discs on a new layer.

- You can make them as large as you would like, and place them wherever you want on the end of the binding.

- For this tutorial I used the measurements shown in the numeric box to the right.
A Finished Binding

- Now use that tool that you know so well, and Boolean those discs out of your cover.

- You should end up with a cover with dents on its binding like this one:
Now that you have finished your book’s binding, it’s time to start making your pages! YAY!!!

To do this make another box to fit inside of your cover. Depending on how big your cover is, or how large you would like your pages, you’ll want to adjust them to fit inside.
But, you still have some extra space inside you binding.

To fill this space make another disc on the same layer, and match it up with the edges of your box for your pages.

Here are the numeric values for the disc section of my pages:
Almost There...

- Here is what your book should look like in modeler.
- The last step is to apply textures to your book.
To apply your textures, you must save each layer of your project by pressing the “q” key and giving each layer a different name. Then go to the surface editor button under the “Create” tab.

Highlight the layer you would like to apply a texture to. Click on the “T” button next to color section. Select your desired texture and then apply it down the axis that your desired layer is facing.
THE FINAL PRODUCT
There you have it folks!
A Book of Champions.
I thank you for your time and most notable patients.
Enjoy your new book.